Usenet Newsgroup Archive: comp.sys.atari.8bit

1999-01 - 1999-05

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Date span: 1999-01-01 through 1999-05-31

Source text: comp.sys.atari.8bit.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 4,769

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Terminology (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: dgs <dgs@argonet.co.uk>
Message-ID: <48bdbecea5dgs@argonet.co.uk>
Source record: 56738
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

In article <76j7hc$9de$1@cfs2.kis.keele.ac.uk>,
<look@my.sig> wrote:

> In the sacred domain of comp.sys.sinclair didst Doctor Clu
> <clu-da-bard@geocities.com> eloquently scribe:
> : Borg: You will be exterminated.
> : Daleks: You will be illiminated.
>
> Borg: You will be ASSIMILATED.
> *Not* exterminated.

It's an important difference, of course.

--
dgs@argonet.co.uk

Manchester Acorn User Group - http://www.acorn.manchester.ac.uk/
RPC x86 Card Info Pages - http://acorn.cybervillage.co.uk/pccard/

"Your machine is NOT dead until it stops working" - Ian Gledhill

2. Binaries (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: dgs <dgs@argonet.co.uk>
Message-ID: <48bdbf097edgs@argonet.co.uk>
Source record: 56739
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

In article <76j7mb$9de$2@cfs2.kis.keele.ac.uk>,
<look@my.sig> wrote:
> In the sacred domain of comp.sys.sinclair didst Doctor Clu
> <clu-da-bard@geocities.com> eloquently scribe:
> : Hmm... thought you'd never ask. ;)
> :
> : Let's see if I can get this to work... How about a Peri pic...

> Oh dear....

> Oh dear oh dear oh dear....

> An up until this point, here were we, believing you actually had a modicum
> of intelligence....

> And then so have to go and do THIS!

> Don't you know ANYTHING about usenet?

> I'll give you a LIIIIIITLE clue, shall I?

> # # #########
> ## # # #
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> ######## #### # # # # # # # #### ######### ###### ####

Cross-posting off-topic drivel to groups you don't read can
sometimes be quite annoying, too.

--
dgs@argonet.co.uk

Manchester Acorn User Group - http://www.acorn.manchester.ac.uk/
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"Your machine is NOT dead until it stops working" - Ian Gledhill

3. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: Dan Barber <xy3951@epix.net>
Message-ID: <76jaro$hp6$1@news1.epix.net>
Source record: 56740
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

```
Doctor Clu wrote in message <368CBB07.3C2F@geocities.com>...
>Jason wrote:
>>
>> Jason =-)
>> > Can we start the "Borg are a rip-off of the Cybermen" argument now?
>>
>> Cameron:
>> > Paint them silver, give them sunglasses, and you have Cybernauts
>> > instead.
>>
>> You know that and I know that. =-) Although, the Cybernauts lacked the
>> specific speech patterns the Borg appear to be copying.
>>
>> Borg: You will be assimilated.
>> Cybermen: You will be like us.
Very ineteresting. Never thought of that. ;)

Dan Barber
xy3951@epix.net
```

4. Re: emulated sound sounds suxx?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: Julian Eggebrecht <julian@factor5.com>
Message-ID: <368D309B.7A9CB575@factor5.com>
Source record: 56741

Happy new year!

> Argh...Missed MasterBlazer..When did this come out Julian? (Was an Amiga
> owner but missed this one)

It came out in 1990 from Rainbow Arts. We were only involved insofar that our Amiga version of the Fractalus landscape code was used in the intro. It was a flight through the asteroid canyons. Since at that point we knew that the Amiga simply was not suited for a convincing Fractal landscape, the code (which was the old Atari 8-Bit method in higher resolution and greater view-depth) at least found some usage. The game (Masterblazer) itself made the same mistake - it didnï¿½t improve/change the 8-Bit game at all.

> Saw it at the ECTS in London Julian. Guy who was showing it said that it
> wasn't complete. Looked fine....

The ECTS demo was pretty bad. Itï¿½s out in Europe in mid-January. Here in the US we are getting good reviews. Most people say itï¿½s by far the best Star Wars console game, yet (which is not very hard to do:).

> Were there any other Lucas bits (old era) due/might to be converted?

I donï¿½t see it happen. Aside from us nobody was or is interested anyways. I hope they are going to do Monkey Island sequels or another Maniac Mansion game...

> Whats next from you guys on the PSX (sorry group)

Sorry, no more PSX. We are focusing on N64 right now and then itï¿½s off to the PSX 2 (or 2000 or whatever).

> and sorry, is Turrican dead or are we due <cheer> more episodes.

We are doing a Turrican-follow-up, but on N64 - sorry....

> Many thanks from a guy who was at the show where you guys showed Katakis

That must have been the same show where Activision saw it and wanted to sue our butts off - unless we did an official R-Type port for no money and in three months. Ah, those were the times :)

Cheers,

Julian

5. Re: Daleks (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: gippah <gippah@spyvspy.com>
Message-ID: <e6ev8IdN#GA.245@news1.texas.rr.com>
Source record: 56742
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

dgs wrote in message <48bda80cc0dgs@argonet.co.uk>...
>In article <368CBB07.3C2F@geocities.com>,
> Doctor Clu <clu-da-bard@geocities.com> wrote:
>
>> Well said! I would say the Borg are actually a mix between the
>> cybermen and the daleks. Borg look like Cybermen, even move like
>> Cybermen. But they seem to act like daleks.
>
>They have less difficulty with stairs though.

One thing about Cybermen is that they actually got LESS robotic over time.
Back in the Troughton days they had this little flap that opened up where
their mouths were when they talked... looked pretty darn inhuman to me.

But by the end they just painted their chins silver and called it a day.

6. Re: Binaries (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: John Dow <jmd@dowcarter.com>
Message-ID: <76jku0fcj1@news1.cableinet.co.uk>
Source record: 56743
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

dgs wrote

>Cross-posting off-topic drivel to groups you don't read can
>sometimes be quite annoying, too.

As can quoting 41 lines of text to add a two line reply. ;-)

J

7. More Companion-pics wanted for Web-site! (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: Nathan Wain <nathan@caverock.net.nz>
Message-ID: <Pine.LNX.3.96.990102125407.26763A-100000@shell.caverock.co.nz>
Source record: 56744
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.acorn.misc

On Fri, 1 Jan 1999, John Dow wrote:
> dgs wrote

> >Cross-posting off-topic drivel to groups you don't read can
> >sometimes be quite annoying, too.
>
> As can quoting 41 lines of text to add a two line reply. ;-)

Well, despite the lack of netiquitte involved in posting the binary, I have, as promised, set up an initial page which will be dedicated to any and all Dr. Who companions I can find pictures of.

So if anyone else has pics of the sexy Dr. Who girlies they'd like to share with the world... or hell, any good Dr. Who stuff, just e-mail them to me, or point me to a URL where I can find them. (Then they'll be online within an hour of me getting them, and no-one need be worried about wasted bandwidth on the NewsGroups.) :-) BTW, does anyone know of a URL for other good pics I could add here? (looks just a little sparse at the mo.)

Just go to http://www.caverock.net.nz/~nathan/gallery/gallery.html The link should be *quite* obvious. :-) And, y'all be pleased to know, this one should be viewable on *all* browsers... I actually test everything with Lynx, believe it or not.

In the mean-time, I think I'll just expand the page with other trivial tv-pics I have... Star-Trek (mostly Diana Troi), Alley McBeal and the Spice Girls... (But don't worry... I'll put a big warning before the Spice Girls one, I realise how much some people here like them.) :-)

Later,
Nathan.
--
nathan@caverock.net.nz www.caverock.net.nz/~nathan

Windows 98: An OS? A browser? A virus?

8. Re: Off-topic (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <368D6F7C.7774@geocities.com>
Source record: 56745
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

```
dgs wrote:
>
> In article <368CBBA6.B19@geocities.com>,
> Doctor Clu <clu-da-bard@geocities.com> wrote:
>
> > Let's face it, Davison had a few hot ones... Tegan, Nyssa, Peri...
>
> Aha! You're on-topic for the thread-title now, although not for
> any of the newsgroups to which you're cross-posting.
>
> Still, a step in the right direction.
>
> --
> dgs@argonet.co.uk

Eh... Doctor Who, vintage computing.. they go together somehow. ;)

Doc Clu
```

9. Re: Binaries (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <368D7197.78@geocities.com>
Source record: 56746
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

John Dow wrote:
>
> dgs wrote
>
> >Cross-posting off-topic drivel to groups you don't read can
> >sometimes be quite annoying, too.
>
> As can quoting 41 lines of text to add a two line reply. ;-)
>
> J

Damn straight! Hehehe....

Hey, I didn't start the fire on cross posting, though I have fanned the flames a little I'll admit. What can I say? I believe in a common thread between computer systems... I get to see posts from other usegroups that I didn't know existed, and we have a nice Dr. Who discussion. Works out for everyone. ;)

As for no binaries.. tell you what, next time I post a pic I'll warn in the message title so you can skip over it. Sound fair enough? Sorry for the lack of warning last time.

Doc Clu - who always enjoys good rounds of sci-fi discussions, and especially Who discussions. (grin)

10. Re: Windows (Was Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <368D7462.41C9@geocities.com>
Source record: 56747
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
dgs wrote:
>
> In article <915143092.26982.1.nnrp-04.9e98ea3a@news.demon.co.uk>,
> Brian Watson <brian@spheroid.demon.co.uk> wrote:
>
> > Nonsense. Only booze lets you walk through windows.
>
> I hear this operating system is very popular in some foreign
> countries.
>
> --
> dgs@argonet.co.uk

Booze makes all things things seem better for a while,
...even windows. :)

Doc Clu
```

11. Thoughts (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: dgs <dgs@argonet.co.uk>
Message-ID: <48bdce3dc5dgs@argonet.co.uk>
Source record: 56748
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

```
In article <76jaro$hp6$1@news1.epix.net>,
Dan Barber <xy3951@epix.net> wrote:

> Doctor Clu wrote in message <368CBB07.3C2F@geocities.com>...
> >Jason wrote:
> >>
> >> Jason =-)
> >> > Can we start the "Borg are a rip-off of the Cybermen" argument now?
> >>
> >> Cameron:
> >> > Paint them silver, give them sunglasses, and you have Cybernauts
> >> > instead.
> >>
> >> You know that and I know that. =-) Although, the Cybernauts lacked the
> >> specific speech patterns the Borg appear to be copying.
> >>
> >> Borg: You will be assimilated.
> >> Cybermen: You will be like us.
> Very ineteresting. Never thought of that. ;)
>
> Dan Barber
> xy3951@epix.net

Food for thought, isn't it?

--
dgs@argonet.co.uk

Manchester Acorn User Group - http://www.acorn.manchester.ac.uk/
RPC x86 Card Info Pages - http://acorn.cybervillage.co.uk/pccard/

"Your machine is NOT dead until it stops working" - Ian Gledhill
```

12. Re: How to hook up many systems to a computer with TV tuner card?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: First of One <zzhao@NOSPAMsprint.ca>
Message-ID: <XOej2.63324$c8.31172727@hme2.newscontent-01.sprint.ca>
Source record: 56749
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.ti,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.nintendo,rec.games.video.sega,bit.listserv.coco

Daisy-chain every system using the "F" connector (75 Ohm coaxial), except the system you play the most, which should be hooked up thru the S-Video jack.

--
First of One, primary adjunctive grid Alpha-01, but you may call me First of One.

Remove "NOSPAM" from my E-mail address to reply.

Jason Whorton wrote in message <76j6up$m7j$1@remarQ.com>...
>Hello. I am planning to hook up as many of my video game and old computer
>systems as possible to my PC, which has a TV tuner card with "F" connector
>(cable TV), RCA stereo audio and video inputs, and S-Video inputs. I know
>some of you have multiple systems connected. I do not own a TV, by the
way.
>I am wondering what is the best/easiest way to do this. If anyone has any
>suggestions on hooking up the following systems, please e-mail me and/or
>post it here....

13. 800XL help

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: atari <atari@fwi.com>
Message-ID: <368DA618.8D89E9C8@fwi.com>
Source record: 56750

I was wondering if there was a multi-task OS developed for the Atari 800XL. More importantly I was wondering if anyone could tell me where I could get a PPP program for my 800XL.
e-0mail me at

Atari@fwi.com,
atari62@hotmail.com,
or
atari_5200.yahoo.com

14. Re: How to hook up many systems to a computer with TV tuner card?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: wilykat@tds.net
Message-ID: <1dkz0pe.90jn6g17s7onpN@mimiusr1-a06.mill.tds.net>
Source record: 56751
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.ti,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.nintendo,rec.games.video.sega,bit.listserv.coco

Jason Whorton <jason@microxl.com> wrote:

> Atari Super Pong
> Atari 2600
> Atari 5200
> Atari 7800
> Atari Jaguar
> Atari 800XL
> Colecovision
> Commodore VIC-20
> Commodore 64
> Emerson Arcadia 2001
> Intellivision (the gold and brown one)
> Nintendo NES
> Nintendo SNES
> Nintendo 64
> RCA Studio II
> Sega Master System
> Sega Genesis
> Tandy CoCo 3
> Texas Instruments TI-99/4A

I do have rather large number of system hookled to one TV and it can apply to hooking it to computer. First of all, my computer has it's own VCR for video digitizing and still shots.

I have my older system (2600, 7800, Intellivision, and Colecovision) hooked to a multi switch. Since all the cables are 75 ohms, I used RCA female to F type male adaptor and bypassed the old single system switch box.The output from that switch are wired through the auto switch box of 5200 and Sega Master System, then the video input in my VCR. Oh yeah and an atenna in one of the input fior plain TV viewing.

The newer system are connected via AV cables (Jaguar, TurboGrafx-16, Sega Saturn, Sega Genesis with CD and 32X, NES, SNES, N64, and PSX) to 2 separate multi switch box. (No one seems to carry anything that can switch between more than 4 inputs) and then a single A/B switch box to switch between the 2 bigger switch box. (All are labeled for clarity) and then into the AV input of my VCR.

This may seems messy but all the system are kept isolated from each other to prevent video interference. And all switches are labeled so anyone wishing to play my setup can figure out on it's own.

I do have Commodore 64 that I still use but they are in another room with it's own monitor. With a printer, 2 floppy drives, monitor, and a C64, all those power strips that is piling around mehind the shelves would start to melt. Right now, they look like christmas lights before you untangle them for Christmas decorating.

Now if I can figure out where to put all those 2600, 5200, 7800, Intelly, and Colecovision games, my room would seems a lot cleaner. (I recently bought a rack designed to hold 500 CDs and it is almost full holding 150 NES carts)

15. Re: Video 61

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <yKYi2.458$xb3.252@newsfeed.slurp.net>
Source record: 56817

BobKlaas wrote in message <368BFC8E.E5B37661@sisna.com>...
>Lance;
>
>
>1. Pro_Term. Great way to expand it to a Cartridge, with features that
>would let the user logon to the Internet with Text only features?
>

Re: Pro_Term: This is an unfamiliar name to me. Does that mean, then, that there is already a program quite capable of handling the role of a web browser? If so, then why should I add to the confusion by putting "Project: PHOENIX" together? And if there isn't, but this Pro_Term is all set for an add-on module to handle Lynx-style web browsing, then I agree that it would be a great idea to do it, or adjust Pro-Term as a whole to handle the role (why re-invent the wheel, someone said in this group a brief time ago).

>2. Now you have BBS Express! Professional, you could look at making it
>compatible with those BBS's that have Internet access as far as e-mail
>goes.
>

I had suggested something along the same lines to Lance myself recently. Many of the BBSes I used to frequent have either gone extinct... or found new life under telnet...

>3. Expand the Networking that was done with Corina, and possibly others?

Ah, to reflect on the good ol' days of networked RoboWar battles via Carina! <wide grin>

>
>4.I do hereby apologize to you for getting you into something I was
>totally aware of in the beginning! There is no stop to the requests
>that will follow this post to your programmers!!
>
>5. But..honestly you have the staff in place to proceed where I couldn't
>or was reluctant due to extenuating circumstances.(You know as
>discussed before!) My very best to you and yours..
>

Lance! You have programmers at your beck and call!?!? I didn't realize that!

16. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76hnm5ugo1@news.iwaynet.net>
Source record: 56818

Paul Irvine <mclane@dellos.demon.co.uk> wrote:

> Larry, been awaiting a response from the C64 group re the board I
> mentioned. Seems they are too busy talking about Dr bloody Who :)

Really?
I'll have to go over there and check that out!

17. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76hnufugo2@news.iwaynet.net>
Source record: 56819

Anthony Baker <antbaker@arn.net> wrote:
> Hello,

> Also, if you are so unhappy w/ emulation but want all the games, just
> buy an Atari 800XL (personally my FAVORTIE 8-bit) 1050 DD (w/ DOS) and a
> SIO2PC cable and copy stuff over to the REAL 8-bit. I am sure someone
> in this newsgroup would be willing to sell you that combo of stuff
> cheap.

> If you do that, you won't have to worry about emulation because you'll
> have the real thing and still get the programs you want!

Well he'll need a PAL ANTIC chip to play all these demos that he's talking
about.

> alficzek wrote:
> >
> > Jon Melbo <jmelbo@pressenter.com> wrote
> > <368868db.26059656@news.pressenter.com>...

ah,stop putting the reply before the re-post!

18. Re: Atari 8-bit Arcade Game Programming Book Set

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76ho3mugo3@news.iwaynet.net>
Source record: 56820

danver@halcyon.com wrote:
> I've listed these books on eBay, come by and check them out (jpeg and snappy
> descriptions included), by hitting the following URL.

> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=52626786

"Hitting" a URL?
That's a new one on me.I know that they measure a HTTP site's popularity by
how many "hits" it gets but still...

19. Re: Ultima

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76hq2mugo4@news.iwaynet.net>
Source record: 56821

Stephen Knox <gooch@erols.comX> wrote:
> Ultima IV on the Atari was one of the best RPG games released for it. With 2 disk
> drives swapping is minimum (Esp compared to Alternate Reality).

> But be prepared for a long quest. I dont think the game consoles emcompassed 1/2
> of what was required on the computer series.

I hated how in the NES Ultima 4 how you couldn't see the monsters coming
toward you.You'd just enter combat with out warning (outside).
And the graphics for the dungeons weren't as good.
(NES only supports 40-column multi-coloured text;no graphics)
And of course there's that thing that I hate about all NES games,how the
playfield has that little flicker to it.Much like the flicker in HIP
mode. (not to be confused with the sprite flicker)

20. Re: Video 61

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <29025-368C6AEE-34@newsd-224.iap.bryant.webtv.net>
Source record: 56822

we are still exploring everything we got when we got pro,we have to run a bussiness first and we need to sit down and browse through everything first,yes we have programmmers who write stuff,but none who can handle a browser,we have many irons in the fire,and some of the programmers of course only want to do stuff that they are interested in and some do it just on a part time basis,and one who is good,but he is on another planet and cannot be trusted,on the other hand all of the rest are up into there armpits with work,only one has internet access,all of the rest are like me,old diehards who want a 8-bit browser,as far as pro term is concerned,we would love to develope it,but it is in action,we only have 2 action programmers who are steady,one is great,the other one is the space cadet,if you know action,i will get you source for pro term after you have sighned a non disclosure form,and i will let you take a rip at it,but we have only so many people and so much time and so many projects,that we need help in doing all of this,and the market is small so money is tight,so if you or anybody else out there wants to help in any way please do,we have done everything on our own know for the last few years and it is hard with no help,every one just wants to do emulators not the real thing,there are lots of people who want the real thing yet,so i kinda was hoping that i could help you out with a few goodies for programming,but bob brought up a good idea,and i am glad that he did,any way think about it,and happy new years to everyone,thanks,
lance

21. Re: Merry Christmas

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <368CB81F.3DCE@geocities.com>
Source record: 56823

>
> > I've gotton people enjoying Atari usually by two player games. Joust,
> > Wizard of Wor, Archon.. etc!
>
> All favourites of mine!
> But you forgot Zybex.And don't forget 4-player games like Asteroids and
> that Zombie/Maze game from Antic/Analog/whatever magazine and Dandy.
>
> Now to get a 4-player DynaBlaster ("Bomberman") with APAC/CVIEW/JVIEW/HIP
> playfields.
> (along with humble GR.15 & GR.8 graphic modes,and their text countparts)

Fascinating idea! First off, what is Dandy and tell me more about that Zombie game. :) I would love to learn more about them since there are so few of the games that made use of all four joystick ports.

Why is that? Anyone have a theory?

One classic four player game I would love to see on the Atari 8-bit is Warlords from the 2600 world. Now THAT was a fun four player (Paddle) game.

You were mentioning a gameboy adapter for the Atari. Hold that idea for a moment.. I have been pondering something similar... but wondering about methods of converting 2600 and 5200 game cartridges to the 8-bit. What would it take?

The 2600 was a 8-bit machine at heart right? What were the differences?

And the 5200 WAS a Atari 8-bit with different controllers. If you take the code for a 5200 game and a 8-bit game, what is different? How are the chip's different? Could a 8-bit cartridge be altered to accept a game chip from a 5200 cartridge?

As usual, questions I thought should be asked once. ;)

Doctor Clu

22. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <368CBB07.3C2F@geocities.com>
Source record: 56824
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

```
Jason wrote:
>
> Jason =-)
> > Can we start the "Borg are a rip-off of the Cybermen" argument now?
>
> Cameron:
> > Paint them silver, give them sunglasses, and you have Cybernauts
> > instead.
>
> You know that and I know that. =-) Although, the Cybernauts lacked the
> specific speech patterns the Borg appear to be copying.
>
> Borg: You will be assimilated.
> Cybermen: You will be like us.
>
> See? =-)
> --
> Jason =-)
>
```

Well said! I would say the Borg are actually a mix between the cybermen and the daleks. Borg look like Cybermen, even move like Cybermen. But they seem to act like daleks.

Borg: Resistance is futile
Daleks: Resistance is futile.

Borg: You will be exterminated.
Daleks: You will be illiminated.

Borg usually talk of being a higher life form, thus making all others inferior to the borg design.

Daleks: We are the superior beings!

Interesting... ;)

Doctor Clu

23. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <368CBBA6.B19@geocities.com>
Source record: 56825
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

John Dow wrote:
>
> Doctor Clu wrote in message <368728AD.3DAF@geocities.com>...
> >companion's chests? I had some great pics (none nude) of Liz, Peri,
> >Tegan.... ah well...
>
> ooo but wasn't Nyssa lovely.............
>
> J (lying down cos I've come over all funny)

Yep, got a few good pictures of her too. ;)

Let's face it, Davison had a few hot ones... Tegan, Nyssa, Peri...

Doc Clu

24. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: ".xl/xe.fan." <alficzek@friko.onet.pl>
Message-ID: <01be3520$608afe60$LocalHost@int19host.int19h.rulez.com.pl>
Source record: 56826

```
Paul Irvine <mclane@dellos.demon.co.uk> wrote
<3693a24f.8565811@news.demon.co.uk>...
> Maybe its your turn to write the code then ;)
with pleasure :) but there is one thing that stops me: i extremely lazy
bastard :(

- -- $$ $$$ $$ --- ---- ----- ------ --------------- -- -
$$ $$$ $$ xl/xe fan [ alficzek@friko.onet.pl ]
,$$ $$$ $$,
,$$' $$$ `$$, atari xl/xe rules forever...
- $$'- $$$ -`$$ --- ---- ----- ------------------- --- -
```

25. Re: atari xl/xe hardware emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <368d9ef3.1309393@news.demon.co.uk>
Source record: 56827

The other Day dklugh@iwaynet.net (Daniel Klugh) wrote:

>Paul Irvine <mclane@dellos.demon.co.uk> wrote:
>
>> Larry, been awaiting a response from the C64 group re the board I
>> mentioned. Seems they are too busy talking about Dr bloody Who :)
>
>Really?
>I'll have to go over there and check that out!

I thought you might :)

"stay a while..stay for-ever...."

;)
--
Paul..

"The Spectrum is a classic computer"

- Clive Sinclair after 10 pints and 5 whiskey chasers..

ICQ No: 105793

26. Re: Windows (Was Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: anon_scribbler@hotmail.com
Message-ID: <MPG.10f6f8ca3f0a6c199896e9@news.freeserve.co.uk>
Source record: 56828
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <48bd4b515fdgs@argonet.co.uk>, dgs@argonet.co.uk decided the world needed to know the following. This was on Thu, 31 Dec 1998 23:12:31 +0000 (GMT)...

> I hear this operating system is very popular in some foreign
> countries.

Which ones? Mars?
>

--
The Scribbler - email me at anon_scribbler@hotmail.com
And no, it's not spam blocked.

27. Re: Lemons (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: anon_scribbler@hotmail.com
Message-ID: <MPG.10f6f73d25629239896e7@news.freeserve.co.uk>
Source record: 56829
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

In article <48bd49fcffdgs@argonet.co.uk>, dgs@argonet.co.uk decided the world needed to know the following. This was on Thu, 31 Dec 1998 22:58:00 +0000 (GMT)...

> A lemon.

Natch.

--
The Scribbler - email me at anon_scribbler@hotmail.com
And no, it's not spam blocked.

28. Daleks (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: dgs <dgs@argonet.co.uk>
Message-ID: <48bda80cc0dgs@argonet.co.uk>
Source record: 56830
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

In article <368CBB07.3C2F@geocities.com>,
Doctor Clu <clu-da-bard@geocities.com> wrote:

> Well said! I would say the Borg are actually a mix between the
> cybermen and the daleks. Borg look like Cybermen, even move like
> Cybermen. But they seem to act like daleks.

They have less difficulty with stairs though.

--
dgs@argonet.co.uk

Manchester Acorn User Group - http://www.acorn.manchester.ac.uk/
RPC x86 Card Info Pages - http://acorn.cybervillage.co.uk/pccard/

"Your machine is NOT dead until it stops working" - Ian Gledhill

29. Off-topic (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: dgs <dgs@argonet.co.uk>
Message-ID: <48bda83801dgs@argonet.co.uk>
Source record: 56831
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

In article <368CBBA6.B19@geocities.com>,
Doctor Clu <clu-da-bard@geocities.com> wrote:

> Let's face it, Davison had a few hot ones... Tegan, Nyssa, Peri...

Aha! You're on-topic for the thread-title now, although not for
any of the newsgroups to which you're cross-posting.

Still, a step in the right direction.

--
dgs@argonet.co.uk

Manchester Acorn User Group - http://www.acorn.manchester.ac.uk/
RPC x86 Card Info Pages - http://acorn.cybervillage.co.uk/pccard/

"Your machine is NOT dead until it stops working" - Ian Gledhill

30. Re: Offer from Schrooge (sp?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: Smith-Perricone <sslp@enter.net>
Message-ID: <368d113a.0@news3.enter.net>
Source record: 56832

Now here is a man who is still living in an Atari World! ;P

BobKlaas wrote in message <368BF6CE.80FAEB52@sisna.com>...

>If you purchased something from me in 1988>
Bob...Klaas....(not clause!)

31. Re: Syquest EZ135 Config on BB

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <76j3kr$r49$1@news.umbc.edu>
Source record: 56833

Jim,

This is what you need to have set up on the ctrl list on the BB for the
EZ135.

0,0 for U#,Lun
01 for Heads
3195 for Cylinders
07 for Step
512 for Sector Size

Works for me!

Tom

jeking@NOSPAM.COM wrote:
: Okay, I have an internal Syquest EZ135 SCSI removable hard drive.

: It's configured as Drive0 (no jumpers installed), the 50 pin ribbon cable
: is correct, and my info from Syquest indicates that it has 16 heads, 512
: sectors.

: First, the blackbox only goes up to 15 heads. When I try to enter 16, it
: defaults to 0. Second, even if I select 15 heads, I am unable to hit the
: drive via my black box.

: What's the configuration information that I need to enter into the
: blackbox? This Syquest works, as I pulled it out of my PC.

: Thanks in advance!

: --
: @ @ @ ------------------------------------ @ @ @
: @ @ @ James King - Atari Fanatic! @ @ @
: @ @ @ ------------------------------------ @ @ @
: Atari 8bit Hobbyist by choice, IT Professional by Accident!
: To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

--
Quality Engineering Specialist -- IT Management & Software Consultant
Digital Archaeologist, Quality Advocate, Software Analysis Services
*** Transformation via People, Process, & Technology ***
The best way to predict the future is to invent it now!
Thomas Drake tom.drake@coastalresearch.com

32. How to hook up many systems to a computer with TV tuner card?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: Jason Whorton <jason@microxl.com>
Message-ID: <76j6up$m7j$1@remarQ.com>
Source record: 56834
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.ti,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.nintendo,rec.games.video.sega,bit.listserv.coco

Hello. I am planning to hook up as many of my video game and old computer systems as possible to my PC, which has a TV tuner card with "F" connector (cable TV), RCA stereo audio and video inputs, and S-Video inputs. I know some of you have multiple systems connected. I do not own a TV, by the way. I am wondering what is the best/easiest way to do this. If anyone has any suggestions on hooking up the following systems, please e-mail me and/or post it here.

Atari Super Pong
Atari 2600
Atari 5200
Atari 7800
Atari Jaguar
Atari 800XL
Colecovision
Commodore VIC-20
Commodore 64
Emerson Arcadia 2001
Intellivision (the gold and brown one)
Nintendo NES
Nintendo SNES
Nintendo 64
RCA Studio II
Sega Master System
Sega Genesis
Tandy CoCo 3
Texas Instruments TI-99/4A

Thank you,
Jason Whorton
www.microxl.com/oldcomputers/main.html

33. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: look@my.sig
Message-ID: <76j7hc$9de$1@cfs2.kis.keele.ac.uk>
Source record: 56835
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

In the sacred domain of comp.sys.sinclair didst Doctor Clu <clu-da-bard@geocities.com>
eloquently scribe:
: Borg: You will be exterminated.
: Daleks: You will be illiminated.

Borg: You will be ASSIMILATED.
Not exterminated.

EXTERMINATE!!! was the Daleks catchphrase.

The borg just wanted to assimilate all suitable lifeforms into thier
collective, not destroy them.

That's more in the field of Species 8472... Or whatever...

: Borg usually talk of being a higher life form, thus making all others
: inferior to the borg design.

: Daleks: We are the superior beings!

Daleks don't force other races into becoming more Daleks.
That's what the Cybermen were for.
--

---
u5a77@teach.cs.keele.ac.uk	"I'm alive!!! I can touch! I can taste!
Andrew Halliwell	I can SMELL!!! KRYTEN!!! Unpack Rachel and
Finalist in:-	get out the puncture repair kit!"
Computer Science	Arnold Judas Rimmer- Red Dwarf

|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++ |
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!| Space for hire |
---

34. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: look@my.sig
Message-ID: <76j7mb$9de$2@cfs2.kis.keele.ac.uk>
Source record: 56836
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

In the sacred domain of comp.sys.sinclair didst Doctor Clu <clu-da-bard@geocities.com>
eloquently scribe:
: Hmm... thought you'd never ask. ;)
:
: Let's see if I can get this to work... How about a Peri pic...

Oh dear....

Oh dear oh dear oh dear....

An up until this point, here were we, believing you actually had a modicum
of intelligence....

And then so have to go and do THIS!

Don't you know ANYTHING about usenet?

I'll give you a LIIIIIITLE clue, shall I?

```
# # #########
## # # #
# # # # #
# # # # #
# # # # #
# ## # #
# # #########

####### #### # # # ####### #### ######### ###### ####
# # # ## # # # # # # # # # # ####
# # # # # # # # # # # # # # ####
####### # # # # # # ####### # ###### ###### #
# # # # # # ######### # # # # #
# # # # ## # # # # # # # # # ####
####### #### # # # # # # # #### ######### ###### ####
```

--

```
-------------------------------------------------------------------------------
|u5a77@teach.cs.keele.ac.uk| |
| Andrew Halliwell | "ARSE! GERLS!! DRINK! DRINK! DRINK!!!" |
| Finalist in:- | "THAT WOULD BE AN ECUMENICAL MATTER!...FECK!!!! |
| Computer Science | - Father Jack in "Father Ted" |
-------------------------------------------------------------------------------
|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++ |
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!| Space for hire |
-------------------------------------------------------------------------------
```

35. Re: How to hook up many systems to a computer with TV tuner card?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-01 00:00:00 UTC
From: Stephen Disney <disneys@bulloch.net>
Message-ID: <76j9n2gna1@news3.infoave.net>
Source record: 56837
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.ti,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.nintendo,rec.games.video.sega,bit.listserv.coco

Nice collection. You can do a couple of things and maybe should do a combination. First put the Genesis into the S-Video (if you have the cable). Second get a 4 input, unpowered, RCA plugged selector box from the shack (about $20?). Plug the Jaguar, NES, SNES, and 64 into that (if you have those cables). Then find an RF adapter for the rest and run them inline to the Coax input. This setup, IMHO will provide the best picture for the systems that have the most graphic use.
Later!
Stephen Disney

Stephen Disney (disneys@hotmail.com & disneys@netscape.net)
Associate Editor of -
"the world of 68' micros"
(http://www.home.pon.net/kf6ntg/68micros/index.html)
- which provides support for OS-9 and the Tandy Color Computer (DECB & OS-9), as well as other 68xx or 68xxx series computers.

"Logic is a tweeting bird in a green meadow." - Mr. Spock

Jason Whorton <jason@microxl.com> wrote in message news:76j6up$m7j$1@remarQ.com...
>Hello. I am planning to hook up as many of my video game and old computer
>systems as possible to my PC, which has a TV tuner card with "F" connector
>(cable TV), RCA stereo audio and video inputs, and S-Video inputs. I know
>some of you have multiple systems connected. I do not own a TV, by the way.
>I am wondering what is the best/easiest way to do this. If anyone has any
>suggestions on hooking up the following systems, please e-mail me and/or
>post it here.
>
>Atari Super Pong
>Atari 2600
>Atari 5200
>Atari 7800
>Atari Jaguar
>Atari 800XL
>Colecovision
>Commodore VIC-20
>Commodore 64
>Emerson Arcadia 2001
>Intellivision (the gold and brown one)
>Nintendo NES
>Nintendo SNES

>Nintendo 64
>RCA Studio II
>Sega Master System
>Sega Genesis
>Tandy CoCo 3
>Texas Instruments TI-99/4A
>
>Thank you,
>Jason Whorton
>www.microxl.com/oldcomputers/main.html
>
>
>
>

36. Re: More Companion-pics wanted for Web-site! (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: Smith-Perricone <sslp@enter.net>
Message-ID: <368ee419.0@news3.enter.net>
Source record: 56688
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.acorn.misc

```
>> ...although the naughty images had to be taken down, I think Steve said
>> Simplenet kicked a fuss up.

Does anyone have an idea about where else I might be able to find these so
called "naughty images"? I had a number of them saved to my hard drive and
then the whole system went !CRASHING! down. You can't be a true Who fan
without at least one shot of a naked Jo Grant with giant Dild... erm... I
mean Dalek!
```

37. Re: sist

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <76m0hq$691@chronicle.concentric.net>
Source record: 56689
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

imc@comlab.ox.ac.uk (Ian Collier) writes:

>>Paint them silver, give them sunglasses, and you have Cybernauts instead.

>As in the Avengers?

Yep. Mrs. Peel, we're needed.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

38. Re: More Companion-pics wanted for Web-site! (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: Nathan Wain <nathan@caverock.net.nz>
Message-ID: <Pine.LNX.3.96.990103172135.3438A-100000@shell.caverock.co.nz>
Source record: 56690
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.acorn.misc

On Sat, 2 Jan 1999, Smith-Perricone wrote:

> Does anyone have an idea about where else I might be able to find these so
> called "naughty images"?

And if they do know... don't forget to post the info here! :-)

> I had a number of them saved to my hard drive and
> then the whole system went !CRASHING! down.

Trust me... if you back-up the Hard-Drive every six months or
so, you are *so* grateful you did when the Drive finally dies.
(I know I was.)

Nathan.

39. RED screen on XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <915659868@stackbbs.xs4all.nl>
Source record: 56691

Howdy folks

One of my XEGS's givs me a RED screen
(with or without BASIC and with or
without keyboard). The screen turns
red the second I switch the XEGS on.
Nothing else happens.

Would might this be???

Does one of the service manuals
(SAM's or ATARI's) cover stuff like
that? Like: "Red" means this is
broken and "Green" means that other
chip is gone?

CU Mathy van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
---

40. biggest cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <915659869@stackbbs.xs4all.nl>
Source record: 56692

Howdy folks

Re: biggest size cartridge for the 8
bit Atari

Page 103 of the BEST Electronics
catalog (rev.10) mentions (first item
under the blue column):

Atari XE 512K Super Bank Selecting
Cartridge Kit.

Guess that means 512K would/should be
possible.

CU Mathy van Nisselroy

PS if this catalog is getting any
bigger, Brad should call it
encyclopedia....

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
---

41. RED screen on XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <915659870@stackbbs.xs4all.nl>
Source record: 56693

To Mathy in special...
My XEGS did exactly the same when I got it. I think I have one of the same run as you have, the Italian I think...

After having replaced the O.S.Rom (800XL-Rom) and one RAM-chip it worked again, uhh, not again, the thing has probably never worked since it came right out of the box and has never worked, even it was a new one!

The dis-advantage I have now, is that I can't use the internal BASIC anymore. Also Missle-Command is of course not available in the installed 800XL-Rom...

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
---

42. Re: sist

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: imc@comlab.ox.ac.uk
Message-ID: <10957-carnivorous.imc@comlab.ox.ac.uk>
Source record: 56752
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

Cameron Kaiser entertained comp.sys.sinclair with the following story:
>Paint them silver, give them sunglasses, and you have Cybernauts instead.

As in the Avengers?
--
---- Ian Collier : imc@comlab.ox.ac.uk : WWW page (including Spectrum section):
------ http://www.comlab.ox.ac.uk/oucl/users/ian.collier/imc.html

43. wanted: ATARI space age josytick

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: patrice MULLER <atari.fr@wanadoo.fr>
Message-ID: <76jof2$o06$1@platane.wanadoo.fr>
Source record: 56753

make offers

44. Netiquette (Was Re: More Companion-pics wanted for Web-site! (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: dgs <dgs@argonet.co.uk>
Message-ID: <48bddb50b2dgs@argonet.co.uk>
Source record: 56754
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

In article <Pine.LNX.3.96.990102125407.26763A-100000@shell.caverock.co.nz>,
Nathan Wain <nathan@caverock.net.nz> wrote:

> On Fri, 1 Jan 1999, John Dow wrote:
> > dgs wrote
> >
> > >Cross-posting off-topic drivel to groups you don't read can
> > >sometimes be quite annoying, too.
> >
> > As can quoting 41 lines of text to add a two line reply. ;-)

That's OK, I don't read these groups. I'm sure it's all
very interesting to you lot, though, otherwise you wouldn't
be cross-posting it all over the place.

I'm sure there's some irony in here somewhere ;-)

> Well, despite the lack of netiquitte involved in posting the
> binary, I have, as promised, set up an initial page which will
> be dedicated to any and all Dr. Who companions I can find
> pictures of.

> So if anyone else has pics of the sexy Dr. Who girlies they'd
> like to share with the world... or hell, any good Dr. Who
> stuff, just e-mail them to me, or point me to a URL where I can
> find them. (Then they'll be online within an hour of me getting
> them, and no-one need be worried about wasted bandwidth on the
> NewsGroups.) :-) BTW, does anyone know of a URL for other good
> pics I could add here? (looks just a little sparse at the mo.)

> Just go to http://www.caverock.net.nz/~nathan/gallery/gallery.html
> The link should be *quite* obvious. :-) And, y'all be pleased to
> know, this one should be viewable on *all* browsers... I actually
> test everything with Lynx, believe it or not.

> In the mean-time, I think I'll just expand the page with other
> trivial tv-pics I have... Star-Trek (mostly Diana Troi), Alley
> McBeal and the Spice Girls... (But don't worry... I'll put a
> big warning before the Spice Girls one, I realise how much some
> people here like them.) :-)

> Later,
> Nathan.

--
dgs@argonet.co.uk

Manchester Acorn User Group - http://www.acorn.manchester.ac.uk/
RPC x86 Card Info Pages - http://acorn.cybervillage.co.uk/pccard/

"Your machine is NOT dead until it stops working" - Ian Gledhill

45. Re: REQ:Atari Fuji symbol for my PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19990101205816.08235.00005367@ng19.aol.com>
Source record: 56755

That makes 2 of us... I'd be interested as well.. perhaps a PC Jpeg file.. or
.exe?
thanks...
vinnie

46. Re: S-Video cable for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19990101210155.08235.00005371@ng19.aol.com>
Source record: 56756

I seem to remember a small 'pseudo' stereo unit that would take a mono sound and 'seperate' it .... it had a diode, or 2, and a resistor, or 2... it seemed to channel the somewhat 'lower' sounds to one channel, the higher to the other.. it could work here.. anyone know how to build it???

47. Re: How to hook up many systems to a computer with TV tuner card?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: Barry Callahan <barryc@umr.edu>
Message-ID: <368d8091.0@news.cc.umr.edu>
Source record: 56757
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.ti,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.nintendo,rec.games.video.sega,bit.listserv.coco

In rec.games.video.atari Stephen Disney <disneys@bulloch.net> wrote:
: Nice collection. You can do a couple of things and maybe should do a
: combination. First put the Genesis into the S-Video (if you have the
: cable). Second get a 4 input, unpowered, RCA plugged selector box from the
: shack (about $20?).

$24.99 actually. radio shack part number 15-1956 :)

: Plug the Jaguar, NES, SNES, and 64 into that (if you
: have those cables). Then find an RF adapter for the rest and run them
: inline to the Coax input. This setup, IMHO will provide the best picture
: for the systems that have the most graphic use.

my collection isn't nearly so impressive, but then i'm still in college. :)
2600
supercharger
5200
7800
jag w/ cd
nes
snes
sega master sys
genesis
intv
ti-99/a
vic-20

i've got them all connected to my entertainment center. affectionately
know as the arcade. :)
in my attempts to find cheap ways to connect them all at once, i've
learned a few things.
1. the automatic game switches look for a potential (+5v iirc) on the
game line. that's a recent development w/ the (nes?) snes and genesis.
the 7800 and prior, intv, etc won't send the signal (unless modified)
and can't be used with the auto switch.
2. chaining game switches is a bad idea (tm). sure, you can do it. but
i've found that the more you stick on the chain, the more interference
you start losing signal quality.
3. the use of cable splitters (also known as y's) to string all the
machines onto one cable is also a bad idea. again, you can do it, but
it'll give you a noisy signal.

best thing to do is get 1+ rca switchbox (eg: the one above) for those
machines that have (or you want to modify to have) rca (composite) outs.

then get however many rf switches you'll need to connect the rest of your machines. makes for a confusing array, unless everything's well marked, but it helps immensely.

while we're advertising radio shack, here's a couple good switches:

15-1249 ($6.99) is a 2-way pushbutton switch
15-1248 ($10.99) is a 3-way pushbutton switch

of course, if you go the way i did, you end up having to by a length of coax cable and a bunch of connectors to string all the switches together.

48. Re: Mapping the Atari (XL/XE revised edition)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <368D92AA.3645EC0B@classic-games.com>
Source record: 56758

Morloc wrote:
>
> Anyone know where I can obtain this? There's a website that is slowly
> beginning to post it, but if I can get it, I can have it online within a
> couple weeks for everyone to access until their project is completed.

I didn't get a chance to read the NG over the last couple of months, so
this is a late reply, but if you're still looking for one, I have a
spare for sale at my site below.
--
http://www.classic-games.com/
If Bill Clinton doesn't have to obey the law, neither do you.
*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***

49. Re: SpartaDos format question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <368D99D4.2D656A46@classic-games.com>
Source record: 56759

Bo Schreurs wrote:
> Iï¿½m currently expanding my DIR2ATR program
> (which turns a pc directory into an .ATR XL/XE disk image)
> to have it produce SpartaDos .ATR disk images.
> For a single directory it works, but Iï¿½ve encountered
> a little problem.
> Although somebody mailed me some docs about the SpartaDos
> format, I know Iï¿½m still missing some vital info.

Could you mail me or post that info to the newsgroup?
--
http://www.classic-games.com/
If Bill Clinton doesn't have to obey the law, neither do you.
*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***

50. Beta testers needed

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <368D9A9B.E61CBFA1@classic-games.com>
Source record: 56760

I need a few people with Linux and an SIO2PC or APE cable to do some
testing for me... Mail me to volunteer.
--
http://www.classic-games.com/
If Bill Clinton doesn't have to obey the law, neither do you.
*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***

51. TELNETing to Atari BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990101233729.22368.00005727@ng42.aol.com>
Source record: 56761

What does it take to Telnet to a BBS? I have done it from my ISP
to Delphi (text mode) and it was pretty easy since the Telnet address
for Delphi is "delphi.com". But what are the technical requirements?
Are there any "TELNETable" A8 BBS's around?
Thanks,
Larry

52. 100 5.25 floppies FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <76k6hi$c2n$1@mohawk.hwcn.org>
Source record: 56762

I have 100 used 5.25 inch low density floppies for sale, $20US shipped to anywhere in North America.

Willy

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

53. CSS Web Site

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990101235308.16623.00005836@ng43.aol.com>
Source record: 56763

The CSS web site is coming right along.
There are on-line manuals for some of
the products, etc. The address is:
http://www.nleaudio.com/css/index.htm
Larry

54. 40 Mb SCSI hard drives for $5.50

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <76ka98$mp9$1@news.storm.ca>
Source record: 56764

I was looking at www.compgeeks.com and noticed that they're selling 40 Mb SCSI hard drives (new IBM) for $5.50 (plus, of course, S&H).

Just thought it might be of interest to some folks here.

David P.

55. Re: Help on an atari 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <pdX3ltk.rldetlefsen@delphi.com>
Source record: 56765

I would add to the 600XL(or any Xl/XE) that while the computer is
open, pushing down on all socketed chips can fix many problems.
If that doesn't, then actually pulling them and putting them back
in might.(static procedures!) And this problem can be sourced
from the 6502, Antic, or the GTIA. Even bad roms. In this case,
swapping each out with known good ones is the next route.
rick D.

56. Re: XDM121

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <5DQUQbu.rldetlefsen@delphi.com>
Source record: 56766

Anthony Baker <antbaker@arn.net> writes:

>Does anyone have some ribbons for an Atari XDM121 printer or even a

Try the usual sources:Best Electronics, B&C Computerviosions.
And there is an ad in Nuts and Volts(I can look it up) for
Orr Ribbons and...
Note that if the XDM121 uses a spool type ribbon, then any
typewriter type may work(even rewinding just the ribon on the
correct spools).

Rick D.

57. Re: PC drives in 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <5hYVg3m.rldetlefsen@delphi.com>
Source record: 56767

Jeffery Thomas <cv436@torfree.net> writes:

>Is it possible to use 360K 5.25" floppy drive mechanisms in the 1050 disk
>drive? Not that I expect to get 360K density. Just that I've got a
>bunch of these PC drives which I would hope could replace a broken 1050
>mech when one of mine finally do pop a gasket.

Probably not. If the drive is old enough(no electronics), then
it can be used. But modern PC type drives contain control
electronics and uses a 25 conductor ribbon cable. The 1050
(and 810) did all of that them selves so used a drive with
indiviual connectors for each item. The XF551 however can use
modern PC drives.

Rick D.

58. A8 Webring

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <5DZ1I7n.rldetlefsen@delphi.com>
Source record: 56768

I've now been added to the A8 webring as site #25. I've posted
a few programs on the site with more to follow. Since the site
does not support annonymous FTP, I'm working on a method to get
the files sent as text, decoded using BASIC via LYNX.

the address is:
http://members.delphi.com/rldetlefsen/web/atarmain.htm

Rick D.

59. Re: Binaries (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: Nathan Wain <nathan@caverock.net.nz>
Message-ID: <Pine.LNX.3.96.990102205410.29270A-100000@shell.caverock.co.nz>
Source record: 56769
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

On Fri, 1 Jan 1999, Doctor Clu wrote:

> As for no binaries.. tell you what, next time I post a pic I'll warn in
> the message title so you can skip over it. Sound fair enough? Sorry
> for the lack of warning last time.

No no no no! Just e-mail it straight to me again, and it'll
be up on the Web-site by the time the post of the URL has
propogated through the newsgroups dude! (Great pic by the
way.)

Netiquitte does dictate that binaries should never be posted
to a non-binary group. Rather, put them in a binary group,
or put them on a web/ftp site and post the URL. There are
lots of good reasons for this. (Not least the number of
"Don't post binaries!" responses.) :-)

Nathan.
--
nathan@caverock.net.nz www.caverock.net.nz/~nathan
A1200/030/882, 50MHz, 34Meg RAM, 340Meg HDD, 1942, a BIG stereo...
...and an SX-64 for those Ancipital moments.

PS: why does the comp.sys.acorn.misc crosspost keep disappearing?
does someone not like them? :-)

60. Re: Binaries (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: The Starglider <starglider@thespian.d.c.u>
Message-ID: <6$b9lAAoidj2Ewsh@thespian.demon.co.uk>
Source record: 56770
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

In article <368D7197.78@geocities.com>, Doctor Clu <clu-da-
bard@geocities.com> writes
> Damn straight! Hehehe....
>
> Hey, I didn't start the fire on cross posting, though I have fanned the
>flames a little I'll admit. What can I say? I believe in a common
>thread between computer systems... I get to see posts from other
>usegroups that I didn't know existed, and we have a nice Dr. Who
>discussion. Works out for everyone. ;)
>
> As for no binaries.. tell you what, next time I post a pic I'll warn in
>the message title so you can skip over it. Sound fair enough? Sorry
>for the lack of warning last time.
NO NO NO! YOU SHOULD NOT POST BINARIES HERE AT ALL.

If you want us to see pics, then upload them to a website, then send the
link to us.

All the newsgroups you have sent the picture to are not BINARY groups
(they don't have binaries in their title), so no files should be sent.
--
**********The Starglider********** CHANGE d.c.u PART OF
* E-Mail:starglider@thespian.demon.co.uk * ADDRESS TO:
* Web site:http://www.thespian.demon.co.uk * demon.co.uk
* NVG UPDATES:nvg@thespian.demon.co.uk * TO REPLY.
* ICQ Number:1773852 * _WW_
* WWPAGER:http://wwp.mirabilis.com/1773852 * /_ _\
** | O O |
____oOO_\/_OOo___________

61. Re: New ASSI crossassembler - beta version released ! (freeware!)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19990102062857.17754.00001918@ngol08.aol.com>
Source record: 56771

Im Artikel <76gibm$649$1@nnrp1.dejanews.com>, danver@halcyon.com schreibt:

>
>In article <19981231051250.23603.00001605@ngol01.aol.com>,
> macfalkner@aol.com (MacFalkner) wrote:
>>
>> Hi atarians!
>>
>> Im searching for atari assembler programmers wich want to test my new PC
>cross
>> assembler.
>>
>> You should test my new ASSI - ATARI (6502) Cross Assembler wich runs on PC
>> under W9x . An P100 (640x480) is recommended. You should also have some
>> additional software like filelister, emulators and/or SIO2PC and others...
>>
>> For the ASSI.ZIP file look at: http://members.aol.com/MacFalkner
>>
>> An english html.doc is available the next days. Furthermore i will add some
>> examples of sourcecode for the special assembler features.
>>
>> Please give a feedback if you find bugs or if you have other suggestions.
>> If i have no feedback, take this as final version !
>>
>> thanks,
>> bye, Andri¿½
>>
>> A happy new year to all ATARI freaks !
>>
>> MacFalkner@aol.com
>> http://members.aol.com/MacFalkner
>>
>>
>
>Wow! what a cool site. You are really doing some neat stuff with your
>Atari's... and I've been considering writing Win32 programming and disk
>management tools for some time -- excellent work. I can't believe this is
>the
>first time I've heard of your site.

>Thanks,
>Dan Vernon
>Seattle, WA
>USA
>

Thanks, thanks :-)))

>BTW: what are you using for your eprom
>burner? I'm looking to get one, and don't want to spend a fortune. Any
>recommendations?

Not direct, sorry. What will you program (EPROM, EEP, PAL/GAL,PIC,AVR)?

My (old) eprom burner is selfmade, also the pc dos software.
My PIC prommer (LPT-Port) and the W9x software are also selfmade. (I have the Microchip PIC starterkit too).
For the AVRs im using the available starterkits and the corresponding software.

I think to use the original starterkits/software is the best way to program new processors, they are relative cheap and there are new processors every month, you cant be up-to-date with prommers/software from others.
Unfortunately you cant program other chips (EPROMs) with this kind of tools.

Allround burners are more expensive, first you must see wich chips you want to program...

Hope this helps a little bit...

bye, Andrï¿½.

http://members.aol.com/MacFalkner

62. Re: Binaries (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <48BDE25634%news@youmustbejoking.demon.com.uk>
Source record: 56772
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

In message <76jku0fcj1@news1.cableinet.co.uk>
"John Dow" <jmd@dowcarter.com> wrote:

> dgs wrote
>> Cross-posting off-topic drivel to groups you don't read can sometimes be
>> quite annoying, too.

> As can quoting 41 lines of text to add a two line reply. ;-)

dgs quite probably hasn't seen your reply, what with him reading
comp.sys.acorn.misc and probably none of the other three groups...

Cybermen: You will be like us.
Borg: You will be assimilated.
Microsoft: Where do you want to go today?

The cures? Gold dust, separation from the Collective, and Linux. :-)

--
| Darren Salt anti-UCE | nr. Ashington, | Spectrum +3,
| ds@youmustbejoking,demon | Northumberland | Risc PC, A3010,
| arcsalt@spuddy,mew,co,uk | Toon Army | BBC Master 128
| The RISC OS version of Mindtrap.

Buy a Pentium Pro so that you can reboot faster.

63. Re: Binaries

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <48BDE2D7BF%news@youmustbejoking.demon.com.uk>
Source record: 56773
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

In message <368D7197.78@geocities.com>
Doctor Clu <clu-da-bard@geocities.com> wrote:

[snip]
> As for no binaries.. tell you what, next time I post a pic I'll warn in the
> message title so you can skip over it. Sound fair enough? [...]

No. Put the binary somewhere convenient (an ftp or web site) and post a
pointer to it. Failure to do so (eg. posting of another binary) may well
cause people to think of you as Doctor Cluless; I'm sure that you don't want
that...

Fortunately, said large binary was caught by my killfile due to the article
size; a fake header was generated from XOVER information, so at least I was
aware of it and exactly how much there was of it not to download.

> Sorry for the lack of warning last time.

Lack of warning is irrelevant. You will be assim--- ahem.

--
| Darren Salt anti-UCE | Spectrum +3, | nr. Ashington,
| ds@youmustbejoking,demon | Risc PC, A3010, | Northumberland
| arcsalt@spuddy,mew,co,uk | BBC Master 128 | Toon Army
| Let's keep the pound sterling

C Nonsense in BASIC, 0:1

64. Re: Binaries (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: cjbuckley@iname.com
Message-ID: <MPG.10f822a0395efd3b98996d@news.freeserve.net>
Source record: 56774
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

In article <48BDE25634%news@youmustbejoking.demon.com.uk>,
news@youmustbejoking.demon.com.uk Darren Salt had these little delights
to say
> Buy a Pentium Pro so that you can reboot faster.
>
>
Don't you mean a Pentium II ?

--
Best Regards
Chris Buckley
www.bbuckley.freeserve.co.uk ICQ UIN - Available From Homepage

Please keep all replies in the NG

65. Re: More Companion-pics wanted for Web-site! (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <Lt$NEBA05Zj2EwK9@cosine.demon.co.uk>
Source record: 56775
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.acorn.misc

Nathan:
> Well, despite the lack of netiquitte involved in posting the
> binary, I have, as promised, set up an initial page which will
> be dedicated to any and all Dr. Who companions I can find
> pictures of.

You might want to check out the Doctor Who Image Archive, run by Shill
at...

http://www.shill.simplenet.com/dw/dwia.htm

...although the naughty images had to be taken down, I think Steve said
Simplenet kicked a fuss up. I'd recommend my own site for pics of
Tegan, but the main T.W.A. site died when the babylon.org server did.
=-(
--
Jason =-)

66. Re: Binaries (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <Pt9MkFA88Zj2Ewq3@cosine.demon.co.uk>
Source record: 56776
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

Doctor Clu:
> As for no binaries.. tell you what, next time I post a pic I'll warn
> in the message title so you can skip over it. Sound fair enough?

Best not, 'cos I pay to download news I dump the entire lot down to my
local drive, I don't see the headers beforehand. Best leave the
binaries to the appropriate groups, there is actually an appropriate
Doctor Who binaries group, alt.binaries.drwho.pictures
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

67. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: atari-stuff@spam-not-ehrich.com
Message-ID: <AFpj2.252$v9.2565953@news3.voicenet.com>
Source record: 56777

```
Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Ape Face Model XLP Digital Device.................. $14
Atari XMM801 printer............................... $15
Atari 410 Tape Deck................................ $15
Atari 1020 Printer................................. SOLD
Hot Stuff Joystick (rough)......................... $ 4
Joysticks (square) (3)............................. $ 8 each
DVE Printer Power Supply Model DV-2412A............ $ 8
50 5-1/4 diskettes ................................ $10
50 3-1/2 diskettes................................. $12.50
Orders & Questions

Diskette Software for Atari Computers
$4 each (6 for $16)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
SOLD - Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
SOLD - DeBug by Childware
SOLD - Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
SOLD - Reading Skills
Sesame Street Astro-Glover (3-6)
SOLD - Sesame Street Print Kit for Atari & Commodore
Spinnakers Alphabet Zoo (3-8)
Spinnakers Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
```

Spinnakers Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
SOLD - Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)
Orders & Questions

Diskette Software for Atari Computers
$2.50 each (7 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Astro Grover
Cardware High Tech Expressions
SOLD - Compute Disk October-December 1986
SOLD - Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Match Up
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell
Moon Shuttle
My First Alphabet
Paint Master Diskette
Sea Bandit
Shape Up
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Computer Crosswords for Atari or Commodore
Orders & Questions

Antic Diskettes from Atari
$2 each (5 for $8) (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
Orders & Questions

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)

Orders & Questions

Tape Software for Atari Computers
$3 each (4 for $8) (10 for $16)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Program Exchange - Counter (3-8)
Canyon Climber for Atari 400/800 (16k)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
SOLD - Gulp!!
Hangman
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)

Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
Orders & Questions

Atari Books $5 each (6 for $20)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

68. Re: TELNETing to Atari BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <368E262A.D70833ED@erols.com>
Source record: 56778

I wish I knew, Larry. A guy named Greg Koby was supposed to have been working on one, but he seems to have disappeared from the mailing list. I hope he resurfaces.

Meantime, it is possible to telnet into the Fidonet Atari 8-bit echo by using:

telnet://bbs.docsplace.org

This takes you to Doc's Place BBS in Clearwater, FL. It's a BBS running on a PC, but it carries just about all the Fido echoes. The one that you're interested in is #163 on that board.

Then again, you're on AOL, and I don't remember how AOL does Telnet. If you telnet to Delphi, do you do it from AOL's Web browser, as I do from Netscape, or do you need special Telnet software (I assume available from AOL?)

LWhite6497 wrote:
>
> What does it take to Telnet to a BBS? I have done it from my ISP
> to Delphi (text mode) and it was pretty easy since the Telnet address
> for Delphi is "delphi.com". But what are the technical requirements?
> Are there any "TELNETable" A8 BBS's around?
> Thanks,
> Larry

69. Re: SpartaDos format question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <76lk5mjuk1@alexander.INS.CWRU.Edu>
Source record: 56779

(John Picken answers the question about '6' in 'bit map', ques
from Bo Scheurs(sp?))
Thanks John.
Now I understand SpDOS a little better. My books even make sense.
The byte 9 of sector 1 is the sector of the MAIN sector MAP.
I said it was the first sector of the MAIN.
So Bo's byte 133 is the 5th byte in the MAIN sector MAP. The
first four bytes are the next and previous sector MAP sectors,
which are zeros for a small MAIN, then the next 62 two byte
entries of the sector are sectors where MAIN is found. So
MAIN starts usually at sector 6 for a SD or DD disk.
My previous post showed a lot of confusion on my part.
I re-iterate John's answer because I don't see his post
at Cleve Freenet and maybe some others would like to know
the correct answer after reading my incorrect answer.
Russ

70. Re: SpartaDos format question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990102094529.1667A-100000@vtn1>
Source record: 56780

On 2 Jan 1999, James R. Gilbert wrote:

> So Bo's byte 133 is the 5th byte in the MAIN sector MAP. The
> first four bytes are the next and previous sector MAP sectors,
> which are zeros for a small MAIN, then the next 62 two byte
> entries of the sector are sectors where MAIN is found. So
> MAIN starts usually at sector 6 for a SD or DD disk.

Yes, correct. The manual introduces some needless confusion by referring to "directory map sectors" and "directory data sectors". In fact, a directory is simply a file with a specific format.

BTW, directories are limited (in versions <4) to 127 entries, not 128 as in the manual so, you can stash a maximum of 126 files/subdirectories in one.

John

71. Atari 2000

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <k9uj2.1835$xb3.34978@newsfeed.slurp.net>
Source record: 56781

The site is now available to the public, for anyone interested in Atari 8bit. The links page should be fully ready by Tuesday, January 5, 1999...

It's looking rough, but it's worth a look (IMHO)...

72. Re: Atari 2000

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <Lbuj2.1839$xb3.34555@newsfeed.slurp.net>
Source record: 56782

DUH!!!

Howz about the URL, huh, ol' Morloc!?!?!?!

I guess this sort of thing is what I have to look forward to in my old age,
folks...

Atari 2000
http://members.tripod.com/~morloc

morloc wrote in message ...
>The site is now available to the public, for anyone interested in Atari
>8bit. The links page should be fully ready by Tuesday, January 5, 1999...
>
>It's looking rough, but it's worth a look (IMHO)...
>
>

73. Re: More Companion-pics wanted for Web-site! (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: Nathan Wain <nathan@caverock.net.nz>
Message-ID: <Pine.LNX.3.96.990103085841.477B-100000@shell.caverock.co.nz>
Source record: 56783
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.acorn.misc

On Sat, 2 Jan 1999, Jason wrote:

> You might want to check out the Doctor Who Image Archive, run by Shill
> at... http://www.shill.simplenet.com/dw/dwia.htm

Excellent dude, thanks!

> ...although the naughty images had to be taken down, I think Steve said
> Simplenet kicked a fuss up.

:-(

:-)

> I'd recommend my own site for pics of
> Tegan, but the main T.W.A. site died when the babylon.org server did.

I shall certainly take a look (ahem, as soon as I get back to work and
a machine with a graphical-browser... lynx might be a little limited
for this.) :-)

I want to get some more-obscure subject matter on my site... methinks
this'll be perfect. Though it may not win the approval of my female
friends. :-) ...Then again, the c64, c65, ZX81 and spectrum
screenshots I'll set up, would probably get no more interest. :-(

Nathan.

74. ATARI COMPANY STILL EXISTS??

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: Paul Faure <paul.faure@avc-computers.nl>
Message-ID: <76luur$t7m$1@news.news-service.com>
Source record: 56784

Can anyone tell me if ATARI as a company still exists????
What ever happend to Jack Tramil (I thought this was his name)..
In my earley years I sold many ATARI computers, now for nostaltic reasons I
am curious what ever happend to this firm...
Many thanks,
Paul

75. Re: ATARI COMPANY STILL EXISTS??

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990102162323.11224.00006433@ng37.aol.com>
Source record: 56785

check out www.atari.com. This is what Atari has been reduced to.....a list of licenses used by corporate america!!!!! Not really a company anymore.

76. [ANN (repost)] ATasm: A MAC/65 compatible cross compiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: Mark <schmelze@cs.utah.edu>
Message-ID: <368E956D.92797C7C@cs.utah.edu>
Source record: 56786

Hi all,

It appears that the university's news server is misbehaving, so I
am resending this announcement via different ISP. If this message is
duplicated, then you can ignore the first post...

Hot on the tails of the ASSI cross compiler announcement comes a
message announcing the unveiling of (yet another) new 6502 cross
assembler called ATasm. ATasm is a mostly MAC/65 compliant macro
assembler. It comes complete with a Win9x/NT/3.1/DOS executable and
full source (which compiles cleanly under any platform with a
GNU C compiler--i.e. LINUX, SUNOS, SGI, HP, etc.)

Features:
* ATasm produces Atari native binary load object files or can
optionally target the machine state files produced by the Atari800Win
emulator (version 2.5c or greater) and the Atari800 emulator (version
0.9.8g or greater). Assembling to a state file allows much faster
development by reducing the number of intervening steps to run the
developing program.

* Conditional code generation, and code block repetition

* Rich macro support, compatible with existing Mac/65 code libraries

* Full source included

ATasm can (eventually) be found on the UMich site, or can be downloaded
at
http://www.cs.utah.edu/~schmelze/atari/index.html (follow the ATasm
link)

Comments and critiques are welcome!

--Mark

77. Re: ATARI COMPANY STILL EXISTS??

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-02 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990102175525.05489.00006283@ng-fa2.aol.com>
Source record: 56787

>Can anyone tell me if ATARI as a company still exists????
>What ever happend to Jack Tramil (I thought this was his name)..

1. Nope. Atari was merged into another
JTT (?) company.

2. Yes, I'd like to know what has become of the Tramiels, also. They
ostensibly made
a lot of mistakes, but if it had not been for Jack, I'm convinced the line
would have died much earlier. There never would have been
the XE series and no ST's. No Lynx, no
Portfolio. And nothing could stop the
Windows jaugernaut. And all of that surplus
that will keep us in parts for years probably
would not have existed.
Larry

78. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3692b47f.17574884@news.pressenter.com>
Source record: 56694

On 30 Dec 1998 02:51:53 GMT, af332@freenet.hamilton.on.ca (William Moeller) wrote:

>Black Box $200
>Black Box Case $40
>The Floppy Board $150
>
>Grand total $390 US funds.

No way Willy. Good luck to ya there.

79. Intruders (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: dgs <dgs@argonet.co.uk>
Message-ID: <48be6b4b07dgs@argonet.co.uk>
Source record: 56695
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

In article <48be5fb037DAcha@zetnet.co.uk>,
David DCLXVI/M <DAcha@zetnet.co.uk> wrote:

> In article <368CBBA6.B19@geocities.com>,
> Doctor Clu <clu-da-bard@geocities.com> wrote:
> > John Dow wrote:
> > >
> > > Doctor Clu wrote in message <368728AD.3DAF@geocities.com>...
> > > >companion's chests? I had some great pics (none nude) of Liz,
> > > >Peri, Tegan.... ah well...
> > >
> > > ooo but wasn't Nyssa lovely.............
> > >
> > > J (lying down cos I've come over all funny)
>
> > Yep, got a few good pictures of her too. ;)
> >
> > Let's face it, Davison had a few hot ones... Tegan, Nyssa, Peri...
> >
> > Doc Clu
>
> Forgive my intrusion,

Intruders! Now *there's* a point? Who used to watch that?

It was the music that was really odd :-)

--
dgs@argonet.co.uk

Manchester Acorn User Group - http://www.acorn.manchester.ac.uk/
RPC x86 Card Info Pages - http://acorn.cybervillage.co.uk/pccard/

"Your machine is NOT dead until it stops working" - Ian Gledhill

80. True fans! (Was Re: More Companion-pics wanted for Web-site! (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: dgs <dgs@argonet.co.uk>
Message-ID: <48be6df840dgs@argonet.co.uk>
Source record: 56696
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

In article <368ee419.0@news3.enter.net>,
Smith-Perricone <sslp@enter.net> wrote:

> >> ...although the naughty images had to be taken down, I think Steve said
> >> Simplenet kicked a fuss up.
>
> Does anyone have an idea about where else I might be able to find these so
> called "naughty images"? I had a number of them saved to my hard drive and
> then the whole system went !CRASHING! down. You can't be a true Who fan
... on some of the newsgroups to which you're cross-posting.

--
dgs@argonet.co.uk

Manchester Acorn User Group - http://www.acorn.manchester.ac.uk/
RPC x86 Card Info Pages - http://acorn.cybervillage.co.uk/pccard/

"Your machine is NOT dead until it stops working" - Ian Gledhill

81. Re: ATARI COMPANY STILL EXISTS??

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <368EF815.417E6451@classic-games.com>
Source record: 56697

```
Paul Faure wrote:
>
> Can anyone tell me if ATARI as a company still exists????
> What ever happend to Jack Tramil (I thought this was his name)..
> In my earley years I sold many ATARI computers, now for nostaltic reasons I
> am curious what ever happend to this firm...
> Many thanks,
> Paul

They bought/merged with a hard drive manufacturer named JTS, then split
off the Atari name and assets into a separate division that did
basically nothing but licensing and eventually got sold to Hasbro.
--
http://www.classic-games.com/
If Bill Clinton doesn't have to obey the law, neither do you.
*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***
```

82. Re: New ASSI crossassembler - EProm Burners Best Buy

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: DJ Herison <djh@itol.com>
Message-ID: <76n2oj$9l1$1@news.inc.net>
Source record: 56698

This is for all serious hardware nuts out there. Check out the following link to Xeltek. They are extremely helpfull and have decent burners at low prices. I got mine from them over a year ago and am very happy. Plus, as a student, they knocked off a percentage of the total (10% if I remember right). Granted this one (the RomMaster II) doesn't do every chip out there, but it does most of the standard 8-bit eproms, eeproms, proms, and some micros.

Check 'em out and I hope you get a good deal.

dj

The link: http://www.xeltek.com/rm2broch.htm

>>BTW: what are you using for your eprom
>>burner? I'm looking to get one, and don't want to spend a fortune. Any
>>recommendations?
>

83. Re: Atari 8bit webbrowser

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76nh3iotb1@news.iwaynet.net>
Source record: 56699

Brent Buescher <buescher@tiki-lounge.com> wrote:
> dklugh@iwaynet.net (Daniel Klugh) writes:

> > Brent Buescher <buescher@tiki-lounge.com> wrote:

> > Well I just looked at the 130XE cartridge port pin-out in "Mapping
> > The Atari" and it seems to have a R/W line.Too bad no games ever had
> > any RAM in them.

> I don't really think there was much of a point, unlike in the VCS.
> Moving stuff to and from bank-switched RAM is pretty slow. A RAMdisk
> cart with flash RAM would be kind of cool though. I've seen plans for
> 16K battery-backed CMOS supercart emulators.

Well I mean RAM like in the Nintendo cartridges
(even the Ultra Nintendo,even though it has those little RAM cartridges)
have for saving your game.
(though never for saving scores)
So that your high-scores and such could be saved like with disk games.
That's one of the things that anoys me about cartridge systems.USeless
high-score tables that only last while the game is running.

> > The SuperCharger can tell whether you're reading or writing by the
> > address you use.Basicly one of the address lines becomes the R/W
> > line.

> I just checked again and you're right about this. Not having a r/w
> line on the cartridge port of the 2600 was really weird.

Well remember that the VCS was just for games.Where as the cartridge ports
on the home computer might be used for more than just storing programmes.
(like hardware upgrades)

84. Re: PC drives in 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76nkkrotb3@news.iwaynet.net>
Source record: 56700

Jeffery Thomas <cv436@torfree.net> wrote:
> Is it possible to use 360K 5.25" floppy drive mechanisms in the 1050 disk
> drive? Not that I expect to get 360K density. Just that I've got a
> bunch of these PC drives which I would hope could replace a broken 1050
> mech when one of mine finally do pop a gasket.

Actually it already does "360k" density,as you call it.
The reason that the IBM PC gets 360k is because it uses both sides of the disk.You can simply turn the disk over in a Atari disk drive.But the 1050 only gives you 130k per sides instead of 180k because it uses those little 128-byte sectors.You can get it tyo use 256-byte sectors with a simple ROM upgrade to the drive's controller board which will give you 360k per disk.
(but you have to flip the disk over,of course)
There are countless upgrades out there.
The US Doubler is a pretty cheap upgrade that's simply one chip replacing the ROM and adding 128 bytes of RAM.
(to hold the larger 256-byte sector)
But you lose the ability to get a list of bad sectors after a format.Other upgrades add a whole lot more RAM that buffers a whole track at a time which works great with the higher SIO rate that these upgrades give you.

As far as I know,the only Atari-brand drive that uses IBM style drives is the XF551.Of course a Percom drive can actually control other drive mechs so you might look in to that.

> My assumption is that the drive mech is using the shugart standard, but
> then again this is a computer which has lots of non-standards. :-)

Is there really such a thing as a standard disk drive?
I think that all the computers (Atari,Commodore,Apple,IBM...) each use their own type of drive.

85. Re: More Companion-pics wanted for Web-site! (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76njj6otb2@news.iwaynet.net>
Source record: 56701
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.acorn.misc

In comp.sys.atari.8bit Jason <tmr@cosine.demon.co.uk> wrote:
> Nathan:
> > Well, despite the lack of netiquitte involved in posting the
> > binary, I have, as promised, set up an initial page which will
> > be dedicated to any and all Dr. Who companions I can find
> > pictures of.

> You might want to check out the Doctor Who Image Archive, run by Shill
> at...

> http://www.shill.simplenet.com/dw/dwia.htm

I went there and just got a blank screen.I looked at the source and it begins
with a comment that never ends.And there's no owner defined for the file.

> ...although the naughty images had to be taken down, I think Steve said
> Simplenet kicked a fuss up. I'd recommend my own site for pics of
> Tegan, but the main T.W.A. site died when the babylon.org server did.

Naughty pictures? <drool>

What exactly is the URL for these Tegan pictures?

86. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: Michael Current <mccurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_915371262@rtfm.mit.edu>
Source record: 56702
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: November 21, 1998

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Frequently Asked Questions List

__________ _______________
| ///////// | _____________ | |||||||||| |
|__________| | | | ||_______|| |
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65XE 600XL 400
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|__[_____]__| |____O_O_O_O| |__[_____]__| |___[_____]___|
800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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This FAQ list is in a constant state of development and comes with no guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible! Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 0.1) Table of contents

0.1) Table of contents

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1.1) What is an Atari 8-bit computer?
1.2) What can I do with an 8-bit Atari?
1.3) What are some of the performance features of the 8-bit Atari?
1.4) What is the internal layout of the 8-bit Atari?
1.5) How did Atari get it's name?

Usenet newsgroups
2.1) What is comp.sys.atari.8bit?
2.2) What other Usenet newsgroups cover the 8-bit Atari?

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4.4) What is the ClarkNet Archive?
4.5) What is the Gatekeeper's Archive?
4.6) What is the Polish Demo Archive?
4.7) What is the Atari 8bit FTP Archive in Slovakia?

Telnet sites
5.1) What is the Cleveland Free-Net Atari SIG?
5.2) What is the National Capital FreeNet Atari Users SIG?
5.3) What is the Victoria Telecommunity Network Atari Users SIG?

FidoNet
6.1) What is FidoNet?

World Wide Web pages
7.1) What is the Atari 8-bit Computer Web Ring?
7.2) What WWW pages support the 8-bit Atari?

IRC channels
8.1) What IRC channels discuss the 8-bit Atari?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?
9.2) What is an .arc file?
9.3) What are the .DCM, .ATR, and .XFD file formats?
9.4) What are the .XMO and .BIN file formats?
9.5) How can I make my commercial boot disk (tape, cart) into a load file
or disk image?
9.6) How can I convert my commercial boot tape into a cassette image file?

File Transfer Solutions
11.1) What are the best terminal emulators available?
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?
11.3) Can I read/write MS-DOS disks on an 8-bit Atari?
11.4) How do I transfer files using a null modem cable?
11.5) What is SIO2PC?

Peripherals
12.1) What 5.25" floppy disk drives are available?
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?
12.3) What do I need to connect a hard drive to my 8-bit Atari?
12.4) What kinds of monitors can I use with my Atari?

General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?
13.7) Which versions of the Operating System (OS) are there?
13.8) What games support 4 simultaneous players on the 400/800?
13.9) Why should I disconnect the 810/1050 power supply before connecting or
disconnecting SIO cables?
13.10) What is Omnimon?
13.11) What is the difference between NTSC and PAL machines?
13.12) Is the software for the Atari 8-bit computers "TV-standard dependent?"
13.13) What programming languages are available for the Atari?
13.14) What is the Atari XEP80 Interface Module?
13.15) What makes some XL/XE software incompatible with the 400/800?
13.16) What games run only on the 400 and 800 models?
13.17) What games make use of the Light Gun?
13.18) How do I type a tilde (common character in Web URL's) on my Atari?
13.19) What's the difference between ASCII and ATASCII?

Other FAQ Lists for the 8-bit Atari
14.1) What vendors, developers, or publishers support the 8-bit Atari?
14.2) Where is my nearest 8-bit Atari BBS?
14.3) Where is my nearest 8-bit Atari user group?
14.4) I'm new to the Atari. How do I use this thing?
14.5) Can I use an emulator to run my old Atari software on my new computer?

14.6) What hardware upgrades, modifications and add-ons are available?
14.7) What is the HARD-Interlacing-Picture (HIP) format?
14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

Reader-suggested topics, unwritten as yet: (volunteers?!)
How fast of a modem can my Atari display keep up with?
-with UltraSpeed roms?
-with XEP-80
-with any particular terminal program

Video Upgrades
-Adding chroma video signal to 600XL/800XL/1200XL

What is APE?

Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE 800XE XE Game System

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor. The Atari 800 was code-named "Colleen"; the 400, "Candy."

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan, mailto:finneganj@delphi.com)
Jerry Jessop, mailto:jjessop@ix3.ix.netcom.com
Scott Emmons, mailto:scotte@center.uscs.com

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer

George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

OS PROGRAMMERS:
Larry Kaplan
David Crane
Bob Whitehead
Al Miller

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop, mailto:jjessop1@home.com writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 128 colors displayable simultaneously, up to 320x192 graphics resolution and up to 40x24 text resolution in 8 graphics modes and 6 text modes. Video may be displayed either on a composite video monitor in the case of the 800, or on a standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM, but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

The 800 can be fitted with 1-3 of the following two RAM modules:
CX852 8K RAM module, CX853 16K RAM module
and must be fitted with a ROM module:
CX801 10K ROM, CX801-P 10K ROM for PAL machines

[WHEN WAS THE 400/800 REVISION B OS INTRODUCED????]

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop, mailto:jjessop1@home.com adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Buss Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the 1064 Atari Memory Module.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(
Atari Games Corporation is also formed from the former coin-op division and markets coin-op games under the Atari Games brand.

Atari Games Corporation is a developer, marketer, licensor and publisher of coin-operated video games, having created such classics as Pong, Asteroids, Centipede, Missile Command, Gauntlet, Area 51, and San Francisco Rush Extreme Racing. Atari Games Corporation is a subsidiary of Midway Games Inc. (NYSE:MWY). The Atari Games Corporations home page is at http://www.atarigames.com.
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus the FREDDY chip, supporting the unique (but rarely used) ability for the 6502C and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge

Interface (ECI), continuing the powerful feature of a fast parallel port. European 65XE's include the ECI port.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game, while offering 64K RAM and full compatibility with the 65XE.

The 800XE, a 130XE with just 64K, was released at some point in eastern Europe. [WHEN???]

1992
Atari officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

1996
On July 31, 1996, Atari Corp. became a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which is a subsidiary of Hasbro, Inc., for $5 million in cash.

Hasbro Interactive, Inc. is a leading all-family interactive games publisher, formed in 1995 to bring to life on the computer the deep library of toy and board games of parent company, Hasbro, Inc. (Amex: HAS - news). Hasbro Interactive has expanded its charter to include original and licensed games for the PC, the PlayStation(R) and Nintendo(R) 64 game consoles and for multi-player gaming over the Internet. Headquartered in Beverly, Massachusetts, Hasbro Interactive has offices in the U.K., France, Germany, Japan and Canada. For additional information, visit Hasbro Interactive's web site at: http://www.hasbro-interactive.com .

Atari Interactive, Inc. is a Hasbro affiliate, online at http://www.atari.com/

Subject: 1.2) What can I do with an 8-bit Atari?

What can you do with an 8-bit Atari computer system? Virtually anything you can do with any other type of computer!

Programming? Pascal, C, BASIC, Logo, Pilot, Forth, Lisp, 6502 assembler... Plus powerful unique languages like Action! and QUICK...

Word Processing? Try AtariWriter, Letter Perfect, Paperclip, TextPro, Bank Street Writer, 1st EXLent, TurboWord, Cut & Paste, Letter Wizard, Panther, Superscript...

Database? Try TurboBase, TurboFile, Synfile, Data Perfect, MicroFiler, MegaFiler, Homebase, Super Data Base 1-2-3, Small Business System...

Speadsheet? Look at Syncalc, Visicalc, TurboBase, Calc Magic, Turbo-Calc, SAM Budget...

Communications? There's Express!, BobTerm, Kermit-65, Omnicom, VT850, Chameleon, Ice-T, FlickerTerm 80, Term80...

Graphics? Print Shop, Newsroom, Blazing Paddles, Video Title Shop, Virtuoso, Movie Maker, News Station, Publishing Pro, Awardware, Page Designer, ChromaCAD, Rambrandt...

Music? Virtuoso, Music Studio, Music Construction Set, Songwriter, Electronic Drummer, Music Painter, Music Composer, AtariMusic, MIDI-Track, Digital Music System, Chaos Music Composer... The ATARI 8-bit could also be made to speak using SAM (Software Automated Mouth) by Don't Ask Software. It can speak without the use of any hardware modification.

Alternate Operating Systems? There's the Diamond Graphic Operating System; SpartaDOS X, the 64K DOS on a "supercartridge"; the S.A.M. (Screen Aided Management) 80 column Desktop System; the Ultra Speed Plus OS; the TurBoss! High Speed O/S...

Hardware? A plethora of upgrades and add-ons are available, realizing improvements in speed, memory, sound, graphics, storage media...you name it!

Education? Colorful graphics, exciting sounds and full-screen editing give rise to hundreds of quality educational software titles.

Entertainment? The 8-bit Atari has long been famous for thousands of great games.

If you want to do something with a computer, chances are you can do it on an 8-bit Atari computer. While slower than today's PC's, the 8-bit Atari is far less costly than any of these, is easier to program at the machine level or alter at the hardware level, and has been documented more thoroughly than any of the newer computing platforms. The relative simplicity in design of the 8-bit Atari also means that many people find the systems more reliable than their modern counterparts.

The software for the 8-bit Atari is sometimes more powerful than on any other platform. For example, some Bulliten Board Systems are still run on 8-bit Ataris specifically because the BBS software available can be better than that for any other type of computer. There is a reason for the relative quality of software on the 8-bit Atari. People program commercially for the latest PC's to make money; people program the 8-bit Atari because they want to -- they enjoy producing good software. It takes a team of specialized programmers to develop a major piece of software for those other systems; with the 8-bit Atari, a single person has the chance to learn the entire system, thereby developing greater pride in his programming abilities and his final product. The character of the programmer can shine through.

The 8-bit Atari owner can take pride that his/her computer platform was developed years before the IBM PC or Apple Macintosh were even on the drawing

boards, but remains as useful today as it was in 1979.

For these reasons and more, the 8-bit Atari remains a popular alternative
in today's home computer marketplace.

Subject: 1.3) What are the some of the performance features of the 8-bit Atari?

Some of this text by mailto:nbs@sonic.net (Bill Kendrick).

CLOCK SPEED:
NTSC machines: 1.78979 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
59.94 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

ANTIC AND THE DISPLAY LIST:
ANTIC CIO/BASIC Display Resolution Number of
Mode # Graphics # Type (full screen) Colors
---
2 0 Char 40 x 24 1 *
3 - Char 40 x 19 1 *
4 12 ++ Char 40 x 24 5
5 13 ++ Char 40 x 12 5
6 1 Char 20 x 24 5
7 2 Char 20 x 12 5
8 3 Map 40 x 24 4
9 4 Map 80 x 48 2
A 5 Map 80 x 48 4
B 6 Map 160 x 96 2
C 14 ++ Map 160 x 192 2
D 7 Map 160 x 96 4
E 15 ++ Map 160 x 192 4
F 8 Map 320 x 192 1 *
F 9 + Map 80 x 192 1 **
F 10 + Map 80 x 192 9
F 11 + Map 80 x 192 16 ***
* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16
luminances x 16 hues = 256 colors. (Four registers are for player-missile
graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video
incarnation, are totally redefinable.

PLAYER-MISSLE GRAPHICS:
Four 8-bit wide, 128 or 256 byte high single color players, and four
2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to XOR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display
List - a program which is executed by the ANTIC graphics chip every
screen refresh:

All other screen attributes (color, player/missile horizontal position,
screen width, player/missile/playfield priority, etc.) can be ajusted
at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any
line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

Subject: 1.4) What is the internal layout of the 8-bit Atari?

The following four paragraphs were written by Chris Crawford and appear in De
Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc.,
1981-1982. The text been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different
from other systems. It of course has a microprocessor (a 6502), RAM,
ROM, and a (PIA). However, it also has three special-purpose (LSI) chips
known as ANTIC, GTIA, and POKEY. These chips were designed by Atari
engineers primarily to take much of the burden of housekeeping off of the
6502, thereby freeing the 6502 to concentrate on computations. While
they were at it, they designed a great deal of power into these chips.
Each of these chips is almost as big (in terms of silicon area) as a
6502, so the three of them together provide a tremendous amount of
power. Mastering the Atari 8-bit computers is primarily a matter of
mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor
dedicated to the television display. It is a true microprocessor; it has an

instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

While the 400/800 models contain a generic 6502 CPU, all of the XL/XE models contain Atari's customized 6502C chip. Alan Manuel K. Gloria, mailto:mani@pworld.net.ph writes:

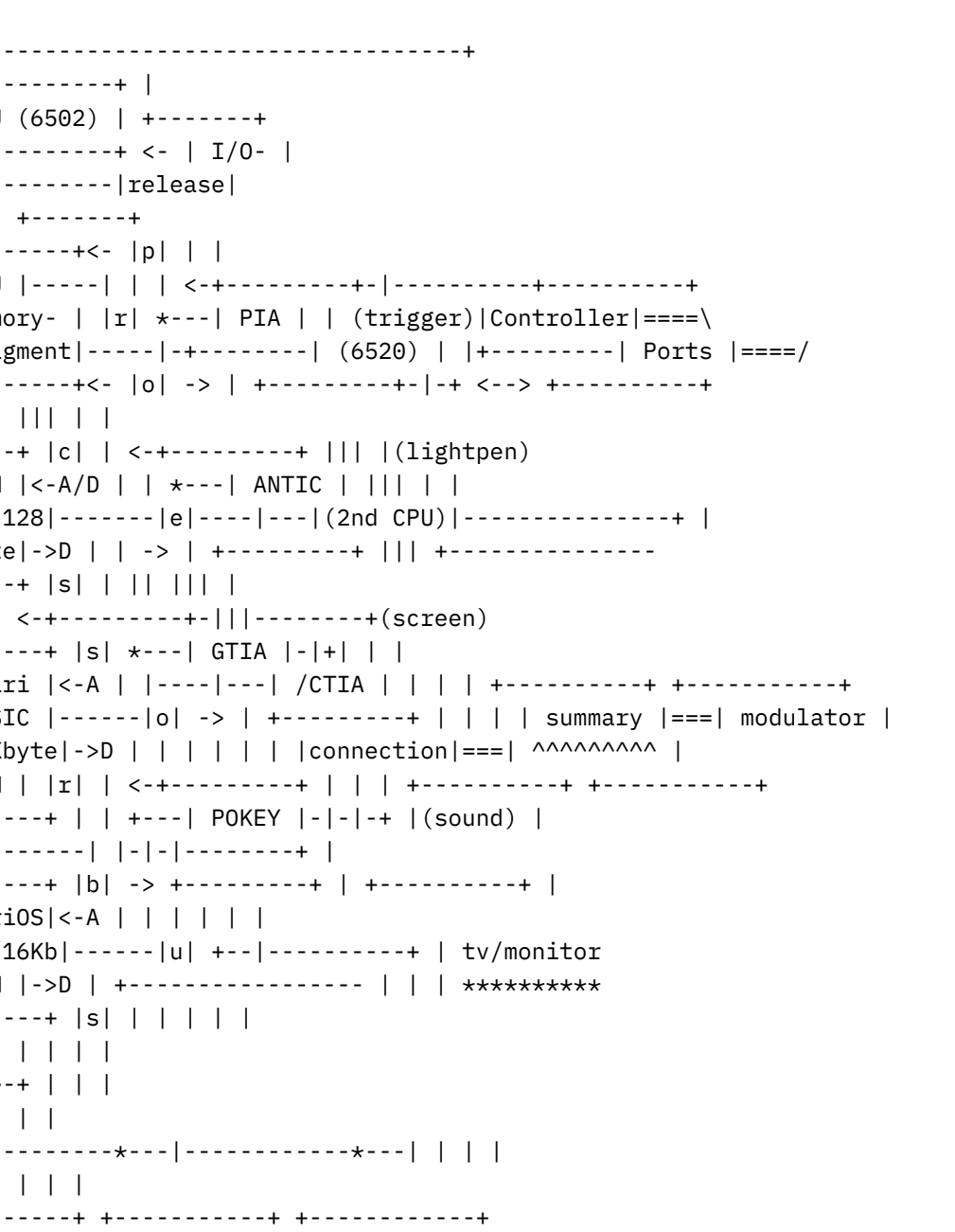
The difference goes something like this: On the Atari, there are two microprocessors, ANTIC and the 6502 or 6502c. To allow them to coexist, ANTIC must shut off the 6502/6502c, a process called DMA. The 6502 supports DMA, but in Atari's implementation, it required 4 chips. The 6502c has this additional circuitry built-in.

More on this from James Bradford, mailto:sup8pdct@mail.cth.com.au :
The 6502c in all PAL atari's, late 400/800, XL, XE NTSC atari's have A special 6502. This 6502 has an extra line called HALT. It is controlled by ANTIC which it uses whenever it needs the data/address bus. The HALT line is on pin 35 of the atari 6502 and must be pulled high for the chip to work (I think) . Early 400/800 NTSC atari's used a standard 6502 and a couple of chips to stop the processor when antic needed the busses

The 130XE and XEGS contain a small additional LSI called FREDDY, a RAM address multiplexer. According to mailto:sup8pdct@mail.cth.com.au (James Bradford), "FREDDY is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDY also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDY but it doesn't have the extended RAM. Even if it did, you would still need

the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDY, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDY for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDY does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDY) and an extra 8 RAM chips."

Hardware Arrangement (With thanks to mailto:peter@soemtron.handshake.de (Thomas Havemeister))



```
|ParallelBus| | Cartridge | | Serial |
|Interface/ | | Slot | |Input/Output|
| Enhanced | | ROM | | (SIO) |
| Cartridge | +-----------+ +------------+
| Interface | | |
+-----------+ | |
| | |
- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos ) - modem
```

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard
130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE only

Subject: 1.5) How did Atari get it's name?

Graham Thornton, mailto:dangermouse@prodigy.nospam.net types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are thiers, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

Subject: 2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion about the Atari 8-bit family of computers, including the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE and the XE Game System!

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st.

Large binary posts do not belong in unmoderated discussion groups like comp.sys.atari.8bit. If you wish to share PD/freeware/shareware, use alt.binaries.atari and alt.binaries.atari.d or upload the software to the University of Michigan Atari Archive.

To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

Subject: 2.2) What other Usenet newsgroups cover the 8-bit Atari?

news:comp.sys.atari.advocacy
Attacking and defending Atari computers. Unmoderated.

news:comp.sys.atari.announce
Atari related hard/software announcements. (Moderated). Dead newsgroup?
Moderated by Yat Siu, mailto:ysiu@HUGE.Net

news:comp.sys.atari.programmer
Programming on the Atari computer. Unmoderated.

news:rec.games.video.classic
Orphan home video game systems. Unmoderated.

news:comp.emulators.misc
Emulating one kind of computer on another. Unmoderated.

news:comp.emulators.announce
Announcements related to computer emulators.
Moderated by Qualcomm, mailto:emulators-request@qualcomm.com

news:alt.binaries.atari
uuencoded software for Atari computers. Unmoderated.

news:alt.binaries.atari.d
Descriptions/discussions on software posted on alt.binaries.atari. Unmoderated.

news:alt.binaries.comp.atari8bit
uuencoded software just for the 8-bit Atari. Not widely available.

Subject: 3.3) What is ATARIPL?

From: Wojciech Hartman <harti@waw.pdi.net>
Date: Saturday, March 15, 1997 3:51 AM

I am proud to announce that there is a mailing list "ataripl" for all polish-speaking Atari users and enthusiasts.

To subscribe the lists you have to send an email to mailto:majordomo@piwo.bl.pg.gda.pl containing a line "subscribe ataripl".

Subject: 3.4) What is ATARI8-L?

atari8-l mailing list

created especially for discussion about ANIX project (unix for atari8),
but any atari 8bit related threads are welcome. english language only.

to subscribe, please mail a message to
mailto:majordomo@zwieracz.ideefixe.nom.pl

containing a line:

subscribe atari8-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

there is also mail2news gateway that translates all postings on the list to
easy to read usenet articles, available read-only to everyone at:
news://zwieracz.ideefixe.nom.pl/listserv.atari8-l

the atari8-l mailing list is available as well as a newsgroup listserv.atari8-l
on public newsserver zwieracz.ideefixe.nom.pl .

there is also archive of all postings that appeared on the list (well, in fact
almost all - about first hundred is missing).

if you get any problems, please report to
maciej grzeszczuk, mailto:krap@zwieracz.ideefixe.nom.pl

(There's an old list called INFO-ATARI8 which is actually still alive. But
knowing about it is know longer necessary, as 100% of its postings are cross-
posted with atari8-l.)

Subject: 3.5) What is ATARI8PL-L?

any atari 8bit related threads are welcome. Polish language only.

to subscribe, please mail a message to
mailto:majordomo@zwieracz.ideefixe.nom.pl

containing a line:

subscribe atari8pl-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

if you get any problems, please report to
maciej grzeszczuk, mailto:krap@zwieracz.ideefixe.nom.pl

Subject: 4.0) What is XL Search?

XL Search is a new and growing search engine created and maintained by
mailto:nbs@sonic.net (Bill Kendrick), designed to provide much-
improved access to the various PD/freeware/shareware Atari 8-bit software
archives available on the Internet.

XL Search is located at: http://www.sonic.net/~nbs/xlsearch/

You can also access XL Search via e-mail! Send mail to:
mailto:nbs@sonic.net with the subject "xlsearch" for details.

mailto:nbs@sonic.net (Bill Kendrick) himself writes:

http://shareware.com/ , c|net's FTP-site search engine, now includes
the Atari 8-bit files at UMich!

Unfortunately, being under the previously-existing "Atari" category,
the files are now pretty mixed in with the ST stuff. I've talked to them
about fixing that. No reponse yet (they're really slow that way)...

Anyway, so now you can use http://shareware.com/ to find Atari stuff..
just be careful what directory you pull it out of! :)

Remember, you can ALSO use MY MINI VERSION OF SHAREWARE.COM!....

XL Search, the Atari 8-bit FTP site search engine!
If anything, it's much less cluttered than Shareware.com! ;)

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of
files for many computing platforms, including the Atari 8-bit computers. For
more information:

Bill Kendrick, mailto:nbs@sonic.net (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich
Archive. The Archivists request you use these mechanisms in this order of
preference:

1) The number one way to get into the UMich archives is via AFS. If you have
AFS, all our files are kept in the directory
"/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT!
Specifically, use:

file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software
Archives" choice. Specifically, use:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/
Specifically, use:

http://www.umich.edu/~archive/atari/8bit/

Mirror web sites:
http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
http://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory.
Specifically, use:

ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are
several mirror sites which are all updated from the home site regularly:
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
ftp://barnone.citi.umich.edu/atari/8bit/
ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
ftp://pmftp.cs.vu.nl/pub/atari8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can
I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You
might also suggest what permanent 8bit subdirectory you'd like your file to
end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file and mail it to mailto:nbs@sonic.net
(Bill Kendrick).

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no
(Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software
Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate
directory. Please include a readme file with each upload, so people know
what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

A mirror of Kevin Atkinson;s ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari
8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The
Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only)
on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

Subject: 4.7) What is the Atari 8bit FTP Archive in Slovakia?

This FTP site contains demos, games, utilities, zines and other useful stuff
from all the world. Also, you can download big amount of slovak and czech
programs for 8bit Atari only from this archive. And finally, because this
site is created and supported by slovak computer group GMG, most of our
products can be found right here.

If you want to place here your program, just send it to me (with some comment) by e-mail and I will do the rest.

If you have some problems or questions, please contact me at this address:

mailto:mchorvat@econ.umb.sk (Marek Augustin Chorvat)

ftp://svs.scsss.sk/pub/atari

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

Internet access to the Cleveland Free-Net (Cleveland, Ohio, USA):

telnet://freenet-in-a.cwru.edu or
telnet://freenet-in-b.cwru.edu or
telnet://freenet-in-c.cwru.edu

Type "go atari" at any menu.

Contact:
mailto:xx004@cleveland.freenet.edu (Atari SIG)

The Cleveland Free-Net now has a home page:
http://cnswww.cns.cwru.edu/net/easy/fn/

Subject: 5.2) What is the National Capital FreeNet Atari Users SIG?

Internet access to the National Capital FreeNet (Ottawa, Ontario, Canada):

telnet://telnet.ncf.carleton.ca (Type "go atari" at any menu) or
gopher://gopher.ncf.carleton.ca or
http://www.ncf.carleton.ca/

Contact:
mailto:ac382@freenet.carleton.ca (Jack Kitowicz) or
mailto:aa728@freenet.carleton.ca (Blair Dea)

Subject: 5.3) What is the Victoria Telecommunity Network Atari Users SIG?

Internet access to the Victoria Telecommunity Network (Victoria, British Columbia, Canada):

telnet://freenet.victoria.bc.ca (Type "go atari" at any menu)

Contact:
mailto:ua558@freenet.victoria.bc.ca (Gordon Hooper) or
mailto:ud264@freenet.victoria.bc.ca (Ted Skrecky)

Subject: 6.1) What is FidoNet?

[NOTE - Michael didn't write this section. If you know who did, I want to give that person proper credit!]

FidoNet is a system not unlike the Internet in that it consists of BBSs linked together. Each discussion group (there are nearly a thousand) may or may not be carried by an individual BBS as the sysop chooses. Discussion groups are called echoes, and each echo must be moderated. There is an Atari National Echo which is 8-bit, and several (I believe) ST echoes. BBSs are also free to have local discussion groups that may or may not be echoed nationally.

To access FidoNet, you need to find a FidoNet BBS that carries the echo or echoes you wish to read, and then abide by the rules of both that BBS and the echo. Some of these BBSs require annual membership fees. Some are supported by voluntary donations. One such that can also be reached by telnet is Doc's Place BBS. I'm not even sure of its location, but I think it's Clearwater, FL. If you're coming in via an ordinary ISP and either Netscape or IE, you simply type:

telnet://docsplace.dyn.ml.org

mailto:krap@zwieracz.ideefixe.nom.pl (maciej grzeszczuk) adds:

all fidonet backbone echoes are carried by zwieracz.ideefixe.nom.pl, and they are available read-only via any newsreader. zwieracz itself (2:480/70, 2:48/70, 2:48/700, 2:2/3009) is the main polish fidonet-internet gateway. i gateway many usenet groups onto fidonet echoamil bidirectionally, so fidonet users here in poland can easily read and post articles. this group is also available at my system via EMSI over TCP or standard modem dial-up connection (emsi over tcp ports are 60177 - for telnet, and 60179 for raw socket).

try url: news://zwieracz.ideefixe.nom.pl/fido.atari and you'll reach national ATARI group.

Subject: 7.1) What is the Atari 8-bit Computer Web Ring?

A WebRing is a set of web pages that have been linked to each other. Basically the first page in the ring has a link to the second one, the second one to the third, the third to the fourth... with the last page linking back to the first. This is all done by adding a small piece of HTML code to your page, which will automatically keep track of where your page lies in the WebRing. In this way pages from all over the world dealing with similar subjects can be linked together. In our case the subject is Atari 8-bit computers, so all pages in this WebRing are about the Atari 8-bit.

The home page of the Atari 8-bit Computer Web Ring is at:

http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

and the ring is maintained by Raphael Espino, mailto:rje@co.umist.ac.uk

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Subject: 7.2) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

VENDORS/DEVELOPERS/PUBLISHERS:
See my companion vendor/developer list

USER GROUPS:

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Wolfgang Burger, mailto:wburger@cityweb.de
http://www.atari-computer.de/abbuc/

Atari Boise User Group (ABUG)
Ron Whittam, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus (ACEC)
Michael Steve, mailto:steve.2@osu.edu
http://hcgl1.eng.ohio-state.edu/~steve/ATARI/acec.html

The Atari Exchange of Louisville (AEL)
http://ourworld.compuserve.com/homepages/rlink/

Central Atari Information Network (CAIN)
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Edmonton Atari Computer Hobbyists (EACH)
Leslie Hartmier, mailto:leslieh@tibalt.supernet.ab.ca
http://www.compdirect.com/each/

Long Island Atari User Group (LIAUG)
Mark Glicksman, mailto:mglicksm@suffolk.lib.ny.us
http://liaug.com

Queensland Atari Computer Enthusiasts (QACE)
mailto:qace@closer.brisnet.org.au
http://www.closer.brisnet.org.au/atari/atari.html

St. Paul Atari Computer Enthusiasts (SPACE)
Michael Current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

Toronto Atari Federation (TAF)
Stephen Christian, mailto:schrist@interlog.com
http://www.interlog.com/~schrist/taf/

BBS HOME PAGES:

Beco Tel
Bernard Kok, mailto:webmaster@becotel.demon.nl
http://www.becotel.demon.nl/

Atari Inside
Marius Diepenhorst, mailto:pokey@dds.nl
http://huizen.dds.nl/~pokey/

The Last Hope
Ryan Goolevitch, mailto:ryang@trideja.com
http://www.trideja.com/lasthope/

Closer to Home
Tom Hunt, mailto:tomhunt@bright.net
http://closertohome.dyn.ml.org/ or
http://cth.tzo.com/ or
http://cth.detour.net/

ALTERNATE REALITY PAGES:

Original 8-bit Alternate Reality Homepage
Robert Hagenstrom, mailto:rob@ksk.sala.se
http://www.ksk.sala.se/~rob/alternate-reality/

Alternate Reality The Classic Role Playing Game
Matt Roller, kirk.webb@m.cc.utah.edu
http://myst.slcc.edu/~AR/

Alternate Reality on the Web
Sean Noble, mailto:seaner@exo.com
http://www.pacificone.com/sean/

Alternate Reality - The Star Wizard's Guild
mailto:halifax1@usa.net
http://www.geocities.com/SiliconValley/Haven/1438

OTHER HOME PAGES:

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html
http://www.atari-computer.de/resort/ (mirror)

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-System
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

ATARI XL/XE - Homepage
Stefan Lausberg, mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

Sacha's Homepage
Sacha Hofer, mailto:hofer@iam.unibe.ch
http://www.iam.unibe.ch/~hofer/

Beyond...The Black Stump Atari Page
Peter Garriga, mailto:lions@mira.net
http://www.blackstump.com.au/atari.htm

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

La cueva de los 8 bits
Mariano Domnguez Molina, mailto:mariano@ce.fciencias.unam.mx
http://www.geocities.com/TelevisionCity/Set/4826/atari.html

Atari 8-bit Emulator Page
Tony Smolar, mailto:asmolar@ma.ultranet.com
http://www.ultranet.com/~asmolar/atari8/

Atari 8-bit Utilities (emulators/SIO2PC/APE)
Preston Crow, mailto:crow@cs.dartmouth.edu
http://www.cs.dartmouth.edu/~crow/atari/

BRiTiSH Underground Atari 8bit
Craig Lisowski, mailto:clisowsk@mcs.kent.edu
http://aegis.mcs.kent.edu/~clisowsk/8bit.html

Homepage Nyman: Atari 8 bit
Peter Nyman, mailto:N94PetNy@Midgard.Liu.Se
http://www.geocities.com/SiliconValley/2741/8bit.html

Atari 8-bit Emulator utilities
Ivan Mackintosh, mailto:ivan@dales.rmplc.co.uk
http://dales.rmplc.co.uk/ivan/atari/

Draco's Atari area
Konrad M. Kokoszkiewicz, mailto:draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/atarieng.html

8-Bit Atari Emulation and Games
David Grieve, mailto:DavidG@bagend.otago.ac.nz
http://www.otago.ac.nz/Web_menus/User_Homepages/david/

Cartridge List for the Classic Atari 800/XL/XE Computers
Andrew Krieg, mailto:krieg@execpc.com
http://www.execpc.com/~krieg/VidGames.htm

The M*U*L*E Web
David L. Tucker, mailto:dtucker@dtucker.ultranet.com
http://www.ultranet.com/~dtucker/

The Digital ANTIC Project
Kevin Savetz, mailto:savetz@northcoast.com
http://www.atarimagazines.com/

TIGHT group - Atari 8-bit stuff
Michal Franczak, mailto:mfranczak@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~mfranczak/atari/

The Atari 400/800 and OSS
Paul Laughton, mailto:paul@laughton.com
http://www.laughton.com/paul/abps/oss/oss.html

Atari Planet
Trevor Holyoak, mailto:infoman@poboxes.com
http://www.holyoak.com/atari/

BKproductions 8bit Power!
Will Fisher, mailto:blackat@direct.ca
http://www.ogopogo.com/blackat/8bit/

Atari Gaming Headquarters
Keita Iida, John Hardie & Les Caron, mailto:editor@atarihq.com
http://www.atarihq.com/

Phoenix Atari Connection
John Collins, mailto:bosco@inficad.com
http://www.inficad.com/~bosco/

ATARI XL/XE Computer - Welcome / Willkommen / Bienvenue
Ulf Petersen, mailto:ulf@antic.cls.de
http://members.aol.com/upetersen/atari.htm

Classic Video Game High Score List
Russ Melanson, mailto:rfm@primenet.com
http://www.primenet.com/~rfm/cvhigh.html

Nordic Atari Show (NAS) and Convention
Rolf Johansson, mailto:rojo@tripnet.se
http://www.tripnet.se/sak/nas/

Atari 8-Bit
Marcus Phillips, mailto:marcusphillips@geocities.com.
http://www.geocities.com/RainForest/4677/Atari8.html

Captain Blade's Atari Survival Site
Rich Tietjens, mailto:atari@spambusters.ml.org
http://www.spambusters.ml.org/atari/

Computer Trading Zone
Sean Noble, mailto:trader@pacificone.com
http://www.pacificone.com/trader/

FM Atari 8bit Info
Fred Meijer, mailto:webmaster@meijer.demon.nl
http://www.meijer.demon.nl/

Unfinished Projects Page
David Wyn Davies, mailto:ansawdd@compuserve.com
http://ourworld.compuserve.com/homepages/Ansawdd

Planet Irata...World of Atari
Tony Cervo, mailto:tcervo@slip.net
http://www.geocities.com/SiliconValley/Vista/3015/

Atari XL/XE Demos Page
Sven Gleich / CubE, mailto:sven.gleich@mb1.tu-chemnitz.de
http://www.tu-chemnitz.de/~sgl/atari/demosind.htm

HeAvEn's Demo-Homepage
mailto:nadkar@fh-pforzheim.de
http://wwwstud.ira.uka.de/~s_tomczy/

The Video Game High Score Page
Sam Hartmann, mailto:pbjurman@aol.com
http://members.aol.com/pbjurman/highscores.html

Atari 8-bit Projects & Stuff
Sidney Cadot, mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/

Atari Historical Society
Curt Vendel, mailto:webmaster@atari-history.com
http://www.atari-history.com/

Atari Preservation Society (APS)
mailto:ShelShock@aol.com (Dave Bell)
http://www.geocities.com/SiliconValley/Vista/1863/main.html

Atari 8-bit & Linux
mailto:pavel@atrey.karlin.mff.cuni.cz (Pavel Machek)
http://atrey.karlin.mff.cuni.cz/~pavel/atari/

Atari Pub / Masters of Electric City official page
Dhor, mailto:Dhor@iko.zakopane.top.pl
http://dhor.zakopane.top.pl/

Atari Technical Information
mailto:trevin@xmission.com (Trevin Beattie)
http://www.xmission.com/~trevin/atari/atari.html

Chris's Home Page (Cobra Team)
Krzysztof Sieniawski, mailto:chris@se.com.pl
http://chris.se.com.pl/

Break Movie Warehouse (ATASCII movies)
Tom D'Ambrosio, mailto:ambrosia@flash.net
http://www.flash.net/~ambrosia/index2.html

Atari B.A.S.I.C. Emulation
http://free.prohosting.com/~atari/

Atari Reference Desk
Terry Ross, mailto:tross3@hamtel.tds.net
http://personalpages.tds.net/~tross3/ard/atari001.htm

I.C. When - The Chronology of Video Games and Computers
Donald A. Thomas, Jr., mailto:curator@icwhen.com
http://www.icwhen.com/

Giant List of Classic Game Programmers
James Hague, mailto:jhague@dadgum.com
http://www.dadgum.com/giantlist.html

Toute la Collection Atari
Patrice Muller, mailto:pamuller@imaginet.fr
http://wwwusers.imaginet.fr/~pamuller/

Undead Games: Classic Video Games and Classic Computers
Gregory L. Miller, mailto:gmiller@iswt.com
http://www.classic-games.com

Kilka slow o komputerze Atari...
Waldi, mailto:wbolesta@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~wbolesta/atari/atari.pl.index.html

Atari Internet Magazyn
http://www.cuprum.com.pl/~service/atari

Tomasz Pecko - ATARI
http://bossx.boss.com.pl/~pecus/atari.html

Project: ATARI
Andy Leininger, mailto:akablinky@msn.com
http://www.geocities.com/SiliconValley/Pines/8493/

Atari Hardware Showcase
Eric Parent, mailto:eparent@shaysnet.com
http://equinox.shaysnet.com/~eparent/atari/

Atari-Computer
Matthias Faust, mailto:matzi@atari-computer.de
http://www.atari-computer.de/

Star Raiders Tribute Page
Bill Kendrick, mailto:nbs@sonic.net
http://zippy.sonoma.edu/kendrick/star-raiders/

Demoville - A collection of Atari 8-bit demos!
Bill Kendrick, mailto:nbs@sonic.net
http://zippy.sonoma.edu/kendrick/demoville/

Atari 8-bit Docs, Hints and Solutions
Larry Richardson, mailto:lizr@crestviewfl.com
http://www.crestviewfl.com/~richard/atari-docs.htm

Eric's Atari Stuff
Eric Cron, mailto:atebit@wwa.com
http://miso.wwa.com/~ericcron/atari8.htm

Mac/Atari Fusion
Mark Simonson, mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/

Steve's handy Atari vs. C64 comparison chart
Stephen L. Judd, mailto:judd@stratus.esam.nwu.edu
http://stratus.esam.nwu.edu/~judd/fridge/atari.compare

Russ Gilbert's Home Page
Russ Gilbert, mailto:russg@en.com
http://www.en.com/users/russg/

Atari
Clarence Dyson, cdyson@redshift.com
http://www.redshift.com/~cdyson/atari.html

Atari 8 Bit Computer und Emulatoren Newsticker
Joerg Wysk, mailto:wysk@atari-computer.de
http://home.tronet.de/wysk/atari.htm

Rate Atari Products and Prototypes
Glenn Bruner, mailto:brunergs@pcisys.net
http://www.pcisys.net/~brunergs/Atari/

World of Atari 98
CyRo, mailto:cyberroach@my-dejanews.com
http://members.xoom.com/doc_jike/

MacFalkner's Homepage
Andre Bertram, mailto:macfalkner@aol.com
http://members.aol.com/MacFalkner/

Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

Paul Clark offers this tip:

I think Dalnet carries #atari8, do the following;

telnet://telnet.dal.net

At the login prompt, type;

dalnet

If prompted for a password, just hit enter. You should
be able to navigate to #atari8 from there.....

==> #rgvc - Classic Games and Systems Collectors. "Rec.Games.Video.Classic"

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
mailto:audioguy@cheerful.com for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.

ATR - Atari disk image format. Invented by Nick Kennedy,
mailto:nkennedy@cswnet.com for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
mailto:emulators@msn.com for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
mailto:classics@nacs.net for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load
files. Like .xmo, use of .bin is discouraged.

Subject: 9.5) How can I make my commercial boot disk (tape, cart) into a load
file or disk image?

Russ Gilbert, mailto:russg@en.com writes:

The disk image part is a matter of taking a copyable boot
disk and making an atr, xfd, dcm or other disk image type
file out of it, usually for use with an emulator. Before
emulators, the Bob Puff .dcm format was used to
store/archive/retrieve boot disk images.

Almost all commercial software for the A8 is/was copy
protected. For boot disks, this usually involved a large
number of special formatting that couldn't be copied using
ordinary sector copiers. Usually the boot process involved
checking to see if a certain sector error occurred, then
proceeding. If the error did not occur, the disk was a copy
and would not work.

For carts, usually the method of protection was to write to
the cart area of memory and see if the value changed. If the
value changed, the cart program was in RAM, not ROM and

would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption, which must be decrypted before the program can run. This to make more difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product. The APE Pro system, by Steven Tucker, in the registered version of this shareware allows making disk images called 'Pro' images. APE (Atari Peripheral Emulator) requires a cable, called the SIO2PC cable, that connects the A8 13 pin serial port to a serial port on the IBM PC clone. To make 'Pro' images, a special adapter cable is needed, not just the 'standard' SIO2PC cable. The 'Pro' image can 'capture' the copy protection of an original commercial disk. The 'Pro' image can then be loaded into an A8 using the APE registered version software, thus backing up your original disk software. Note the 'Pro' image will only be of use to person(s) owning registered APE software and 'Pro' adapter cable.

Subject: 9.6) How can I convert my commercial boot tape into a cassette image file?

mailto:ernest@pi.net (Ernest R. Schreurs) writes:

For those of you that like ALL classic Atari software, there is now a way to store all software that has been recorded on cassette tapes on the hard disk of your PC. I have written a program that is similar to the SIO2PC utility written by Nick Kennedy. But this one is intended for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free disk space to work with. The sound card should be able to sample sound at a sample rate of 44.100 Hz mono. The sample must be recorded into a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file. The .cas file is a digital cassette image file that only contains the data that is on the cassette tape. Once you have that, you can throw away the .wav file. The .cas files are typically 16 to 64K, so they are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette image) you do not need a sound card. You do need a SIO2PC cable or similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives
of Umich by now. They have been put together in one zip file
wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file
format as of version 1.15 of APE. It looks real neat, so try that out
too! Thanks to Steven for adding a nice user interface for these
cassette images. He did a nice job. I am hoping other using are
willing to write some programs to get more enjoyment out of this
underrated storage medium.

My stuff is available totally free for personal use, so I hope you
enjoy it. Read the docs about the conditions.

Keep those XL's/XE's humming.
If you have any questions feel free to E-mail me: mailto:ernest@pi.net

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Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel, mailto:itayc@hotmail.com
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
http://www.geocities.com/Hollywood/Lot/4205/

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80

File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz, mailto:draco@mi.com.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on

either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo, mailto:ssilicon@lax.net sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Apparently 2.07 is buggy.
Anadisk 2.06 is available at: http://ch.twi.tudelft.nl/~sidney/atari/

Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:crow@cs.dartmouth.edu (Preston Crow),
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 11.5), can be used to read/write to a hard drive connected to an MS-DOS system. This can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the companion vendor/developer list) allow the Atari XF551 disk drive to read 720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software Services (see the companion vendor/developer list), allows both low density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard floppy drives to be used on the Atari. A utility is included to read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a
male DB9 to male DB25 modem cable to connect to your
modem. So why not use this cable as your null modem
cable as well?

For higher speed connections, above about 9600 bps on the
8-bit, you need the flow control lines. You also need
a Multi I/O or Black Box, which use the PBI (parallel bus),
then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C
port.
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o
25 14

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 11.5) What is SIO2PC?

From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC
compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari
programs could be stored on the PC's hard (or floppy) drives. It turned out to
be quite successful. About 95% of my work was in the software, but a hardware
device to convert logic levels was also necessary. This device is now commonly
referred to as an SIO2PC cable.

Features:

Emulates 1 to 4 Atari disk drives

Store your Atari files on PC hard or floppy drives

Boot from the PC, real drive not needed to start-up

No software or drivers required for the Atari;
no conflicts: use your favorite DOS

Twice as fast as an Atari 810 drive and more reliable

Co-exists with real drives in the Atari daisy chain

Compatible down to the hardware level: use sector copiers, etc.

Print-Thru captures Atari print-out and routes to PC's printer

Convert Atari files to PC files and vice versa

1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:sup8pdct@mail.cth.com.au (James Bradford)
mailto:draco@mi.com.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed 52k

==> Micro MainFrame - made by a company in Rancho Cordova, CA
?????

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> 1050 US Doubler Created by ICD, now sold by K-Products
SS SD/ED/DD UltraSpeed 52k.

==> Happy 1050
SS SD/ED/DD Warp speed 52k ; track buffering

==> Cheer-Up 1050 Clone of "Happy" 1050

==> Super Archiver 1050
SS SD/ED/DD UltraSpeed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k UltraSpeed
by Super Products. Compatiable with SuperDOS and K-Products US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ K-Products
US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

More data on the XF551 compiled by Marco Antonio Checa Funcke,
mailto:mcheca@li.urp.edu.pe :

Processor: 8040/8050AH at 8.3333MHz (docs say 18.33, but it's a mistake)
Disk controller: WD 1772 02-02 (I opened my drives and looked at the
complete code)
SIO data rate: normal: 19040bps (NTSC)/18866bps (PAL)
high speed: 38908bps(NTSC)/38553bps (PAL)
Rotaton rate: 300RPM
Power source: external power adapter, 9V AC, 31VA, 60Hz (NTSC)/50Hz (PAL)

Operating modes: Single Dual Double Density
Number of sides 1 1 2
Total tracks 40 40 80
Sectors per track 18 26 18
Bytes per sector 128 128 256
Total bytes 92160 133120 368640
Encoding method FM MFM MFM
Transfer rate 125000bps 250000bps 250000bps
Acces time: (maximum)
track to track 40ms 40ms 40ms
motor start 1000ms 1000ms 1000ms

==> CSS XF551
SS/DS SD/ED/DD K-Products US Doubler compatible. Updates drive to
work better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOS XL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- UltraSpeed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- UltraSpeed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 67000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2001 "California Access"
SS SD/ED/DD 19200 bps or 38400 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2002 "California Access"
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB

= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: MYDOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- UltraSpeed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades (CSS)
- Floppy Board (CSS)
- Percom drive upgrades

==> Atari XF351 or XC35
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need to obtain one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Rare.
Fast but still relatively slow I/O, kludge through joystick ports for 800.

==> KPI Hard Disk Drive Interface (formerly Supra)
from K-Products (bobkla19@mail.tcd.net - Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (ftooned@crl.com - Mike Hohman)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Black Box
from Computer Software Services (CSS) (mailto:audioguy@cheerful.com - Bob Puff)
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html)
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE-Harddisk-Controller
created by Steve Birmanns and Matthias Belitz in Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at

one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

Subject: 12.4) What kinds of monitors can I use with my Atari?

In general, you either need a Composite Video monitor, or a standard TV.

Television:
You'll need a video cable (not detachable on the 400/800), and a TV Switch Box. Used with VHF Channel 2 or 3.

Monitor:
The 8-bit Atari produces a color Composite Video signal, plus separate chroma (color) and luminance (brightness) signals which the best composite video monitors can take advantage of. Popular examples of such monitors include the family of monitors produced by Commodore.

Gotcha's:

-the 400 and North American 600XL lack a monitor port entirely. They can only be used with a TV.

-the XE Game System provides an RCA-style jack in place of the Monitor port; so it provides Composite Video but lacks separate chroma\luma signals

-the 600XL, 800XL and 1200XL lack separate chroma signal (can be added via hardware modification)

-the XEP80 Interface Module produces a monochrome Composite Video signal via an RCA-style jack. This higher-resolution signal produces crisp, clear 80 column text on 80-column monochrome composite video monitors.

The pinout of the Monitor port is in the pinout section of this FAQ list. The monitor connector on the back of the Atari can be utilized using a 4-pin DIN to RCA converter. You don't need to build a separate cable.

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

"The best monitor for an Atari 8 bit that is readily available today would be a television with an S-video input---these tend to be large and high-quality, so the s-video input is the deciding factor there. You'll have to build the cable yourself, and if you have an XL you'll want to do the Super Video upgrade that Ben Poehland published in Atari Classics a few years ago---this puts the chroma signal back on the pin that it should be and cleans up the video signal enormously. It's really more of a fix than an upgrade.

I use a commodore split-video monitor. They work great and are cheap-to-reasonable when you can find them."

mailto:bryede@emi.net (Bryan Edewaard) writes:

"Yes, the best choices are monitors that support "Separated Video"
(sometimes called Commodore video on Commodore monitors), or S-Video.
These monitors have separate color and luminance video inputs, which
give a sharper picture without cross-color artifacts - such as the
colored fringes on text when viewed on a TV (although some games use
these artifacts to get additional colors). If you have an XL
computer, then it needs an upgrade to support these monitors due to
the omission of chroma from the monitor port. the 800 and XE
computers don't have this problem.

The 2nd best choice is a TV or monitor that has a "Composite Video"
(usually called just "Video" or "Aux") input. This is a signal that
has the color and luminance information combined into one signal. The
picture will be a little less sharp, but still much better than using
the "Channel 3" output.

>Where might I find one?

I've seen them a flea markets, garage sales, swap meets, ham fests,
and in newsgroups like this one. Plus, many new TV's support S-Video
and Composite video inputs.

>What are the advantages of using one of these rather than a TV?

Well, it's all a matter of how many stages the signal must go through.

1. The Atari generates video as a color signal and a brightness
(luminance) signal. These are passed to the monitor port as Chroma and
Luma signals (XL's have no Chroma output from the factory).

2. The signals are mixed together to make a standard video signal
which is also passed to the monitor port as Composite Video.

3. Then the mixed video signal (along with audio) goes through the
process of being "modulated" into a TV radio signal (channel 3 or 4).
This step involves removing high frequencies from the video (blurring
it) and sending it to the TV in a fragile broadcast form that's
suseptable to all kinds of interference. Then the TV must (1) extract
the video signal from the radio signal, (2) separate the Chroma and
Luma components as best it can, then (3) divide the Chroma in R, G,
and B. Any of these steps that you can eliminate will help your
picture.

>Are there any other composite video monitors that anyone would recommend
>(and where might I find one)?

Maybe the 8-bit FAQ mentions these monitors. The most common one is
probably the Commodore 1702 which has a very good picture and is quite
reliable.

If you plan to use an XL (which I do), upgrading the video circuitry
makes as big a difference as what monitor you choose. Ben Poehland has
some excellent articles in Atari Classics magazines for improving the

quality of the XL's video, as well as restoring the missing Chroma output."

Lonnie McClure mailto:lmcclure@ibm.net has the last word on Commodore monitors:

Comodore models: 1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*, 1084**, 1084S**.

* The 1902A used a DIN connector for chroma/luma, which makes cabling a bit more of a problem. The composite and audio connectors are standard RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN connector for chroma/luma connections, like the 1902A, while some used standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902 shares the same slightly rounded front case design as the 1080 and 2002, while the 1902A is has a rather square case design, and was manufactured by Magnavox (as were some of the 1084 and 1084S versions).

Jerry Jessop, mailto:jjessop1@home.com explains why French Ataris produce fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible."

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks.

SpartaDOS 3.2g and 3.2gx are disk-based; SpartaDOS X 4.22 is cartridge-based
and includes many additional features. SpartaDOS 3.3a and 3.3b were rewritten
by Stephen J. Carden for use with BBS Express PRO!. SpartaDOS 3.3c is
produced on disk or in a 16K ROM cartridge from K-Products.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete
compatibility with existing software, and then choose either SpartaDOS or MYDOS
as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the
archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2g)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek.
BW-DOS 1.30 and all other versions are available via:
http://atari.boss.com.pl/files

Any other versions of DOS all 8-bit Atari users should be aware of??

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Home Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Home Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI (Europe: includes ECI)
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missile Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions. 410a - Taiwan
version
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 40-Column Printer -
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I software
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
mailto:rrs0059@ibm.net (Frank McKenney) writes:
The printer/plotter mechanism for the Atari 1020 is
(I believe) the same one used in the Tandy/Radio
Shack CGP series and the Commodore 1520(?), and

was
made by a company named ALPS.
1025 80-Column Printer -7-pin dot matrix. =Okidata ML80. 40cps
1027 Letter-Quality Printer-80 col letter quality =Mann-Tally Riteman LQ. 20cps
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software. 2 SIO ports
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, w/ XE Term software. Permanent SIO cable
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package.
SIO & DB25 RS232 serial ports.external power supply

For definitive information on unreleased Atari products, see:

Atari Historical Society, http://www.atari-history.com/
(Curt Vendel, mailto:webmaster@atari-history.com)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XLF late 800XL with a redesigned motherboard, plus the FREDDY chip
800XLD low-cost 1450XLD, no modem&speech, include disk drive
controller&FREDDY
1250XLD Earlier name for the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives (controller not included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard
1850XLD "Mickey" Atari clone of the Amiga Lorraine
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE/AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80 col display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor

XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -XE Thermal Color Printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

Thanks to Matthias Belitz, mailto:matz@kawo2.rwth-aachen.de for the European data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have.

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030
9 V AC 4.5 VA (500 mA) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830
5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
600XL,65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,XE Game System
6 V DC 300 mA (1.8 W) Atari#??????? adapter:

"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CX261 adapter:
XEP80,SX212,2600 (center positive)
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220 V AC, 50 Hz
==========
5 V DC 1,8 A, #CO61763-107: 800XL
5 V DC 1,5 A (7,5 W) #CO61763-34 : 800XL (U.K., 240 V AC in)
5 V DC 1.5 A (7.5 W) #CO61763-11 : 65XE,800XL,800XE
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
9 V AC 27 VA (3.0 A) CO60592-34/TM 7498 : 1050 (UK)
9V AC 0,5 A, CO#61516/34 : 1010 (UK)
9,3V AC, 1,66 A CO# (not printed), FW 6799: 800

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12,ICD/FTe P:R:Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready

4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V

2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
CX22 trackball meanings from Steve
Wallace:
1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion
3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +

10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section mostly by mailto:winston@merk.com (Winston Smith)

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was

the first to support a RAMdisk, which Paul Swanson called a "V:" device for "virtual disk". This BBS was written in Atari BASIC and required a joystick hardware "dongle" device. This was notable as being one of the first Atari 8-BIT BBSes that could actually go for a week without having to be rebooted. Pointers to the message base were kept in an Atari "very long string" (for which Atari BASIC is famous). The BBS would only have problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of the commercial BASIC XE cartridge to run. This BBS program was very popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It expects to be running under a SpartaDOS environment. This was a problem until very recently, when the disk-based version of SpartaDOS was re-released as shareware. This BBS program uses a "modem clock string" rather than an R-Time 8 cartridge in order to retrieve the current time. It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE cartridge in order to run. It is in the public domain and can import and export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only, control ATASCII graphics are reserved for message data-structure bytes). FOREM-XE BBS is still currently in use as we speak, and may be reached via the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS, which is the Keith Ledbetter companion project of the EXPRESS!-TERM terminal program of days gone by. I am not familiar with this program. I think that it is written in Action! and only supports XMODEM Checksum transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE-- demo version of the OASIS BBS program. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". This OASIS demo module comes with an excellent message system. The OASIS file system is one of the most complicated that I have ever seen. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). There is a commercial version of OASIS called "OASIS IV" that performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

o Carina BBS -- a shareware product of Shadow Software.

o BBS Express! Professional -- a product of K-Products. See Vendor List.

o OASIS IV -- a product of ???

o Forem-XE Pro -- by Len Spencer. http://members.aol.com/lenspencer/

Subject: 13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?

Atari BASIC:

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga, mailto:F.Offenga@student.kun.nl adds:

there's another good answer (IMO):

You can also take a look at the part numbers on the IC's inside your Atari and compare them with the numbers from the following table:

Part#	Version
CO12402 + CO14502	A
CO60302A	B
CO24947A	C

CTIA or GTIA installed?

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Subject: 13.7) Which versions of the Operating System (OS) are there?

This section written by Freddy Offenga, mailto:F.Offenga@student.kun.nl

The following Operating Systems exist for the Atari 8-bit:

Rev.	System(s)	Models	Size	Part Nr(s)
A	NTSC	400/800	10kB	CO12499B, CO14599B, 12399B (*)
A	PAL	400/800	10kB	CO15199, CO15299, CO12399B
B	NTSC	400/800	10kB	(?)

B PAL 400/800 10kB (?) (*)
1 A NTSC/PAL 1200XL 16kB CO60616A, CO60617A
1 B NTSC/PAL 1200XL 16kB CO60616B, CO60617B (?) (*)
1 NTSC/PAL 600XL 16kB CO62024
2 NTSC/PAL XL/XE 16kB CO61598B
3 NTSC/PAL XE 16kB C300717
4 NTSC/PAL XEGS 16kB C101687

(?) more information or confirmation required

(*) these versions should exist, although I've not seen them.
If you have one (or more?) of these, please contact me.

NOTE:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).

Alan Manuel K. Gloria, mailto:mani@pworld.net.ph adds:
Revision B on the 400/800 does exist -- it is referenced to a lot in
Mapping the Atari by Ian Chadwick, and is used on most Translator disks
for the XL/XE

Subject: 13.8) What games support 4 simultaneous players on the 400/800?

contributors to this section:
mailto:jlodoen@shell.portal.com (Jeff M Lodoen)
mailto:olavese@online.no (Vidar \"Hawk\" Olavesen)
mailto:pmulvey@erols.com (Pat Mulvey)
mailto:sposey@ioa.com (Steven E. Posey) (Party Quiz controllers description)

The following games support 4 player head-to-head play. Remember, only the
400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor,
Thorn EMI Soccer, Major League Hockey

The following support 8 players on the 400/800 or 4 on the other computer
models, using the 2 controllers-per-port CX30 Paddle controllers:

Super Breakout, Worms?

The following supports 4 players on all machines, using special 4-button keypad
controllers linked together with RJ-11 jacks (standard phone jacks) to a
box with
2 joystick port connectors.

Party Quiz by Suncom

Subject: 13.9) Why should I disconnect the 810/1050 power supply before
connecting or disconnecting SIO cables?

Rich Mier writes:

You've been plugging and unplugging the SIO cable with the 1050 power pack plugged in, right? That's a no-no. Most of the time it's Okay, but about 1 in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right, rear of the main board. A 14 pin DIL chip. Actually it is an array of 5 transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

Subject: 13.10) What is Omnimon?

--This section was written by Scott Charles, mailto:scharles@blast.net

Omnimon is a add in board for the Atari 400/800 series of computers and a replacement OS chip for the xl/xe series of computers. The original Omnimon board fit onto the OS board in the 800 series and had a switch attached to it to disable the board. The 400 series required you to bend the circuit board into a right angle for it to fit inside the 400's case. (It was designed to do this.). The Xl/Xe version replaces the OS Rom chip inside the computer with one that contains the Omnimon code, and a revised OS to make the XL more compatible (no translator disks needed).

Omnimon itself is a machine language monitor residing from $C000-$CFFF, with a few variations. It was designed in 1981 by David C. Young (who also wrote Cartcopy, a copier for the right slot of the 800) of CDY Consulting in Texas. The first software revision of Omnimon had a few basic commands and was only 4K long, only for the 400/800. The second revision required the addition of a bank select switch, and was 8K long. Since it was addressed by the 400/800 as 4K, when you needed to use the code in the other bank, all the text on the screen flips upside down, you flip the switch and hit any key. The Xl and Xe versions of Omnimon do their bank selecting through the normal XL port for this function, so it is seamless.

So what can you use Omnimon for? Its main claim to fame is its ability to interupt any running program by pressing and holding the SELECT-OPTION-RESET keys. Depending on the sequence you press determines what kind of warm boot the Atari does. SELECT+RESET does NO warm boot, preserving the stack and flag values of the 6502. OPTION+RESET allows a warm boot (as if you had just pressed RESET) and interupts the vector at $C (initialation vector).

I think you can see where we are going with this - Omnimon was developed as a machine language developer's tool, much in the same way that the Happy modification was developed for legitimate backups. I.E. far more people use both products for software piracy. If you have an Omnimon! in your machine

and you try to boot up an Electronic Arts program, for example, you will get a message that says "REMOVE ROM AT $C000", and the program hangs. (Hence,the need for the disable switch on the 400/800 version. There is no way to disable the xl/xe version, just switch it to an alternative OS.) The 400/800 version, since the disable switch just deselects the mapping of Omnimon to $c000 area, can be switched on and off at will.

I myself did not know what Omnimon was used for until I was using a sector editor on a program called Pharaoh's Pyramid, from Master Control Software. On it is a sector that reads, "REMOVE OMNIMON YOU DIRTY PIRATE". This got me to thinking, what does that mean? After about 5 months of playing around with the Omnimon board, I figured out how to use it to pirate software. In fact, it can be used to make most boot disks into binary files, and remove copy protection from countless more.

At the risk of sounding melodramatic, I can safely say that Omnimon hastened the demise of the Atari 8 bit computer by 2-3 years, because of its power.

Subject: 13.11) What is the difference between NTSC and PAL machines?

Software written for NTSC (North America) will always work on PAL machines, but software designed on PAL machines (Europe) won't necessarily work on NTSC machines.

Wayne Booth, mailto:trek@ihgp15.ih.att.com writes:

The differences with PAL and NTSC have to do with the number of lines displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they refresh the screen 50 times a second doing 1/2 the lines each refresh so they effectively repaint the screen 25 times a second. NTSC is 525 lines/screen with a 60 times a second refresh - again only half the lines each refresh so a 30 times a second frame rate. This would change the amount of time available during vertical sync pulse, and the number of lines that need to be redrawn each time.

Graham Thornton, mailto:nero@chicagonet.net adds:

I use both a real PAL Atari 800 and a PAL-ANTIC 1200XL here in the US.

Replacing the ANTIC chip with a PAL version changes the screen refresh rate to 50Hz which allows most of the PAL-only European software to run. Your system will still report itself as a NTSC machine, unless you change the ROM (see the Nir Dary upgrade), but most software doesn't care.

The one problem you might run into is your monitor. Replacing the ANTIC will mean your North-American Atari is now generating an NTSC signal at 50Hz, instead of the usual 60Hz. Some people will tell you that modern TVs and monitors don't care but that isn't actually true. My brand-new Sony Trinitron 15" colour TV/monitor goes bezerk with the upgraded 1200XL, but my 15-year old 10" Texas Instruments color monitor (designed for the

TI-99/4A) is fine.

You can also use real European equipment here in North America, provided
that you have a PAL-compatible TV/monitor. The frequency of the power
system is irrelevant, as I use my 800 with a 110V/60Hz 1050 power supply.

Subject: 13.12) Is the software for the Atari 8-bit computers "TV-standard
dependent?"

{some PAL demos flicker, or won't run at all on NTSC machines}

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

This is because PAL machines have a vertical refresh frequency of 50hz
(NTSC use 60hz) which translates into more vertical blanking time for
demos and other computation-intensive graphics software. So PAL demos
that won't work on NTSC machines are usually returning from a VBI
(vertical blanking interrupt) too late. Some also attempt to use more
vertical resolution ("longer" display lists) than an NTSC display can
handle.

mailto:thor@math.tu-berlin.de (Thomas Richter) adds:

Yes, it is. Mostly because the frequency of the vertical blank interrupt
is different (60Hz for NTSC, 50Hz for PAL). The old OS A was not clever enough
to notice the difference, so all system timings like the keyboard auto-repeat
function depend on the TV system. These parts of the OS have been corrected
with OSB and the XL versions of the OS. However, as most games install a
VBI, their timing does still depend on the frequency -> they will run
slightly slower for PAL versions.

Another point is that the popular pseudo-colors used in the Antic-F
(Graphics 8) mode are not colorful at all when displayed on a PAL TV, because
of differences in the color encoding for the TV. The schematics of
the Xl computers include however a hack how to change the PAL version to
the NTSC version (the PAL versions include two crystals, one with 5/4th of
the frequency of the other. One is used for the system clock, the other for
the color clock), but I never dared to apply it.

Subject: 13.13) What programming languages are available for the Atari?

Revision : 1.0
Date.... : 4/20/1997

```
================================================================
!!!! This section is under construction - HELP WANTED !!!!
----------------------------------------------------------------
```
The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include;
title, last version, author, date and a short description.

It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- Assembler Interchange Format, Project description
Version 2.2, 2-2-1997, Freddy Offenga

If you like to help or if you've something to add already,
just contact me. There's still a lot work to be done....
Freddy Offenga, mailto:F.Offenga@student.kun.nl
==========
There are quite a lot! To get some structure in this section it's
divided into the following catagories;
a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

[D] = available on disk
[C] = available on cartridge

a) ASSEMBLER
- 130XE+ Makro Assembler v2.2, 1992 (Torsten Karwoth) [D]
Two pass 6502 assembler/editor. Supports extra RAM.
Highly compatible with Atmas II.
- Alfasm, Version 1.0, 1990 (Jeff Williams) [D]
Supports 65816 instructions (for the Turbo-816 upgrade
from DataQue Software). This assember is also known as
the Turbo-Assembler/16.
- Atari Assembler/Editor, 1981 (Atari) [C]
Two pass 6502 assembler/editor.
- Atari Macro Assembler, 1981 (Atari) [D]
Two pass 6502 assembler/editor.
- Atmas II Makroassembler, 1985 (Peter Finzel, Hofacker) [D]
Macro assembler with integrated editor and monitor.
- Bibo Assembler, 1986 (Compy-shop) [D]
- Datasm/65 assembler, Version 2.0, 1981 (DataSoft) [D]
Two-pass 6502 assembler.
- EASMD, Version 1.0, 1981 (OSS) [D]
- LADS, written by Richard Mansfield of COMPUTE! (for Commodore computers)
and ported by Charles Brannon to the Atari, is a very good 2-pass
assembler supporting assembly from memory AND disk [D]
- MAC/65 Macro Assembler, 1982 (OSS) [D/C]
Two pass macro assembler/editor.
- MAE, 1996 [D]

Supports 6502 and 65816 mnemonics.
- Nasm65 assembler, 1992 (Nat!) [D]
Highly portable cross assembler (written in C). Initially
made for the Atari ST. Highly compatible with MAC/65.
- PC-65 Assembler, Version 1.0 beta, 1996 (Jan Feenstra) [D]
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.
- Synassembler, 1982 (Steve Hales, Synapse Soft) [D]
Two pass 6502 assembler.
- ST-65 Assembler, 1991 (A. Stauffenberg, F.Offenga) [D]
A cross assembler for the Atari ST (written in 68000 asm).
- 6502 Cross-Assembler "xa", 1997 (Andre Fachat) [D]
written in GNU C.

b) BASIC
- Advan BASIC Compiler (Advan Language Designs)
- Atari 800 Basic, Version 1.0, 1981 (Microsoft) [D]
- Atari BASIC, Rev.C, 1983 (Atari) [C]
- Atari Microsoft BASIC II (Atari) [C]
- BASIC A+, Version 3.05, 1981 (OSS) [D]
- BASIC XL (OSS) [C]
- BASIC XE, 1985 (OSS) [C]
- Turbo Basic XL (Frank Ostrowski, Happy Computer) [D]
Interpreter, Version 1.5, 1985
Compiler, Version 1.1, 1985

c) C
- ACE C (John Palevich & Ralph Walden) [D]
This is a newer version of 'Deep Blue C'.
- C/65, Tiny C (OSS)
- C65
- CC65, 1989 (John R. Dunning) [D]
This public domain package includes; compiler, linker,
assembler and object librarian.
- CC8
- Deep Blue C, Version 1.2, 1982 (John Palevich, APX) [D]
Drawn from Ron Cain's public domain C-compiler.
- DVC C, Version 1.01, 1985 (Ralph E. Walden) [D]
- LightSpeed C, Version 1.08, 1986
(Clearstar Softechnology) [D]

d) PASCAL
- Atari Pascal, Version 1.0, 1982 (APX-20102) [D]
- Draper Pascal, Version 1.5, 1983 (Norm Draper) [D]
- Kyan Pascal, 1986 (Kyan Software) [D]
Package includes; compiler, linker and assembler.

e) LISP
- INTER-LISP/65, Version 2.1, 1981 [D]
(Special Software Systems, DataSoft)

f) FORTH
- ValForth (Valpar International)
- Extended fig-Forth (APX-20029)
- fig-Forth, Version 1.1 [D]
- fun-Forth (APX-20146)
- Grafik-FORTH
- QS Forth (Quality Software)

g) PILOT
- Atari PILOT, 1980 (Atari) [C]

h) LOGO
- Atari LOGO, 1983 (LCSI, Atari) [C]

i) All the rest
- Action!, 1983 (OSS) [D/C]
- Quick, Version 2.0, 1990 (Raindorf Soft) [D]

Subject: 13.14) What is the Atari XEP80 Interface Module?

This section written by: mailto:raukamp@dame.de (Thomas Raukamp)

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from mailto:david_p@storm.ca (David A. Paterson)

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application

that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you
can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by mailto:slackey@slackey-sun.cisco.com (Stan Lackey)
MAE and its previous standalone editor ED

Subject: 13.15) What makes some XL/XE software incompatible with the 400/800?

Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:

XL/XE software won't work on 800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Subject: 13.16) What games run only on the 400 and 800 models?

The following are reported as incompatable with models other than the original
Atari 400/800. Most probably do work on XL/XE's if you use a translator to
run the original 400/800 OS on your XL/XE.

Apple Panic Broderbund
Aquatron Sierra On-Line
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Disk 50
Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
Galahad And The Holy Grail APX
Go Hayden
Gorf Roklan
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari
KoalaPainter Koala

Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
MicroMaestro Chalkboard Inc.
Monster Maze Epyx
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Picnic Paranoia Synapse
Pool 1.5 IDSI
Protector II
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius

Subject: 13.17) What games make use of the Light Gun?

mailto:jmouchmino@aol.com (Bertrand M. (LEXX)) writes:

Bug Hunt, Barnyard Blaster, Crossbow, Crimebuster, Operation Blood, Operation Blood II - Special Forces (not completely sure about that one), Light Gun Blaster (PD), Gangsterville (Italian game written in BASIC), maybe a couple more...

Bertrand M. (LEXX)

Subject: 13.18) How do I type a tilde (common character in Web URL's) on my Atari?

The Shadow, mailto:The_Shadow@spnt.com writes:

The question is: "How do I type the tilde or squigly line which is in most web addresses? I don't have a key for it..."

Answer: The tilde is an inverse backspace on the Atari 8-Bit which can be very hard to type depending on the term program you are using, however you can insert the hex equivalent very easily, which is %7e in place of the tilde and it will work just perfectly. Do not put a space either before or after the %7e.

I (Michael) add:

Some advanced Atari software supports the tilde character natively. E.g., you can type a tilde in Ice-T with the Atari Logo/Inverse Video key.

Subject: 13.19) What's the difference between ASCII and ATASCII?

David Moeser -- erasmus att iglou dott com -- produced this nice translation table.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==

SECTION ONE: CONTROL CHARACTERS
===============================

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ===================== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (8:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
===============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)

13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 (S9 (88 58 X X X X
41 29 S0) S0) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [[S, [
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D]] S.]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f
55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j

59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[{ ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." Available via:

http://www.faqs.org/faqs/atari-8-bit/vendev/

and Usenet FAQ archives everywhere.

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Trevor Holyoak, mailto:trevor@holyoak.com maintains the "Atari BBS List."

http://www.holyoak.com/atari/

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rich Tietjens, mailto:atari@teleport.com maintains an Atari computer user group list at:

http://www.teleport.com/~atari/ugbbs.htm

Subject: 14.4) I'm new to the Atari. How do I use this thing?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by
mailto:nbs@sonic.net (Bill Kendrick). Bill and his FAQ are
excellent sources for information on basic usage of the 8-bit Atari, and for
information on the 8-bit Atari emulators which run on other computing
platforms.

See: http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

If you'd like a text-only copy, simply send e-mail to
mailto:nbs@sonic.net with the subject:

send emulator faq

Subject: 14.5) Can I use an emulator to run my old Atari software on my new
computer?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by
mailto:nbs@sonic.net (Bill Kendrick). Bill and his FAQ are
excellent sources for information on basic usage of the 8-bit Atari, and for
information on the 8-bit Atari emulators which run on other computing
platforms.

See: http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

If you'd like a text-only copy, simply send e-mail to
mailto:nbs@sonic.net with the subject:

send emulator faq

Subject: 14.6) What hardware upgrades, modifications and add-ons are available?

The Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ is maintained by
David A. Paterson, mailto:david_p@storm.ca or see:

http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Subject: 14.7) What is the HARD-Interlacing-Picture (HIP) format?

HIP is a new method to displaing pictures on small atari...

HIP stands for HARD-Interlacing-Picture and was found by
Members of HARD Software, Hungary in June, July 1996...

It enables to display 160 x 240 Pixels with 30 shades without
nearly all flickering (depends on the source-picture you use)...
HARD stands not for HARD or HEAVY Interlacing, just for the
inventors...

For more information, see the HIP-FAQ, located at:
http://www.uni-karlsruhe.de/~Marek.Tomczyk/Atari8/hipfaq.html

or contact HeAvEn at mailto:nadkar@fh-pforzheim.de

Subject: 14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

The Accessing the Internet by E-Mail FAQ is maintained by "Doctor Bob" Rankin, mailto:BobRankin@MHV.net or see:

http://www.faqs.org/faqs/internet-services/access-via-email/

==========
End of atari-8-bit/faq
==========

87. Trak Ball and Missile Command for SALE! (US)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: navajo@rbdc.rbdc.com
Message-ID: <76o2er$i4p$1@rbdc.rbdc.com>
Source record: 56703

It's a nice unused trak ball in the box with the docs, and the atari 8bit computer cart Missile Command. Check out:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=53467677

makes a great gift idea as well!

88. Re: Binaries (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: look@my.sig
Message-ID: <76o1qtret2@cfs2.kis.keele.ac.uk>
Source record: 56704
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

In the sacred domain of comp.sys.sinclair didst dgs <dgs@argonet.co.uk> eloquently scribe:
: Cross-posting off-topic drivel to groups you don't read can
: sometimes be quite annoying, too.

And cross-posting anoying BINARIES to groups you don't read is the most
annoying of all....

Your point?

--

```
-------------------------------------------------------------------------------
|u5a77@teach.cs.keele.ac.uk| |
| Andrew Halliwell | "The day Microsoft makes something that doesn't |
| Finallist in:- | suck is probably the day they start making |
| Computer science | vacuum cleaners" - Ernst Jan Plugge |
-------------------------------------------------------------------------------
|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++ |
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!| Space for hire |
-------------------------------------------------------------------------------
```

89. Re: Binaries (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: look@my.sig
Message-ID: <76o20eret3@cfs2.kis.keele.ac.uk>
Source record: 56705
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

In the sacred domain of comp.sys.sinclair didst Doctor Clu <clu-da-bard@geocities.com>
eloquently scribe:
: As for no binaries.. tell you what, next time I post a pic I'll warn in
: the message title so you can skip over it. Sound fair enough? Sorry
: for the lack of warning last time.

Nope. Some of the groups you're posting to have a strict NO BINARIES policy,
and quite rightly.

That's why the alt.binaries.* groups exist.

If you want to post a binary, post it to one of them, and then point us to
it, or put it on a web site and supply the URL.

And no, I am NOT going to real out all the reasons for not posting binaries
again. I'm sick of repeating myself.

Check dejanews.
--

```
_____________________________________________________________________________
|u5a77@teach.cs.keele.ac.uk| |
| Andrew Halliwell | "The day Microsoft makes something that doesn't |
| Finallist in:- | suck is probably the day they start making |
| Computer science | vacuum cleaners" - Ernst Jan Plugge |
-----------------------------------------------------------------------------
|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++ |
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!| Space for hire |
-----------------------------------------------------------------------------
```

90. Re: Atari 2000

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <368F927E.A571FA4D@erols.com>
Source record: 56706

morloc wrote:
>
> DUH!!!
>
> Howz about the URL, huh, ol' Morloc!?!?!?!
>
> I guess this sort of thing is what I have to look forward to in my old age,
> folks...
>
> Atari 2000
> http://members.tripod.com/~morloc
>
> morloc wrote in message ...
> >The site is now available to the public, for anyone interested in Atari
> >8bit. The links page should be fully ready by Tuesday, January 5, 1999...
> >
> >It's looking rough, but it's worth a look (IMHO)...

Nonsense! It's looking real good! I love the use of the 8-bit Truetype
fonts -- they make the site come alive. The pages are well-designed and
the links are ones I'd follow.

I wonder, however, if the feedback form is overkill? A lot of guys just
don't want to give out their mailing addresses and phone numbers. I
realize the form isn't working at present, but you might want to think
about taking some of the fields out.

91. Re: S-Video cable for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <368fa88e.859574@news.pressenter.com>
Source record: 56707

On 30 Dec 1998 09:56:35 -0700, Brent Buescher
<buescher@tiki-lounge.com> wrote:

>The monitor jack on the 800 is the same as on the XL and XE series.
>
>You would have to run sound to a separate amplifier, like your stereo
>or a pair of powered PC speakers. I have built monitor cables before
>with a built-in "Y" connector on the sound output to hook it up to
>both inputs of a stereo.
>
>Brent

Actually the 800 and XL series do not have the same monitor jacks.
The 600XL does not have a monitor jack at all. I don't know about the
1200XL but the 800XL is missing I believe the the seperate chroma
signal. It is in the machine but you need to do a small mod to get it
to the pin on the jack. The 130XE I think is already set up with all
signals and presumabley the 65XE?

92. Re: More Companion-pics wanted for Web-site! (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: Paul Vigay <pvigay@interalpha.vogonpoetry.co.uk>
Message-ID: <48beb5be8dpvigay@interalpha.vogonpoetry.co.uk>
Source record: 56708
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.acorn.misc

In article <76njj6otb2@news.iwaynet.net>,
Daniel Klugh <dklugh@iwaynet.net> wrote:

> Naughty pictures? <drool>

> What exactly is the URL for these Tegan pictures?

Completely off-topic for a family orientated(?) Acorn newsgroup, but.... come
on then, tell us! :-)

--
Paul Vigay
Acorn Programming,
ICQ: 15533406 __\\|//__ Internet Consultancy
Web: http://www.matrix.clara.net (` o-o ') & Web Design
BBS: +44 (0)1705 871531 (ansi,8n1) -----ooO-(_)-Ooo--------------------------

What is it?
Remove ".vogonpoetry" to reply by email.

93. Re: SpartaDos format question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3690ab91.1629916@news.pressenter.com>
Source record: 56709

On Thu, 31 Dec 1998 00:29:00 GMT, bo.schreurs@stackbbs.xs4all.nl (Bo Schreurs) wrote:

>Hi all,
>first of all, a Very Happy New Year to all Atarians.
>
>Now my question ;)
>Iï¿½m currently expanding my DIR2ATR program
>(which turns a pc directory into an .ATR XL/XE disk image)
>to have it produce SpartaDos .ATR disk images.
>For a single directory it works, but Iï¿½ve encountered
>a little problem.
>Although somebody mailed me some docs about the SpartaDos
>format, I know Iï¿½m still missing some vital info.
>Maybe somebody can help me.

Bo, do you have the SPartaDOS Construction set docs? This combined with the addendums with SpartaDOS X should provide all the info you need. If you do not have them I could scan them in for you, or at least the technical section which covers these issues.

94. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76o9en$1sh$1@news.iwaynet.net>
Source record: 56710
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In comp.sys.sinclair Jason <tmr@cosine.demon.co.uk> wrote:
> Daniel Klugh:
> > The TARDIS didn't make sense.Why,when the Doctor was returning the
> > Master's remains to Galifrey,did a monitor have displayed on it
> > "Destination:Time Of Rasilon"? (or something to that effect)

> Destination:
> Gallifrey

> Local Dateline
> 5725.2
> Rassilon Era

> It's rather like giving a date as 1999AD, the 5725.2 being an
> unspecified measurement of time from the time of Rassilon.

> > Not to mention how much *UN-LIKE* the real TARDIS it actually looked.

> Except the resemblance to the secondary console room and the fact that
> the TARDIS interior can easily be adjusted, you mean...?

But they erased all traces of the old TARDIS.What about the roundels?
You can't very well leave *THOSE* out!
And #2 control room was much smaller.They shouldn't've gotten rid of the
white corridors.Why not just use a replica of the old #2 set if they
meant for that to be the second console room.Why mess with it?

> > And what's all that "Eye of Harmony" business about?
> > The Eye was a black hexagonal (?) monolith with cables/hoses/conduits
> > coming out of it and going Rasilon-only-knows-where....

> All TARDISes are powered by the Eye (when Omega drains the power from
> Gallifrey the ability to Time Travel is affected) so logically they have
> to have some kind of connection to it, that's not the *actual* Eye, in
> the same way that the monolith in Deadly Assassin wasn't the Eye itself,
> it's a "portal" to the real Eye, at a guess via the time/space vortex.

They never say that in the movie.
They simply call it the "Eye of Harmony".

> > And why does gravity let you walk through windows?

> The Doctor says: "You see, already the molecular structure of the planet
> is changing... ...at first in subtle ways but soon in catastrophic
> ways" and walks through the window. The Eye being open is affecting
> everything around it on a molecular level.

So that's why a window that's otherwise standing straight lets people pass through it.I'd like to know what kind of molecular change would do that and not kill everyone & shatter the glass and all.I mean why don't they fall through the floor.

95. Reality and fiction (Was Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: dgs <dgs@argonet.co.uk>
Message-ID: <48bec149e2dgs@argonet.co.uk>
Source record: 56711
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <76o9en$1sh$1@news.iwaynet.net>,
Daniel Klugh <dklugh@iwaynet.net> wrote:

> So that's why a window that's otherwise standing straight lets people pass
> through it.I'd like to know what kind of molecular change would do that
> and not kill everyone & shatter the glass and all.I mean why don't they
> fall through the floor.

Perhaps it's a science fiction series.

--
dgs@argonet.co.uk

Manchester Acorn User Group - http://www.acorn.manchester.ac.uk/
RPC x86 Card Info Pages - http://acorn.cybervillage.co.uk/pccard/

"Your machine is NOT dead until it stops working" - Ian Gledhill

96. Reset vector on 800B

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3696cff2.33468887@news.demon.co.uk>
Source record: 56712

Sorry folks to break the Dr Who trend <spit>

I can't remember if the Atari 400/800's could be made reset proof. I know the XL's could by setting one location with a 1 or a 0 and pointing another location to the code run address.

I'm sure they could...

The reason I ask is that all the versions of the A800 emu do the same, if you find a reset proofed program in XL mode and hit F5 it just reruns the program and does not reboot. Try the same thing in 800A or B mode and reboot..

Just trying to see if its my poor memory on the coding front, plus I can't find my Mapping the Atari to check it out. Don't want to bother Rich with a small item like this...

--
Paul..

"Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"

- Secret recording between Clive Sinclair and Alan Sugar...

ICQ No: 105793

97. Page 6 magazine (UK) cover disks.

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: KF Baker <kf.baker@ukonline.co.uk>
Message-ID: <qASj2.2599$3U.2280@wards>
Source record: 56713

Hi,

Does anyone know where I can lay my hands on atr format of page 6 cover disk, later named Atari User.

I am after one issue in particular but it would be nice to see other stuff as well.

98. Re: ATARI COMPANY STILL EXISTS??

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <368FD08C.82033422@arn.net>
Source record: 56714

Actually, Atari's assests were sold not to long ago to Hasbro
Interactive for a measly $5 mil. That is true about Jack Trammil, but
there biggest mistakes were bad or NO advertising, nearly TOTALLY
dropping support of the ST series in the US, and not allowing the system
multi OS support (like you can get NeXTOS, OS/2, or UNIX, etc... on
Pentium based machines, you don't HAVE to have Windows 95) to open up
the already MicroSoft and Apple dominated market.

Laters,

antbaker@arn.net

LWhite6497 wrote:
>
> >Can anyone tell me if ATARI as a company still exists????
> >What ever happend to Jack Tramil (I thought this was his name)..
>
> 1. Nope. Atari was merged into another
> JTT (?) company.
>
> 2. Yes, I'd like to know what has become of the Tramiels, also. They
> ostensibly made
> a lot of mistakes, but if it had not been for Jack, I'm convinced the line
> would have died much earlier. There never would have been
> the XE series and no ST's. No Lynx, no
> Portfolio. And nothing could stop the
> Windows jaugernaut. And all of that surplus
> that will keep us in parts for years probably
> would not have existed.
> Larry

99. Re: Windows (Was Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <368FD97D.F2812A09@arn.net>
Source record: 56715
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
If only more people would support MacOS, this would be a SOMEWHAT better
thing. I wonder if Windows 2000 is going to be any good. It sure as
hell better be!

By the way, I still (and won't unless I have to) gotten Win98...eek..

Laters,

antbaker@arn.net

Doctor Clu wrote:
>
> dgs wrote:
> >
> > In article <915143092.26982.1.nnrp-04.9e98ea3a@news.demon.co.uk>,
> > Brian Watson <brian@spheroid.demon.co.uk> wrote:
> >
> > > Nonsense. Only booze lets you walk through windows.
> >
> > I hear this operating system is very popular in some foreign
> > countries.
> >
> > --
> > dgs@argonet.co.uk
>
> Booze makes all things things seem better for a while,
> ...even windows. :)
>
> Doc Clu
```

100. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: Nathan Wain <nathan@caverock.net.nz>
Message-ID: <Pine.LNX.3.96.990104155511.10609C-100000@shell.caverock.co.nz>
Source record: 56716
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Hey, just to take this off-topic thread a little more off topic,
I'm having trouble remembering who all the Doctors were. Not
least coz I was too young to remember the first, and partly
because I becam disillusioned with the whole thing after Tom Baker
regenerated. *snif* :-)

So who was the first doctor?...

I can remember:

2 - Patrick Thornton
3 - John Pertwee
4 - Tom Baker
5 - Peter Davidson

...I don't know who were the rest... (I thought number 6 was
a cheap Tom Baker pretender and gave up on the program...) :-)

So... c'mon! Let's get even further off topic. :-)

Nathan.

101. Re: Ultima

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: TJ Edmister <Damage_X@hotmail.com>
Message-ID: <3690367D.C1169ECA@hotmail.com>
Source record: 56717

thanks guys, but how about getting a copy? is it commercial or PD?

and no the NES has 32 columns of characters (each assigned to 1 of 4 2-bit palletes)

Daniel Klugh wrote:

> Stephen Knox <gooch@erols.comX> wrote:
> > Ultima IV on the Atari was one of the best RPG games released for it. With 2 disk
> > drives swapping is minimum (Esp compared to Alternate Reality).
>
> > But be prepared for a long quest. I dont think the game consoles emcompassed 1/2
> > of what was required on the computer series.
>
> I hated how in the NES Ultima 4 how you couldn't see the monsters coming
> toward you.You'd just enter combat with out warning (outside).
> And the graphics for the dungeons weren't as good.
> (NES only supports 40-column multi-coloured text;no graphics)
> And of course there's that thing that I hate about all NES games,how the
> playfield has that little flicker to it.Much like the flicker in HIP
> mode. (not to be confused with the sprite flicker)

102. Re: Atari add-ons for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-03 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <369050F6.62B8AE88@net66.com>
Source record: 56718

jeking@NOSPAM.COM wrote:
>
> 4 x XEP80 (80 column device), one with 9pin port for MIO w/video

What price are you looking for on a XEP80?

Mark Statzer
mstatz@net66.com

103. My page updated

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3690ACE4.AD741F96@asw.cz>
Source record: 56588

```
Hello!

My homepage http://www.asw.cz/~kubecj was slightly updated.

ROM2EXE program was added to Atari software page.
History of Atari in Czech Republic was added. There is also description
of Turbo2000 - hw modification of dataset to achieve higher transfer
rates.

--
Jindrich Kubec <kubecj@asw.cz>
For Atari utils check http://www.asw.cz/~kubecj
```

104. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: Jon <jghall@argonet.co.uk>
Message-ID: <48bf1e8834jghall@argonet.co.uk>
Source record: 56589
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <Pine.LNX.3.96.990104155511.10609C-100000@shell.caverock.co.nz>,
Nathan Wain <nathan@caverock.net.nz> wrote:

> So who was the first doctor?...

> I can remember:
William Hartnel
> 2 - Patrick Thornton
> 3 - John Pertwee
> 4 - Tom Baker
> 5 - Peter Davidson
Silvester McCoy

Jon.

--
_
| | ___ _ __ S/A RPC* 42MB* X24 CD* 4.3 Gig HDD
_ | |/ _ \| '_ \ jghall@argonet.co.uk * jon@acornarcade.com
| |_| | (_) | | | | http://www.argonet.co.uk/users/jghall/
___/ ___/|_| |_| ZFC Nb* IRC #hashargonet* Run the RISC!
ICQ 21129860 Oh, I have a PeeCee as well;)

105. Re: TELNETing to Atari BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <3690BEF8.DB7EE94B@erols.com>
Source record: 56590

Likewise Procomm Plus 32 and a bunch of others that were written around the same time. Procomm also includes fax software, a Web browser based on IE3 (really terrible, BTW,) an FTP module, an E-mail reader and a news reader with kill-file capability. Right now, I have only the terminal and the fax installed, because although the Telnet, FTP, mail and news proggies are good, the Web browser isn't and if you want to install one, you have to have them all. It's a waste of real estate. But the term program offers a tremendous number of features, and they can be configured per entry in the list, or globally.

Jon Melbo wrote:
>
> I use Mustang Software's QModem Pro for Win95. Besides being a great
> terminal program it does telnet also. Supports more damn terminal
> emulations and character mappings than I have ever seen in a program
> before. Top notch product. I blew the dust off it to do telnetting
> with it since it's been a coon's age since there has been a BBS scene
> around my parts.

106. Re: Atari 2000

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <3690BF83.561075F0@erols.com>
Source record: 56591

```
Jon Melbo wrote:
>
> On Sun, 03 Jan 1999 10:53:34 -0500, Alan Sharkis <asharkis@erols.com>
> wrote:
>
> >Nonsense! It's looking real good! I love the use of the 8-bit Truetype
> >fonts -- they make the site come alive. The pages are well-designed and
> >the links are ones I'd follow.
>
> I want a Win TT Font of the Atari8!

Now, if I could only remember where I got mine ...
```

107. Re: Atari 2000

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <BI3k2.3384$xb3.66249@newsfeed.slurp.net>
Source record: 56592

I posted three Atari TTF fonts in one .ZIP at Atari 2000, if that's what
you're referring to...
>>
>> I want a Win TT Font of the Atari8!
>
>Now, if I could only remember where I got mine ...

108. Re: Binaries (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: Mike Uhl <ShoeLeather_Express@RadioLink.net>
Message-ID: <Mike.Uhl.199901040312@ShoeLeather.Express>
Source record: 56593
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

On Sat, 2 Jan 1999, Jason
wafted these smoke signals into the breeze:
> Doctor Clu:
> > As for no binaries.. tell you what, next time I post a pic I'll warn
> > in the message title so you can skip over it. Sound fair enough?
>
> Best not, 'cos I pay to download news I dump the entire lot down to my
> local drive, I don't see the headers beforehand. Best leave the
> binaries to the appropriate groups, there is actually an appropriate
> Doctor Who binaries group, alt.binaries.drwho.pictures

Wow! You need to protect yourself better than that! I learned my
lesson the hard way. I used to do the same thing you do -- just dump
the whole mess and look at it later -- until one day I downloaded a
50MB spam-bomb. Since I didn't even have a tenth of that space
available, it screwed up the whole download and locked up the
computer. When I discovered it some few hours later, the modem still
had a live connection to the ISP. If I were paying by the minute like
you probably are, I would have wasted a small fortune. Nowadays I
check the xover headers for size. Anything over 10kB has got to be
awfully good before I touch it.

--
[,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
"There is a simple, straight-forward solution to this mess."
"Any clues as to what that might be?"

109. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: look@my.sig
Message-ID: <76qh5o$a53$1@cfs2.kis.keele.ac.uk>
Source record: 56594
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In the sacred domain of comp.sys.sinclair didst Nathan Wain <nathan@caverock.net.nz>
eloquently scribe:

: Hey, just to take this off-topic thread a little more off topic,
: I'm having trouble remembering who all the Doctors were. Not
: least coz I was too young to remember the first, and partly
: because I becam disillusioned with the whole thing after Tom Baker
: regenerated. *snif* :-)

: So who was the first doctor?...

: I can remember:

1 - William Hartnell
: 2 - Patrick Thornton

2 - Patrick Troughton

: 3 - John Pertwee
: 4 - Tom Baker
: 5 - Peter Davidson

6 - Colin Baker
7 - Sylverster McKoy
8 - Paul McGann

Films - Peter Cushing

: ...I don't know who were the rest... (I thought number 6 was
: a cheap Tom Baker pretender and gave up on the program...) :-)

Nope. He was FIRED. He wasn't even allowed to take part in the regeneration
scene. They had a stand in. He just bumped his head, and then his face was
obscured by regeneration swirly effects so they wouldn't need him.

OK...
Seen the last 5 episodes of B5 on channel 4 yet?
--

u5a77@teach.cs.keele.ac.uk	
Andrew Halliwell	"The day Microsoft makes something that doesn't
Finallist in:-	suck is probably the day they start making
Computer science	vacuum cleaners" - Ernst Jan Plugge
GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++
PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!	Space for hire

110. Re: Page 6 magazine (UK) cover disks.

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: Fitzhugh <kfitzhugh@nospam_ea.com>
Message-ID: <3690e707.0@159.153.58.247>
Source record: 56595

Page 6 are still in business, and still publishing the mag, so you shouldn't
really start posting .atr's of these disks around!

They sell back-issue coverdisks for a very reasonable price (but of course
you need a real Atari & disk drive).

Phone them on 01785 41153 (UK number).

They're one of very few people still supporting us so do things the right
way and send them an order!

Karl

KF Baker wrote in message ...
>Hi,
>
>Does anyone know where I can lay my hands on atr format of page 6 cover
>disk, later named Atari User.
>
>I am after one issue in particular but it would be nice to see other stuff
>as well.
>
>
>
>

111. FS: 8 bit Hardware & Software

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: Guy Bolton King <guy@birchcrown.demon.co.uk>
Message-ID: <369102F0.F0C4A195@birchcrown.demon.co.uk>
Source record: 56596

Last posted this 2.5 months ago, but prospective buyer vanished into thin air, and I didn't keep any other replies, so here it is again:

For sale:

- Atari 130XE
XC11 Tape drive
1050 Disk drive
Joysticks (1 Kempston, 1 obscure nasty thing that looks like a tap)
Star Raiders Cartridge!!!
Tons of games, many in orig. boxes w/instructions.
Manuals:
Mapping the Atari (Compute!)
De Re Atari (Atari Program Exchange)
Hardware reference (Atari)
OS Source Listing (Atari)
Misc. Basic programming books.

- Atari VCS games console
Games cartridges: Ms Pacman, Pole Position & the ubiquitous Combat cartridge.
1 Joystick (rubber handle cover missing, but otherwise works fine).

All in full working order.

Buyer collects/pays shipment from Edinburgh, Scotland. Make me an offer...

Guy Bolton King

112. Group name change...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3696f5c0.7978173@news.demon.co.uk>
Source record: 56597

Perhaps comp.sys.atari.tardis.dribble
--
Paul..

"Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"

- Secret recording between Clive Sinclair and Alan Sugar...

ICQ No: 105793

113. Microbits SIO to Centronics gizmo

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <wklnji26jp.fsf@pop.erols.com>
Source record: 56598

Hi all,

My dad is using 2 Atari 800's to operate his seismograph and prints via a "CARD?/AT Printer Interface" by Microbits Peripheral Products. It just bit the dust, so we're looking for a replacement before we go to the trouble of coding one up with a uController. Inside it has a single monolithic microprocessor of uncertain lineage- the program is presumably contained in ROM internal to the device.

If anyone has a replacement uChip or even another unit, please post. We'll be happy to pay a fair price.

Thanks,

Gregm

114. Atari 8 bits for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <76r4a5$7l0$1@epos.tesco.net>
Source record: 56599

On the directions of the boss I have to clear some space, so I have quite a lot of surplus items, including the following, 800, 800xl, 600xl, 65xe, 810, 1050, 410, 1010, XC12, 30 cartridges, 150 original tapes, lots of books. Some items are boxed, e-mail for a written list or let me know what you are looking for. Swaps welcome as I am not leaving the 8 bit scene. Dorset, England.

Richard.daley@tesco.net

115. Re: More Companion-pics wanted for Web-site! (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: imc@comlab.ox.ac.uk
Message-ID: <10971-namelessly.imc@comlab.ox.ac.uk>
Source record: 56600
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.acorn.misc

Nathan Wain entertained comp.sys.sinclair with the following story:
>Just go to http://www.caverock.net.nz/~nathan/gallery/gallery.html
>The link should be *quite* obvious. :-) And, y'all be pleased to
>know, this one should be viewable on *all* browsers... I actually
>test everything with Lynx, believe it or not.

Tut. The "Horizontal bar" images are not found on the server, and I suspect the background image went that way too. You forgot to specify a background colour so it comes up in light grey and the white text isn't all that visible. Oh, and the word "its" is misspelled... :-)
--
---- Ian Collier : imc@comlab.ox.ac.uk : WWW page (including Spectrum section):
------ http://www.comlab.ox.ac.uk/oucl/users/ian.collier/imc.html

116. FT: 8-Bit games - K-Star Patrol

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <76rbe2$8kc$4@geraldo.cc.utexas.edu>
Source record: 56601

FT: Atari 8-Bit K-Star Patrol by CBS, Bug Hunt, Archon, other commons. Looking for rare Atari 2600 stuff, here is my want list:

http://ccwf.cc.utexas.edu/~bilstein/atari2600nexus/wantlist.html

Thanks!

--
Alex Bilstein
BA in Art History, University of Texas
Are you a fan of the Atari 2600? Then check out the Atari 2600 Nexus:
http://ccwf.cc.utexas.edu/~bilstein/atari2600nexus/index.html

117. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <76r8q9$s7j$1@mohawk.hwcn.org>
Source record: 56602

Jon Melbo (jmelbo@pressenter.com) wrote:

: No actually I doubt that's just it. At least in my case it has more
: to do with I already have all that I need except the floppy board.
: You should be able to sell the BB's quite easily withought the floppy
: board, and I KNOW you can sell the floppy board by itself. Why do you
: insist one one big package in light of that?

Yes, I have no doubt the Floppy board would go by itself. The Black Box, I am not so sure about. The floppy board was meant to be the incentive to buy the whole thing. Someone told me that Bob currently has them in stock. Last time I checked, they were not in. I am sure he has some runs made periodically. However, if no one wants my BB FB, I ll just keep it. No big deal.

118. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <8FNAuFAiPRk2Ew3i@cosine.demon.co.uk>
Source record: 56603
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
Nathan Wain:
> So who was the first doctor?...

In appearance order rather than regeneration:

1 - William Hartnell
2 - Patrick Troughton
3 - Jon Pertwee
4 - Tom Baker
5 - Peter Davison
6 - Richard Hurndall
7 - Colin Baker
8 - Michael Jayston
9 - Sylvester McCoy
10 - Paul McGann

With honourable mentions to David Banks and Peter Cushing. =-)
--
Jason =-)
```

119. FA: The Atari BASIC SOURCE BOOK (A COMPUTE! Publication)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: John Marks <marks7@flinet.com>
Message-ID: <36910685.1269@flinet.com>
Source record: 56604

Hello-
I am auctioning off a good book on machine language for Atari written
by the creators of Atari BASIC! Contains ORIGINAL Source code!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=53973341

thanks! Auction starts 1/4/99 for 7 days.
--
John Marks
Jupiter, FL
e-mail: marks7@flinet.com
homepage: http://www.flinet.com/~marks7

120. Re: 1040STF and PC link

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: Kwizz <kastner@stratos.net>
Message-ID: <01c2b447$fcd09140$4b8756cf@kastner.stratos.net>
Source record: 56605

If U r trying to transfer files between the two systems, an ibm-formatted
720k disk can be read and wrote to on the STF

Daniel Klugh <dklugh@iwaynet.net> wrote in article
<76g51i$84d$3@news.iwaynet.net>...
> D.Guenez <dguenez@club-internet.fr> wrote:
> > Hello,
>
> > Who can let me know how to link a PC to an Atari 1040STF?.
> > I have a cable to connect 2 PC (// and serie). Does this cable work for
an
> > Atari ?. If yes, how to configure the terminal on PC (V32 ?) to be able
to
> > work with Atari (VT52)?
>
> Probably not since this newsgroup is for the Atari home computer system,
> not the ST or any other Tramiel Technology system.
>
> But in answer to your question,the ST uses a standard RS232 port so it
should
> work.But the ST's "VT52" seems to have little to do with VT52 terminals.
> So setting your IBM terminal emulator to "VT52" won't work.
> (Neither does it work for the Atari)
>

121. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: John Dow <jmd@dowcarter.com>
Message-ID: <76rk80$7de$1@news1.cableinet.co.uk>
Source record: 56606
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Jon wrote in message <48bf1e8834jghall@argonet.co.uk>...
>In article <Pine.LNX.3.96.990104155511.10609C-100000@shell.caverock.co.nz>,
>> I can remember:
>William Hartnel
>> 2 - Patrick Thornton

Peter Cushing goes somewhere in here (or just before)

>> 3 - John Pertwee
>> 4 - Tom Baker
>> 5 - Peter Davidson
>Silvester McCoy

J

122. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76rjun$e4t$1@news.iwaynet.net>
Source record: 56607
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In comp.sys.atari.8bit look@my.sig wrote:
> In the sacred domain of comp.sys.sinclair didst Nathan Wain <nathan@caverock.net.nz>
eloquently scribe:

> 1 - William Hartnell
> : 2 - Patrick Thornton

> 2 - Patrick Troughton
>
> : 3 - John Pertwee
> : 4 - Tom Baker
> : 5 - Peter Davidson

"Davison",actually.

> 6 - Colin Baker
> 7 - Sylverster McKoy
> 8 - Paul McGann

Paul McGann really belongs as part of the US films section.

> Films - Peter Cushing

> : ...I don't know who were the rest... (I thought number 6 was
> : a cheap Tom Baker pretender and gave up on the program...) :-)

Well it's not Colin Baker's fault.He didn't want to dress in that
multi-coloured outfit.Where as the other Doctors were allowed more control
of their part.

> Nope. He was FIRED. He wasn't even allowed to take part in the regeneration
> scene. They had a stand in. He just bumped his head, and then his face was
> obscured by regeneration swirly effects so they wouldn't need him.

Oh,he was allowed,but simply declined to take part.

> OK...
> Seen the last 5 episodes of B5 on channel 4 yet?

I've seen the first 4 seasons on US television and the 5th on TNT.
(a US cable channel)
And there have been a number of B5 movies,one of which showed the last
days of Sheridan.

123. Re: Ultima

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76rkdl$e4t$2@news.iwaynet.net>
Source record: 56608

TJ Edmister <Damage_X@hotmail.com> wrote:
> thanks guys, but how about getting a copy? is it commercial or PD?

> and no the NES has 32 columns of characters (each assigned to 1 of 4 2-bit palletes)

But two screens of 32-columns can be put side-by-side or on top of each
other.This allows scrolling horizontaly or verticaly.RAM in the cartridge
can allow in all four directions.So lots of games show more than 32-columns.

And you can only choose the palette for each 2x2 block of characters.
And you're only choosing 3 colours since the background colour is the same
for the entire screen.And each of the 8 sprites is one or two characters tall
and can choose from one of the four 3-colour palettes as well.
(with the "background" colour being transparent)

Compare this with the capabilities of the Sega MAster System and you'll
see why I hate the monopoly that the NES had.

124. Re: 800XL help

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <76rkvp$q2f$1@news.storm.ca>
Source record: 56609

Tom Hunt developed two different programs. One was a task switcher, letting
you keep several programs in memory and flip between them. The other was a
multi-tasking OS. It was limited, but could keep several programs all
runing at once - I seem to remember playing BASIC games in one session while
a term program downloaded in the background.

David P.

Jon Melbo <jmelbo@pressenter.com> wrote in message
news:3692453b.11159745@news.pressenter.com...
>On Fri, 01 Jan 1999 20:52:41 -0800, atari <atari@fwi.com> wrote:
>
>> I was wondering if there was a multi-task OS developed for the Atari
>>800XL. More importantly I was wondering if anyone could tell me where I
>>could get a PPP program for my 800XL.
>>e-0mail me at
>
>Seems to me I had one once. It required a expanded memory machine.
>Might have been called 'forks' or something.
>
>It required a lot of futzing to set up right if I remember, and I
>never really took the time to test it out properly.
>
>Might have been called something else but I know I remember one.
>

125. Atari SX212

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: Daniel Gibson <dgibson@cyberzone.net>
Message-ID: <36916B61.543CD355@cyberzone.net>
Source record: 56610

Just for a lark, I just hooked up my sx212 modem to my Pentium, and dialed my ISP. Amazingly, the email and newsreader on Netscape are not too slow in retrieving data!

1200 bps it may be, but at least one piece of my Atari hardware is on the Internet!!!

Dan

--
Daniel and Kathy Gibson
http://users.cyberzone.net/dgibson
"Kate's Track Shack - Home of the 75 cent 8-track!!"

126. Re: 800XL help

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <36916B2D.C085220F@net66.com>
Source record: 56611

"David A. Paterson" wrote:
>
> Tom Hunt developed two different programs. One was a task switcher, letting
> you keep several programs in memory and flip between them. The other was a
> multi-tasking OS. It was limited, but could keep several programs all
> runing at once - I seem to remember playing BASIC games in one session while
> a term program downloaded in the background.

I remember that - MTOS?

I'm sure I have a copy somewhere in the depths of old diskettes, but I'm
sure it exists on one of the FTP sites - somewhere..

Mark

127. Re: Group name change...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <36916C1B.739E9730@net66.com>
Source record: 56612

Paul Irvine wrote:
>
> Perhaps comp.sys.atari.tardis.dribble
> --
> Paul..

Hell, I'll vote for it just so y'all can have a place of your
own...<yawn>

Mark "Waiting for the Reginald Perrin thread" Statzer

128. Re: Windows (Was Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: gippah <gippah@spyvspy.com>
Message-ID: <e5JdhTFO#GA.218@news2.texas.rr.com>
Source record: 56613
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Anthony Baker wrote in message <368FD97D.F2812A09@arn.net>...
>If only more people would support MacOS, this would be a SOMEWHAT better
>thing. I wonder if Windows 2000 is going to be any good. It sure as
>hell better be!
>
>By the way, I still (and won't unless I have to) gotten Win98...eek..

You might want to. When something breaks in Win98, it's usually fixable.
When many parts of Win95 go, you're looking at a reinstall.

129. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: gippah <gippah@spyvspy.com>
Message-ID: <ukfgdVFO#GA.200@news2.texas.rr.com>
Source record: 56614
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Daniel Klugh wrote in message <76o9en$1sh$1@news.iwaynet.net>...
>So that's why a window that's otherwise standing straight lets people pass
>through it.I'd like to know what kind of molecular change would do that
>and not kill everyone & shatter the glass and all.I mean why don't they
>fall through the floor.

Actually, the way glass is normally, it is actually in somewhat of a
semi-solid state. If you look at glass in windows that have been around for
several hundred years (or even less than that), you'll find that it is
thicker at the bottom than at the top. This is because it flows slowly over
time.

130. Re: Windows (Was Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: Nathan Wain <nathan@caverock.net.nz>
Message-ID: <Pine.LNX.3.96.990105171615.19244A-100000@shell.caverock.co.nz>
Source record: 56615
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
On Mon, 4 Jan 1999, gippah wrote:
> Anthony Baker wrote in message <368FD97D.F2812A09@arn.net>...

> >By the way, I still (and won't unless I have to) gotten Win98...eek..
>
> You might want to. When something breaks in Win98, it's usually fixable.
> When many parts of Win95 go, you're looking at a reinstall.

You realise they only did that because Win98 breaks so much more. :-)
(Sorry, but you walked into that one.) :->

Nathan.
--
nathan@caverock.net.nz www.caverock.net.nz/~nathan
A1200/030/882, 50MHz, 34Meg RAM, 340Meg HDD, 1942, a BIG stereo...
Windows 98: An OS? A browser? A virus?

...on any other subject I wouldn't have bothered including the sig...
:-)
```

131. Re: 800XL help

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <36919F71.70EA8D1A@net66.com>
Source record: 56616

Mark Statzer wrote:
>
> "David A. Paterson" wrote:

>
> I'm sure I have a copy somewhere in the depths of old diskettes, but I'm
> sure it exists on one of the FTP sites - somewhere..
>
> Mark

<digging into the files...>

M.ulti-T.asking O.perating S.ystem
M.T.O.S.
MT-OS
MTOS
Copyright (C) 1987 by Tom Hunt

I'll upload the copy I have to alt.binaries.comp.atari8bit tonight....

Statz

132. Syquest EZ135 Config on B

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <915659882@stackbbs.xs4all.nl>
Source record: 56617

```
< EZ135 with 16 heads on Black-Box >
You may try to half the heads and double the cylinders. This has
worked for me on a very old XT-system with a "newer" MFM harddrive...

Maybe you can do a lo-level format with these settings first on a
PC-system. Don't know if your custom settings will override the settings
of the intelligent SCSI-adapter, but who knows, if it works, it works !

Sysop Fox-1 (fox-1 AT aq DOT nl)
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
---

133. Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <915659883@stackbbs.xs4all.nl>
Source record: 56618

After reading this NG for a while now, I'm wondering why it's called comp.sys.atari.8bit...
It seems like 80% of the message's are about emulators. Nothing wrong (well...) with that, but almost every discussion about it, is about the PC-set-up, settings, processor-speed, soundblaster-compatibility, AMD, Cyrix, Pentium, etc...

Then, 10% of the msg's are about "for sale", or "see my url..."...

Left: 10% of REAL Atari 8-Bit information/discussions...

Is there anyone outthere who's really USING an Atari 8-bitter in stead of only owning one, or even haven't got one (anymore) ???

Also, it seems very common to quote almost EVERYTHING when replying to a message. Is it really necessary to quote a 5Kb message, when only writing "I agree", or even "No" as the actual reply ?

Am I the only one with this opinion ? If so, o.k. to me, I'm not the moderator of course, just a reader...

Just couldn't resist to write this message...

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
---

134. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <r08VyJAkbAk2EwnK@cosine.demon.co.uk>
Source record: 56719
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Jason =-)
> Except the resemblance to the secondary console room and the fact that
> the TARDIS interior can easily be adjusted, you mean...?

Daniel Klugh:
> But they erased all traces of the old TARDIS.What about the roundels?
> You can't very well leave *THOSE* out!

Why not? Most of the store rooms (the empty ones we've seen the walls
of), the boot cupboard (from memory), the pavilion, the wardrobe
(sometimes) and at least one of the labs don't have them. And the
style of the roundels has changed a couple of times, they're only
there because the Doctor seems to favour them. And have a closer look
at the supporting struts by the console, see the round holes...? =-)

> And #2 control room was much smaller.

And the TARDIS interior exists in what amounts to a pocket universe, why
can't the size of the console room be varied? Maybe this is some core
console room, directly connected to the Artron energy flow (hence the
bright blue lights in the central columns), something like a ships
engine room as opposed to the bridge we've normally seen? =-)

> They shouldn't've gotten rid of the white corridors.Why not just use a
> replica of the old #2 set if they meant for that to be the second
> console room.Why mess with it?

And I assume, whilst watching Masque of Mandragora you were sitting
there saying "but where's the white walls, what happened to the console
and why is there a shaving mirror attached to it?".

The Doctor has been travelling in that TARDIS for a *very* long time and
a couple of hundred years with the same decor is bound to get on
anybody's nerves, isn't he allowed to redecorate every now and then?

Jason =-)
> All TARDISes are powered by the Eye (when Omega drains the power from
> Gallifrey the ability to Time Travel is affected)...

Daniel Klugh:
> They never say that in the movie.
> They simply call it the "Eye of Harmony".

Makes no difference, all TARDISes are powered by the Eye, the Eye
therefore has to have *some* sort of presence aboard the TARDIS.
Theories not withstanding, it's been previously established therefore no

problem.

> So that's why a window that's otherwise standing straight lets people
> pass through it.I'd like to know what kind of molecular change would
> do that and not kill everyone & shatter the glass and all.I mean why
> don't they fall through the floor.

Okay, so it's ropey "science" then. But it's not the first time that
Doctor Who has done that now, *is* it? It doesn't suffer as much from
"swirly thing of the week syndrome" like ST Voyager, amongst others, but
it's had a few moments in the past. Unless, of course, *you* know what
a ray-phase shift is or why the TARDIS needs a fluid link using
mercury... =-)
--
Jason =-)

____
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
____\/

135. Re: More Companion-pics wanted for Web-site! (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <vUyUaOAeeAk2EwF+@cosine.demon.co.uk>
Source record: 56720
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.acorn.misc

Daniel Klugh:
> What exactly is the URL for these Tegan pictures?

Paul Vigay:
> Completely off-topic for a family orientated(?) Acorn newsgroup,
> but.... come on then, tell us! :-)

I never said they were naughty, just pictures of Tegan.=-) Mind you, if
you're a uniform fetishist or fancied her in that leather skirt...
Ahem. The present URL (which hasn't been updated in over a year, but I
think it's still active) is...

http://www.geocities.com/Hollywood/7384/

...but sadly the *new* version of the site isn't up.
--
Jason =-)

```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

136. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <76p4ni$8tm$3@mohawk.hwcn.org>
Source record: 56721

Jon Melbo (jmelbo@pressenter.com) wrote:
: On 30 Dec 1998 02:51:53 GMT, af332@freenet.hamilton.on.ca (William
: Moeller) wrote:

: >Black Box $200
: >Black Box Case $40
: >The Floppy Board $150
: >
: >Grand total $390 US funds.

: No way Willy. Good luck to ya there.

Well, if you want a Black Box and Floppy board, the last I checked Bob does not have them for sale. So, they are not available. Go ahead, call CSS. Anyhow, I was offering an extra Adaptec 4000a and hard disk mech for no extra money. You don't get that from CSS.

My point is that I am selling at the same price CSS sells for when they HAVE them. Don't want it at that price.....try and pruchase them from CSS.....you will onlly pay $390 when they have them in. The guys who have been emailing me try and make it sound like I am way out of line, when in reality, they just don't want to pay the $390 that I paid, and want to get some massive bargain. If you REALLY want one, try and buy one from Bob Puff, and then come and talk to me when he has none in stock. Otherwise, it is of no concern to you that I am selling a rare item for what I purchased it for.

Willy

137. Wanted: Atari XEGS System

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: "David P. Loewen" <todavid@teleport.com>
Message-ID: <01be3786$bbcd6ca0$51101ad8@daveloew>
Source record: 56722

```
Wanted:

New or like new condition Atari XEGS. Preferrably complete.
Will pay reasonable price. If you have one to sell, or know where
I can find one, please e-mail me at: todavid@teleport.com

Thanks.
```

138. Atari add-ons for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <76pc45$b6p$1@news.xmission.com>
Source record: 56723

```
4 x XEP80 (80 column device), one with 9pin port for MIO w/video
2 x SX212 (direct SIO based 1200baud modem)
1 x 256k 800xl
1 x 320k 130xe
1 x BlackBox w/power supply & docs (no case)
1 x ATR8000 with docs and cables (no CPM software)
2 x Hayes Ultra 9600 baud modem (excellent for Atari, connect at 19.2k)
2 x XF551 320k disk drives
2 x Atari 1050 w/US Doubler
1 x PR:C (parallel/serial device)
30 x SIO cables

Wanted: SpartaDos X 4.21 or 4.22 cartridge
Rtime8 carts
512k MIO
Memory upgraded beefed up 800 or 1200XL's
high capacity scsi hard drives for use on BB

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
```

139. Re: Wanted: Atari XEGS System

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <76pc70$b6p$2@news.xmission.com>
Source record: 56724

David P. Loewen <todavid@teleport.com> wrote:
Cant reply to you via email, as your header as crud..

I have a mint condition XEGS with carts and docs.. No original packaging,
though.

This one has been modified, however - as I socketed the board to set it up
for use on the CSS MUX system.

Make offer.. but I prefer to trade.

> Wanted:

> New or like new condition Atari XEGS. Preferrably complete.
> Will pay reasonable price. If you have one to sell, or know where
> I can find one, please e-mail me at: todavid@teleport.com

> Thanks.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

140. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36903fe3.9791468@news.pressenter.com>
Source record: 56725

On 4 Jan 1999 01:15:30 GMT, af332@freenet.hamilton.on.ca (William
Moeller) wrote:

>Jon Melbo (jmelbo@pressenter.com) wrote:
>: On 30 Dec 1998 02:51:53 GMT, af332@freenet.hamilton.on.ca (William
>: Moeller) wrote:
>
>: >Black Box $200
>: >Black Box Case $40
>: >The Floppy Board $150
>: >
>: >Grand total $390 US funds.
>
>: No way Willy. Good luck to ya there.
>
>Well, if you want a Black Box and Floppy board, the last I checked Bob
>does not have them for sale. So, they are not available. Go ahead, call
>CSS. Anyhow, I was offering an extra Adaptec 4000a and hard disk mech for
>no extra money. You don't get that from CSS.
>
>My point is that I am selling at the same price CSS sells for when they
>HAVE them. Don't want it at that price.....try and pruchase them from
>CSS.....you will onlly pay $390 when they have them in. The guys who have
>been emailing me try and make it sound like I am way out of line, when in
>reality, they just don't want to pay the $390 that I paid, and want to
>get some massive bargain. If you REALLY want one, try and buy one from Bob
>Puff, and then come and talk to me when he has none in stock. Otherwise,
>it is of no concern to you that I am selling a rare item for what I
>purchased it for.

No actually I doubt that's just it. At least in my case it has more
to do with I already have all that I need except the floppy board.
You should be able to sell the BB's quite easily withought the floppy
board, and I KNOW you can sell the floppy board by itself. Why do you
insist one one big package in light of that?

141. Re: TELNETing to Atari BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3691446a.10951328@news.pressenter.com>
Source record: 56726

I use Mustang Software's QModem Pro for Win95. Besides being a great terminal program it does telnet also. Supports more damn terminal emulations and character mappings than I have ever seen in a program before. Top notch product. I blew the dust off it to do telnetting with it since it's been a coon's age since there has been a BBS scene around my parts.

142. Re: 800XL help

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3692453b.11159745@news.pressenter.com>
Source record: 56727

On Fri, 01 Jan 1999 20:52:41 -0800, atari <atari@fwi.com> wrote:

> I was wondering if there was a multi-task OS developed for the Atari
>800XL. More importantly I was wondering if anyone could tell me where I
>could get a PPP program for my 800XL.
>e-0mail me at

Seems to me I had one once. It required a expanded memory machine.
Might have been called 'forks' or something.

It required a lot of futzing to set up right if I remember, and I
never really took the time to test it out properly.

Might have been called something else but I know I remember one.

143. Re: Atari 2000

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36934828.11908881@news.pressenter.com>
Source record: 56728

On Sat, 2 Jan 1999 14:08:13 -0500, "morloc" <morloc@acd.net> wrote:

>The site is now available to the public, for anyone interested in Atari
>8bit. The links page should be fully ready by Tuesday, January 5, 1999...
>
>It's looking rough, but it's worth a look (IMHO)...
>

Let us dream... FORGET about Windows 2000! Think.... FUJI 2000!
<smile>

144. Re: Atari 2000

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <369448a8.12036734@news.pressenter.com>
Source record: 56729

On Sun, 03 Jan 1999 10:53:34 -0500, Alan Sharkis <asharkis@erols.com>
wrote:

>Nonsense! It's looking real good! I love the use of the 8-bit Truetype
>fonts -- they make the site come alive. The pages are well-designed and
>the links are ones I'd follow.

I want a Win TT Font of the Atari8!

145. Re: ATARI COMPANY STILL EXISTS??

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3695493a.12183246@news.pressenter.com>
Source record: 56730

On Sun, 03 Jan 1999 14:18:20 -0600, Anthony Baker <antbaker@arn.net>
wrote:

>Actually, Atari's assests were sold not to long ago to Hasbro
>Interactive for a measly $5 mil. That is true about Jack Trammil, but
>there biggest mistakes were bad or NO advertising, nearly TOTALLY
>dropping support of the ST series in the US, and not allowing the system
>multi OS support (like you can get NeXTOS, OS/2, or UNIX, etc... on
>Pentium based machines, you don't HAVE to have Windows 95) to open up
>the already MicroSoft and Apple dominated market.

No no. Mac doesn't exist. And you can't get any OS for PC platforms
except Windows. Windows has a MONOPOLY. Everyone says so. There are
no other choices.

Sarcasm mode off.

Just because one thing is chosen more than any other does not mean
there are no other choices.

146. Re: ATARI COMPANY STILL EXISTS??

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <369649b3.12304310@news.pressenter.com>
Source record: 56731

On Sun, 03 Jan 1999 04:55:18 GMT, Greg Miller
<gmiller@classic-games.com> wrote:

>
>
>Paul Faure wrote:
>>
>> Can anyone tell me if ATARI as a company still exists????
>> What ever happend to Jack Tramil (I thought this was his name)..
>> In my earley years I sold many ATARI computers, now for nostaltic reasons I
>> am curious what ever happend to this firm...
>> Many thanks,
>> Paul
>
>They bought/merged with a hard drive manufacturer named JTS, then split
>off the Atari name and assets into a separate division that did
>basically nothing but licensing and eventually got sold to Hasbro.

Did warner ever sell the Atari Games division (arcade stuff)? That
was not sold to Jack when he got the computer division. Did I hear
Williams or someone bought it?

147. Re: ATARI COMPANY STILL EXISTS??

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <369076F2.13FF@geocities.com>
Source record: 56732

> >
> >They bought/merged with a hard drive manufacturer named JTS, then split
> >off the Atari name and assets into a separate division that did
> >basically nothing but licensing and eventually got sold to Hasbro.
>
> Did warner ever sell the Atari Games division (arcade stuff)? That
> was not sold to Jack when he got the computer division. Did I hear
> Williams or someone bought it?

How about a much more indepth answer of "Where is Atari today" :)

The arcade portion of Atari, first off, I believe is still intact.
Atari used to be, as you know, a company consisting of home and arcade
manufacturing. Warner kept the arcade devision, which continues to make
games to the best of my knowledge... so let's follow the other half.

The Atari home computer devision changed hands from Warner to Tremmel,
from Tremmel to JTS, and then lately to Hasbro for yes, five million
dollars.

Let's break down the Atari home market today into categories :

Atari games:
Made under the wing of Hasbro, they have taken the old games
and breathed new life into them. New versions of Frogger and
Centipede come to mind. Some rendisions are awesome, others
don't quite add up to the fun of the original, but then.. that
is a tough call.
It is doubtful that Hasbro will do little more than release
old games with more bells and whistles, but then again.. you
never know...

Atari Game Systems:
The Atari Jaguar, being the most recent 64 bit gaming system,
is still being supported by some third party vendors. A game
called something to the effect of "Battle Sphere" is the
current rage, allowing gamers to make use of the cat box,
making it possible to link several Jags together for a good
multiplayer session. To date there are few games that take
advantage of this great gaming ability, however, Battle Sphere
will be another one besides Doom to do so. The new game
should be coming out soon.

The Atari 2600 is a hit amoungst emulation circles, with
programmers finding it fun to create 4K games to play on
emulators such as Stella and others similar. Last year

a new game for the 2600, "Alfred's Challenge" was released in physical cartridge form at a Atari expo. The game sold out quickly, thus showing that the VCS format is still a hit 20 years after it's initial release!

The Atari 8-bit scene is very strong as a world wide community. Though not supported for well over a decade, the computer system is still supported with third party vendors. CSS continues to sell hardware upgrades, and the legendary black box making hard drives and faster modem speeds possible. Naturally these are not the only items sold, nor is CSS the only vendor. Video61 continues to push the boundaries of new games and programs for the Atari's finest native storage medium, the cartridge. :) And you can still find software in the box with B&C.
And that's just the American scene. Add to that the wonderful advances of users in England, Germany, Poland... it gets amazing. User groups continue to keep the Atari 8-bit more hopping than perhaps even the later Atari computers. Some suggestable large user groups to subscribe to would be Alan Sharkis' group "Ol' Hackers" which have bimonthly newsletter disks, and the Pacesetter in Florida. Those are two of several groups that still enjoy the 8-bit.

The Atari ST, TT, and Falcon are still plugging away. Due to mainly massive support of musicians, artists, and the strange parallel universe of Europe where the Motorola processor seemed more popular than the Intel chip.. the Atarians in this field are still ungrading away, adding faster chips and designing more software and hardware hacks. They fight a uphill battle to keep their machines capible of accomplishing most of the modern computing. To this field, there seems to be a trading off of users who are leaving now that their machine is currently 5-6 years old... but others join for the nostalgia. Still, the Ataris of this group are still quite nice machines.
The Atari Falcons have been upgraded from 68030 processors to 68040 and 68060 processors. How high can they go? Who knows. However, a third party vendor in England in currently releasing the Milan 68040 tower (based off Atari design) right now for 599 pounds.
Along with the ST, TT, Falcon, and now Milan you can keep up with it through "Atari Computing" magazine. There are also groups that lean towards the later Atari computers, such as the Atari Users of North Texas (AUNT).

I had been away from the Atari computer for 10 years, and this is the information I have gleamed from various clubs, magazines, fanzines, discussions, and usernets in the past three months. All and all, there are subcategoies of the above mentioned. Like in the Atari 8-bit realm, those that use regular equipment, mega upgraded equipment (both

prcoessor and memory upgrades), and those who use emulators (both Mac and PC) and those who use the APE connector with the PC.

Point being, in some form or another Atari is still around. Still loved. The advantage of these days, you can go nuts with Atari computing, since the information for a lot of the above systems are vast, the hardware is cheap, and the parts to upgrade them also cheap. You can buy equipment that you wanted to play with for dirt cheap, and the good news is, there are others out there doing the same thing!

Yeh, I use a Macintosh.. gets me around the net, and helps me in my business dealings and net access. It helps me with my hobby... collecting and building a Atari machine. (grin)

Have YOU played Atari today?

Doctor Clu - Member of A.U.N.T.

148. Re: Binaries (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <369077BD.7FA6@geocities.com>
Source record: 56733
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

```
Jason wrote:
>
> Doctor Clu:
> > As for no binaries.. tell you what, next time I post a pic I'll warn
> > in the message title so you can skip over it. Sound fair enough?
>
> Best not, 'cos I pay to download news I dump the entire lot down to my
> local drive, I don't see the headers beforehand. Best leave the
> binaries to the appropriate groups, there is actually an appropriate
> Doctor Who binaries group, alt.binaries.drwho.pictures
> --
> Jason =-)

Point well taken. Figured some people were just bing anal about it,
but I didn't realize that people did blind downloads of these news
groups.
I'll put the binaries elsewhere.

Doc Clu
```

149. Re: Tits

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <369079B0.22A9@geocities.com>
Source record: 56734
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.acorn.misc,comp.sys.cbm

```
David DCLXVI/M wrote:
>
> In article <368CBBA6.B19@geocities.com>,
> Doctor Clu <clu-da-bard@geocities.com> wrote:
> > John Dow wrote:
> > >
> > > Doctor Clu wrote in message <368728AD.3DAF@geocities.com>...
> > > >companion's chests? I had some great pics (none nude) of Liz,
> > > >Peri, Tegan.... ah well...
> > >
> > > ooo but wasn't Nyssa lovely.............
> > >
> > > J (lying down cos I've come over all funny)
>
> > Yep, got a few good pictures of her too. ;)
> >
> > Let's face it, Davison had a few hot ones... Tegan, Nyssa, Peri...
> >
> > Doc Clu
>
> Forgive my intrusion, but it seems to me that Cybermen/Borg would be
> able to reproduce whatever physical apparatus needed to turn discussed
> person on. End of discussion. Now P*ss off back to whatever realms of
> fantasy you ascended from and leave us to our Acorn realms of
> fantasy....
>
> --
>
> / O \ David - still using a StrongARM RiscPC - dacha@zetnet.co.uk

(Raised eyebrow) Sure.. anything you say .. Mr. Wizard...
```

150. Re: PC drives in 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: cv436@torfree.net
Message-ID: <F50xJo.9L.0.queen@torfree.net>
Source record: 56735

Daniel Klugh (dklugh@iwaynet.net) wrote:

: Actually it already does "360k" density,as you call it.
: The reason that the IBM PC gets 360k is because it uses both sides of the
: disk.You can simply turn the disk over in a Atari disk drive.But the 1050 only
: gives you 130k per sides instead of 180k because it uses those little 128-byte
: sectors.You can get it tyo use 256-byte sectors with a simple ROM upgrade to
: the drive's controller board which will give you 360k per disk.
: (but you have to flip the disk over,of course)
: There are countless upgrades out there.

Okay, but what I really need to know is if I can simply swap an mechanism
from the original 1050 drive, and put in a drive from another
manufacturer? I'm asking because I have a whole stack of these
low-density PC drives that I salvaged from cast off PC/XT/AT systems. The
reasoning goes along the lines of, if the current mechanism in the 1050
breaks, then what can I do to fix it, is a PC drive capable of working in
the place of the original 1050 drive? Or will it simply balk at the
weirdness of the drive controller trying to send it messages?

: The US Doubler is a pretty cheap upgrade that's simply one chip replacing the
: ROM and adding 128 bytes of RAM. (to hold the larger 256-byte sector)
: But you lose the ability to get a list of bad sectors after a format.Other
: upgrades add a whole lot more RAM that buffers a whole track at a time which
: works great with the higher SIO rate that these upgrades give you.

I've got one US doubled drive set up as drive 2 (it was causing problems
booting Atari Planetarium as drive #1). Unfortunately no docs came with
it when I bought it at a flea market. :(

: As far as I know,the only Atari-brand drive that uses IBM style drives is the
: XF551.Of course a Percom drive can actually control other drive mechs so you
: might look in to that.

I've seen the Percom in action, and man was it ever fast. DOS booted in
a flash.

: Is there really such a thing as a standard disk drive?
: I think that all the computers (Atari,Commodore,Apple,IBM...) each use their
: own type of drive.

I was under the impression that shugart was the company that basically
invented the floppy drive technology, and that companies making the
drives would all conform to this. I know wishfull thinking right? ;-)

Thanks for the info...

Later...

151. New home for Dr. Who discussion

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36907ED9.3AFA@geocities.com>
Source record: 56736
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Hello all... I would answer the question to all eight Doctors and those who have played the Doctor in specials. But before I do, let's do one thing.

I've sincerely enjoy our Doctor Who conversation. I want to continue it. I figured that computer users could sit back and enjoy some good chats amoungst ourselves, for Doctor Who is just as much nostalgia as our beloved computer platforms. Many a night I would program on my computer while listening to a episode of Doctor Who. They were strongly popular at the same time, so it is easy to find Who fans amounst computer groups.

But people are hinting and asking that we move this conversation elsewhere to make way for e-bay adds and sometimes impersonal technobabble on computer components. So what do you say we let the Acorn, Amstrad, Atari and Sinclair have their discussion areas back and find a good Doctor Who user group so we can continue our discussions at length about companions (female..heheh) the Doctor, and so forth.

Let's find a discussion area, and move over there promptly so this conversation won't miss a beat. :)

Your fellow Who fan,

Doctor Clu

PS: Again, for all of you worried about receiving binaries from me... My apologies.. didn't release people did blind downloads at 2400 buad over long distance lines. A friend explained it to me. Sorry, won't upload more binaries.

152. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-04 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <915440252.17568.1.nnrp-09.9e98ea3a@news.demon.co.uk>
Source record: 56737
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair

Daniel Klugh wrote in message <76o9en$1sh$1@news.iwaynet.net>...
>In comp.sys.sinclair Jason <tmr@cosine.demon.co.uk> wrote:
>> Daniel Klugh:

>> The Doctor says: "You see, already the molecular structure of the planet
>> is changing... ...at first in subtle ways but soon in catastrophic
>> ways" and walks through the window. The Eye being open is affecting
>> everything around it on a molecular level.
>
>So that's why a window that's otherwise standing straight lets people pass
>through it.I'd like to know what kind of molecular change would do that
>and not kill everyone & shatter the glass and all.I mean why don't they
>fall through the floor.

Honestly, if you can't figure that out you'll never master disc to tape
transfers.

:-)

--
Brian

153. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <76t42e$la8$5@nets3.rz.RWTH-Aachen.DE>
Source record: 56488

Howdy folks

>Yes, I have no doubt the Floppy board would go by itself. The Black Box, I
>am not so sure about.

The BlackBoxes without the FloppyBoard have/need a different EPROM than the
BB's with FB. If I'm not mistaken this is what the FB documentation sais.

CU Mathy van Nisselroy

PS so you can not use either unless you swap the EPROMs or leave them attached
to each other.

154. Page Sequence

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <76t59j$la8$6@nets3.rz.RWTH-Aachen.DE>
Source record: 56489

Howdy Andre (and c.s.a.8-ers)

I can not find the message you posted here about the Page Sequence you thought I had to use.

First problem is, my Atari will not take 64+1 bytes at once.

Second problem is:

Why set bit 5?

You said use 20-2F, 60-6F, A0-AF and E0-EF

When I calculate the page sequence I need, I come to:

00-0F, 40-4F, 80-8F and C0-CF

(I leave bits 4 and 5 low, you leave 4 low and 5 high, why?)

To all newcomers. MY upgrade (still being tested) (30pin 1MB SIMM till now) uses bits 0, 1, 2, 3, 6 and 7. It gives you separate ANTIC and CPU access and you can switch BASIC and OS RAM and SelfTest while you are in MAIN memory (BASIC, OSRAM and ST are not changed while in Extended memory).

CU Mathy van Nisselroy

PS I normally don't use SParta or TurboBasic, but both seem to run on my upgrade.

155. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: look@my.sig
Message-ID: <76t60a$3do$3@cfs2.kis.keele.ac.uk>
Source record: 56490
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
In the sacred domain of comp.sys.sinclair didst Jason <tmr@cosine.demon.co.uk> eloquently
scribe:
: Nathan Wain:
:> So who was the first doctor?...

: In appearance order rather than regeneration:

: 1 - William Hartnell
: 2 - Patrick Troughton
: 3 - Jon Pertwee
: 4 - Tom Baker
: 5 - Peter Davison
: 6 - Richard Hurndall

Ahhh yes. Who can forget the 5 doctors?

: 7 - Colin Baker
: 8 - Michael Jayston

Who?

: 9 - Sylvester McCoy
: 10 - Paul McGann

: With honourable mentions to David Banks and Peter Cushing. =-)

And Who again? David Banks?
--
_____________________________________________________________________________
|u5a77@teach.cs.keele.ac.uk| "I'm alive!!! I can touch! I can taste! |
| Andrew Halliwell | I can SMELL!!! KRYTEN!!! Unpack Rachel and |
| Finalist in:- | get out the puncture repair kit!" |
| Computer Science | Arnold Judas Rimmer- Red Dwarf |
-----------------------------------------------------------------------------
|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++ |
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!| Space for hire |
-----------------------------------------------------------------------------
```

156. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: look@my.sig
Message-ID: <76t666$3do$4@cfs2.kis.keele.ac.uk>
Source record: 56491
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In the sacred domain of comp.sys.sinclair didst Jason <tmr@cosine.demon.co.uk> eloquently scribe:
: [1] No names... =-)

Weeeeellll....
I know Tob Baker got totally fed up with Dr Who and decided never to have anything else to do with it again (at least for a while).

Hence the floaty, wobbly Tom Baker and clips from Shada in the 5 Doctors.
--

```
-------------------------------------------------------------------------------
|u5a77@teach.cs.keele.ac.uk| |
| Andrew Halliwell | "ARSE! GERLS!! DRINK! DRINK! DRINK!!!" |
| Finalist in:- | "THAT WOULD BE AN ECUMENICAL MATTER!...FECK!!!! |
| Computer Science | - Father Jack in "Father Ted" |
-------------------------------------------------------------------------------
|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++ |
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!| Space for hire |
-------------------------------------------------------------------------------
```

157. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_915543478@rtfm.mit.edu>
Source record: 56492
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 21, 1998

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend,
several people volunteer their time and energies by maintaining Periodic
Informational Postings for this newsgroup. Please take a moment to refer to
these documents before posting to comp.sys.atari.8bit. The answer to your
question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@spambusters.ml.org
http://www.spambusters.ml.org/atari/ugbbs.htm
```

158. Re: Does anybody know the name of this game

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: Fitzhugh <kfitzhugh@nospam_ea.com>
Message-ID: <3692447c.0@159.153.58.247>
Source record: 56493

I've just posted an ATR of Realm Of Impossibility to
alt.binaries.comp.atari8bit

I know I've got Zombies too, but on a real 5.25" floppy - I'll transfer it
to ATR if anyone's interested?

Enjoy... I used to love the game (especially the 'impossible triangle'
levels)!

Karl

DarkChyld [Ronald J. Hall] wrote in message
<76rn6dgmg1@news.campus.mci.net>...
>
> Hi Daniel. Did you drop crosses as well? If so, that sounds a lot like
> Realm Of Impossibility. A game that I've been looking long and hard for
> as well. I got a copy once, but it never would boot up correctly, and it
> had no docs... ;(
>
> I'm still hoping though! Good luck to you, as well... ;-)

159. Re: How to hook up many systems to a computer with TV tuner card?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76teg9$7v6$4@news.iwaynet.net>
Source record: 56494
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.ti,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.nintendo,rec.games.video.sega,bit.listserv.coco

In comp.sys.ti Stephen Disney <disneys@bulloch.net> wrote:
> Nice collection. You can do a couple of things and maybe should do a
> combination. First put the Genesis into the S-Video (if you have the
> cable). Second get a 4 input, unpowered, RCA plugged selector box from the
> shack (about $20?). Plug the Jaguar, NES, SNES, and 64 into that (if you
> have those cables). Then find an RF adapter for the rest and run them
> inline to the Coax input. This setup, IMHO will provide the best picture
> for the systems that have the most graphic use.

Actually the SNES,Genesis,Ultra 64 and Jaguar all support RGB.
You can buy the "CatBox" from ICD which gives you headphone jacks and RGB &
composite video.

160. Re: Atari 2000

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76thsj$bd1$1@news.iwaynet.net>
Source record: 56495

morloc <morloc@acd.net> wrote:
> The site is now available to the public, for anyone interested in Atari
> 8bit. The links page should be fully ready by Tuesday, January 5, 1999...

> It's looking rough, but it's worth a look (IMHO)...

This is truly bizarre.HTML with nameless links in it.Why do you have USEMAPs (i.e. "image maps") with only one href (i.e. hyper-link) to them.Why not just use normal anchors links (the "A" tag)?
And why use pictures of words rather than the words them selves?

And why would you need a 9600bps MODEM for Phoenix?
And certainly Gr.8 will be useless for displaying most pictures.Better to just use a FT-80 type 80-column text mode.But since this is Atari and not IBM,we can use FT-80 mode for text and HIP for pictures.And border-colour (1-colour) lines for horizontal rules.But we'd really be talking about pictures being designed for the Atari to see unless Phoenix is really going to be able to convert GIF to HIP and APAC pictures.Of course GIF only works for 256 (per image) colours so that leaves out ColorView Gr.15 mod
e (16-level RGB;4096 combinations).

I get this when I go to the URL you mentioned later:

Founded: January 1, 1999
Atari 2000 Logo
[USEMAP]
[USEMAP]
[USEMAP]
[USEMAP]
[USEMAP]

Are you an Atari 8bit owner? An ex-Atari owner who now uses an
emulator on your PC or MAC? Then you've come to the right place.
Atari 2000 is the site that will provide you with what you need,
including links to sites, newsgroups, and much more! And this is the
official site for announcements and releases of the new PHOENIX web
browser for the 8bit!
So why not stay awhile and have a look around...
[USEMAP]

Last updated:
January 2, 1999
[USEMAP]

Official Site for PHOENIX, the new Atari XL/XE web browser

Morloc@acd.net

Official Site for Project: PHOENIX | Behind Atari 2000 | Behind ATARI 2000, Page 2 | Atari Calendar | PHOENIX Web Browser | PHOENIX Info | The Atari 8bit Directory | Feedback

161. Re: A8 Webring

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76tidi$bd1$2@news.iwaynet.net>
Source record: 56496

rldetlefsen@delphi.com wrote:
> I've now been added to the A8 webring as site #25. I've posted
> a few programs on the site with more to follow. Since the site
> does not support annonymous FTP, I'm working on a method to get
> the files sent as text, decoded using BASIC via LYNX.
>
> the address is:
> http://members.delphi.com/rldetlefsen/web/atarmain.htm

How come you have the un-ARC programme as a UU-encoded file?
Why do you want the files sent as text?
How are you sending them now if not FTP?

162. Re: 100 5.25 floppies FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76tife$bd1$3@news.iwaynet.net>
Source record: 56497

William Moeller <af332@freenet.hamilton.on.ca> wrote:
> I have 100 used 5.25 inch low density floppies for sale, $20US shipped to
> anywhere in North America.

"low" density?

163. Re: Atari 8-bit Arcade Game Programming Book Set

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <76tpu4$ll8$1@nnrp1.dejanews.com>
Source record: 56498

Last day to bid on the books...

> I've listed these books on eBay, come by and check them out (jpeg and snappy
> descriptions included), by hitting the following URL

(i.e. by performing an HTTP GET request using your favorite web browser)

> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=52626786
>

Thanks,
Dan Vernon

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

164. Re: Does anybody know the name of this

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <76tng8$m5v$2@news.campus.mci.net>
Source record: 56499

```
On 5 Jan 1999 16:57:28 -, "Fitzhugh" wrote:
->I've just posted an ATR of Realm Of Impossibility to
->alt.binaries.comp.atari8bit
->
->I know I've got Zombies too, but on a real 5.25" floppy - I'll transfer it
->to ATR if anyone's interested?
->
->Enjoy... I used to love the game (especially the 'impossible triangle'
->levels)!
->
->Karl

Hmm...okay, I've never used an "ATR" file. I don't own a PC at all (all
Atari's here), so how do I use that file with my 800XL/130XE once I grab
it? Thanks! ;-)

PS I do have a Mega ST4/16mhz, 1040 STe, and a Falcon running Mint(Unix).

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

165. Re: Group name change...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36945998.13235193@news.demon.co.uk>
Source record: 56500

The other Day Mark Statzer <mstatz@net66.com> wrote:

>
>
>Paul Irvine wrote:
>>
>> Perhaps comp.sys.atari.tardis.dribble
>> --
>> Paul..
>
>Hell, I'll vote for it just so y'all can have a place of your
>own...<yawn>

Y'all...Er....ER ER, No prize there.

Personally all this Tardis crapola is getting daft.

Roll on some sense...
--
Paul..

"Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"

- Secret recording between Clive Sinclair and Alan Sugar...

ICQ No: 105793

166. Is that sunlight outside!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36965c53.13934733@news.demon.co.uk>
Source record: 56501
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

The other Day look@my.sig wrote:

>In the sacred domain of comp.sys.sinclair didst Jason <tmr@cosine.demon.co.uk> eloquently
scribe:
>: [1] No names... =-)
>
>Weeeeellll....
>I know Tob Baker got totally fed up with Dr Who and decided never to have
>anything else to do with it again (at least for a while).
>
>Hence the floaty, wobbly Tom Baker and clips from Shada in the 5 Doctors.

Maybe you Dr Who lot should get out a tad more into the sunlight, was
those iron maiden tee-shirts and blab more about the groups respective
name rather than be OFF topic & Xpost to all the groups.

Can't you all join the Dr Who NG's and wibble about it all day in there.

Do I give a monkeys that you find Dr Who fun, Im sure its very nice and
sexual to some but its ISN'T everyones cup of tea.

You would all be up in arms if I started a "your 8bit computer is s**t"
thread. Perhaps not, since it is more ontopic than this rambling thread.

Bleedin messers, get back in your boxes before I get the cattle prod
out!!! :)
--
Paul..

"Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"

- Secret recording between Clive Sinclair and Alan Sugar...

ICQ No: 105793

167. Re: Does anybody know the name of this game

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36985d0c.14119238@news.demon.co.uk>
Source record: 56502

The other Day "Fitzhugh" <kfitzhugh@nospam_ea.com> wrote:

>I've just posted an ATR of Realm Of Impossibility to
>alt.binaries.comp.atari8bit
>
>I know I've got Zombies too, but on a real 5.25" floppy - I'll transfer it
>to ATR if anyone's interested?

Not worth posting Zombies unless there is a collector out there as the
game is not worth playing as nothing attacks you.

Just my thought to save you some time :)
--
Paul..

"Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"

- Secret recording between Clive Sinclair and Alan Sugar...

ICQ No: 105793

168. Re: Ultima

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: TJ Edmister <Damage_X@hotmail.com>
Message-ID: <3692986F.442D@hotmail.com>
Source record: 56503

Daniel Klugh wrote:
>
> TJ Edmister <Damage_X@hotmail.com> wrote:
> > thanks guys, but how about getting a copy? is it commercial or PD?
>
> > and no the NES has 32 columns of characters (each assigned to 1 of 4 2-bit palletes)
>
> But two screens of 32-columns can be put side-by-side or on top of each
> other.This allows scrolling horizontaly or verticaly.RAM in the cartridge
> can allow in all four directions.So lots of games show more than 32-columns.
>
> And you can only choose the palette for each 2x2 block of characters.
> And you're only choosing 3 colours since the background colour is the same
> for the entire screen.And each of the 8 sprites is one or two characters tall
> and can choose from one of the four 3-colour palettes as well.
> (with the "background" colour being transparent)
>
> Compare this with the capabilities of the Sega MAster System and you'll
> see why I hate the monopoly that the NES had.

Well yeah, I know all about NES stats vs. SMS stats. Right now I am
trying to make a simple NES game (using an assembler and emulator on PC)
and I am also trying to make the same game on the Atari. Its a top-view
shooter (like Zanac, Raiden, 1943)

I'd make something on SMS but I can't find an assembler.

169. Re: Does anybody know the name of this game

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be38f2$6a15b080$ff364382@vidar>
Source record: 56504

That's true. No Zombies in Zombies, but I think there's none in Realm either. That's part of the protection I think. There's gotta be someone who cracked them.

Paul Irvine <mclane@dellos.demon.co.uk> wrote in article <36985d0c.14119238@news.demon.co.uk>...
> The other Day "Fitzhugh" <kfitzhugh@nospam_ea.com> wrote:
>
> >I've just posted an ATR of Realm Of Impossibility to
> >alt.binaries.comp.atari8bit
> >
> >I know I've got Zombies too, but on a real 5.25" floppy - I'll transfer it
> >to ATR if anyone's interested?
>
> Not worth posting Zombies unless there is a collector out there as the
> game is not worth playing as nothing attacks you.
>
> Just my thought to save you some time :)
> --
> Paul..
>
> "Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"
>
> - Secret recording between Clive Sinclair and Alan Sugar...
>
> ICQ No: 105793
>

170. Re: Does anybody know the name of this game

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36b585b1.24526398@news.demon.co.uk>
Source record: 56505

The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>That's true. No Zombies in Zombies, but I think there's none in Realm
>either. That's part of the protection I think. There's gotta be someone who
>cracked them.
>

Loads in my realms...You must have the 'Exorcised' version :)

You are of course welcome to my one :)
--
Paul..

"Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"

- Secret recording between Clive Sinclair and Alan Sugar...

ICQ No: 105793

171. AC Adapter for Atari 810/1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: "Derek R. Pizzagoni" <drp@aval.com>
Message-ID: <36928B29.78C26AF2@aval.com>
Source record: 56506

I am looking for an additional AC adapter, so I can use both of my disk
drives at the same time. One of the AC adapters I have has decided to
go bad. Does anyone know where these can be obtained?

--
Derek R. Pizzagoni
Information Technology Manager
Aval Communications, Inc.
URL: http://www.aval.com

172. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: dgs <dgs@argonet.co.uk>
Message-ID: <48bfd45547dgs@argonet.co.uk>
Source record: 56507
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <76t60a$3do$3@cfs2.kis.keele.ac.uk>,
<look@my.sig> wrote:

> In the sacred domain of comp.sys.sinclair didst Jason
> <tmr@cosine.demon.co.uk> eloquently scribe:
> : Nathan Wain:
> :> So who was the first doctor?...

> : In appearance order rather than regeneration:

> : 1 - William Hartnell
> : 2 - Patrick Troughton
> : 3 - Jon Pertwee
> : 4 - Tom Baker
> : 5 - Peter Davison
> : 6 - Richard Hurndall

> Ahhh yes. Who can forget the 5 doctors?

It's the other ones that worry me. Oh yes, you mentioned them.

> : 7 - Colin Baker
> : 8 - Michael Jayston

> Who?

> : 9 - Sylvester McCoy
> : 10 - Paul McGann

> : With honourable mentions to David Banks and Peter Cushing. =-)

> And Who again? David Banks?

--
dgs@argonet.co.uk

Manchester Acorn User Group - http://www.acorn.manchester.ac.uk/
RPC x86 Card Info Pages - http://acorn.cybervillage.co.uk/pccard/

"Your machine is NOT dead until it stops working" - Ian Gledhill

173. Other places!!! (Was Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: dgs <dgs@argonet.co.uk>
Message-ID: <48bfd46e13dgs@argonet.co.uk>
Source record: 56508
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
In article <76t666$3do$4@cfs2.kis.keele.ac.uk>,
<look@my.sig> wrote:
> In the sacred domain of comp.sys.sinclair

(Actually he posted it in other places too)

didst Jason
> <tmr@cosine.demon.co.uk> eloquently scribe:

> : [1] No names... =-)

> Weeeeellll....
> I know Tob Baker got totally fed up with Dr Who and decided never to have
> anything else to do with it again (at least for a while).

> Hence the floaty, wobbly Tom Baker and clips from Shada in the 5 Doctors.

--
dgs@argonet.co.uk

Manchester Acorn User Group - http://www.acorn.manchester.ac.uk/
RPC x86 Card Info Pages - http://acorn.cybervillage.co.uk/pccard/

"Your machine is NOT dead until it stops working" - Ian Gledhill
```

174. Re: AC Adapter for Atari 810/1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <3692913B.575F185D@worldnet.att.net>
Source record: 56509

Hi Derek,

Please call B&C Atari Sales & Service at:

530-295-9270, or go to www.myatari.com

They stock everything for all Atari systems.

Curt
The Atari Historical Society
http://www.atari-history.com

"Derek R. Pizzagoni" wrote:

> I am looking for an additional AC adapter, so I can use both of my disk
> drives at the same time. One of the AC adapters I have has decided to
> go bad. Does anyone know where these can be obtained?
>
> --
> Derek R. Pizzagoni
> Information Technology Manager
> Aval Communications, Inc.
> URL: http://www.aval.com

175. Re: Atari 2000

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <R3xk2.89$Bo4.848@newsfeed.slurp.net>
Source record: 56510

Daniel Klugh wrote in message <76thsj$bd1$1@news.iwaynet.net>...
>This is truly bizarre.HTML with nameless links in it.Why do you have USEMAPs (i.e. "image maps") with only one href (i.e. hyper-link) to them.Why not just use normal anchors links (the "A" tag)?
>And why use pictures of words rather than the words them selves?
>

I smiled when I seen all the "WHYs" you had in your message! Lots of good questions and the first person to give me any kind of "negative" feedback regarding my page. But to show that I can take critique, here are my replies:

The program I used in designing Atari 2000 was quick and painless, and I had the initial pages (the ones that are online now) set up and uploaded to the web in less than 2 hours' time. Most of that time was spent in layout. As for the USEMAPs that you are referring to, those were used by the web design program in certain parts in order to maintain the layout. Not all browsers can handle tables, either, so I had to decide which of the lesser evils I was going to succumb to for now. That does not mean, however, that it will always be so at Atari 2000. When previewing the pages as they'd appear when someone approached the site, I was very disappointed in how the program set up the links page, if not mildly irritated, since my goal is to have Atari 2000 serve as a "portal" for Atari devotees, and that mapping stuff just ain't gonna do it! So, that is my secondary concern (the primary concern being PHOENIX). So, in response to your "Why?" I will be changing the USEMAP of the links page to "proper" html code in the near future to better serve my goals with Atari 2000.

Before proceeding, though, I want to ask you what you use for a web browser. It's great to have the feedback, but you should have offered something like "the page is incompatible with Lynx browsers, dude!" or something that would tell me how best to correct the situation. I've tested Atari 2000 with IE4.0 and Netscape Communicator 4.5. The music of the main page only works under IE4.0, but I'll adjust the code so that Netscape can play the "theme" music, too. Under those two browsers, it appears fine aside from my concerns with the mapped grafix, which I loathe.

>And why would you need a 9600bps MODEM for Phoenix?

Ah, this was an arbritrary choice of mine. If as PHOENIX comes along, I find that it'll work with less bps-power, than that'll be fine, too. But my concern right now is with the streaming of html code that any given web page may have. I'm sure that a 300 bps modem will work (albeit slowly) in browsing the web, but I'm not sure if *all* ISPs will alllow a 300 baud connection to their service, so I chose 9600bps as the requirement. At the same time, I think I also recommended an APE/SIO2PC cable so that an Atari

can utilize a PC's modem if the user doesn't have access to an 850 interface or the like. the SX212 modem (1200bps) may work, but again, will the ISP allow a 1200 baud connection??? Why bother with an APE/SIO2PC cable to connect your Atari to your PC when you can just use your PC to connect to the internet? Because you could get away with an older PC (XT/286/386) system to connect your Atari to for simply its modem, I guess. I want that route available simply so I can browse the web on my Atari at times. And we can spend the newsgroups' time in debating the back and forth of whether this is a waste or not, I suppose... but I'd rather not. Simply put: you may want to have an 850 device or compatible to use PHOENIX, okay?

>And certainly Gr.8 will be useless for displaying most pictures.Better to just use a FT-80 type 80-column text mode.But since this is Atari and not IBM,we can use FT-80 mode for text and HIP for pictures.And border-colour (1-colour) lines for horizontal rules.But we'd really be talking about pictures being designed for the Atari to see unless Phoenix is really going to be able to convert GIF to HIP and APAC pictures.Of course GIF only works for 256 (per image) colours so that leaves out ColorView Gr.15 mod >e (16-level RGB;4096 combinations).

I'm not sure if you skipped the features list or just could not view it, but PHOENIX is going to be a web browser that supports TEXT-ONLY. The mathematical demands of decompressing graphics is outside the scope of an 8bit that will be busy doing other things. Blame it on the FPU, blame it on the MHz... but don't blame me. So, all this discussion about how am I going to display graphics of any given web page is immaterial. PHOENIX is going to simply throw the html code out for the pix in the long run. No converting to HIP or APAC or whatever (as if I know what HIP and APAC is!). Although it probably could be done, the end result on Gr. 8 mode or Gr. 7.5 would be disappointing to say the least.

Again, it would prove quite useful if I knew what browser/means you used to access the site, so I can evaluate the situation. But I won't be updating the page again until I have the first phase of PHOENIX done, because I don't want to spend my time refining the page when I could be busy writing code on my Atari.

Many thanks goes out to Lance Ringquist for his generous appropriation of certain items to aid in the development of PHOENIX!

176. Re: Does anybody know the name of this game

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <76u8ga$hr6@bgtnsc03.worldnet.att.net>
Source record: 56511

actually, yeah I woulkd like the original zombies version!! Since that's the
one I bought way back when, it'd be a good thing to have!

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Fitzhugh wrote in message <3692447c.0@159.153.58.247>...
>I've just posted an ATR of Realm Of Impossibility to
>alt.binaries.comp.atari8bit
>
>I know I've got Zombies too, but on a real 5.25" floppy - I'll transfer it
>to ATR if anyone's interested?
>
>Enjoy... I used to love the game (especially the 'impossible triangle'
>levels)!
>
>Karl
>----------------
>
>DarkChyld [Ronald J. Hall] wrote in message
><76rn6dgmg1@news.campus.mci.net>...
>>
>> Hi Daniel. Did you drop crosses as well? If so, that sounds a lot like
>> Realm Of Impossibility. A game that I've been looking long and hard for
>> as well. I got a copy once, but it never would boot up correctly, and it
>> had no docs... ;(
>>
>> I'm still hoping though! Good luck to you, as well... ;-)
>
>
>

177. Re: Binaries (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: Darren Spiteri <Spit@spam-free.UUCP>
Message-ID: <sj0s67.gb.ln@bucket>
Source record: 56512
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

On Mon, 4 Jan 1999 07:57:34 -0600, Mike Uhl wrote:
> On Sat, 2 Jan 1999, Jason
> > Doctor Clu:
> > > As for no binaries.. tell you what, next time I post a pic I'll warn
> > > in the message title so you can skip over it. Sound fair enough?
> >
> > Best not, 'cos I pay to download news I dump the entire lot down to my
> > local drive, I don't see the headers beforehand. Best leave the
> > binaries to the appropriate groups, there is actually an appropriate
> > Doctor Who binaries group, alt.binaries.drwho.pictures

> Wow! You need to protect yourself better than that! I learned my
> lesson the hard way. I used to do the same thing you do -- just dump

I've always read my usenet offline and at my leasure. If you use a good OS
with good news software then you're pretty safe doing so, except for morons
who post binaries where they're not wanted. I run leafnode on linux which
works great, but INN would be a safer choice.

I don't think there's anything extraordinary about offline reading, I did it
for years with UUCP. You don't keep the phone tied up as much and you have
more time to compose.
--
+-___ ___ ______ __ __/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\-+
: / __)| _ \||_ _| /__/_/ NOTE: Above email address is fictitious. :
|:__ \: _:: :: : @# '') "Bunch of savages in this town..." - Dante |
`(____/|_|><|_||_|><><__3- - -*(at)hempseed(dot)com><><><><><><><><><><>'

178. Does anybody know the name of this game?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: Daniel Bromley <dan@dbromley.freeserve.co.uk>
Message-ID: <01be383e$6d36fa80$d828883e@default>
Source record: 56619

The game I am trying to find the name to featured 2 stick-men (2 player mode) in a maze type dungeon scenario looking for treasure (anchs etc..) while avoiding zombies (green stickmen) and possibly even snakes. There was a lot of ladder climbing involved as well to get to the treasure. The game was multi screenand almost top-down, some dungeons being more than 10 screens long. I remember the name including "Mine" or "Aztec" or something.

Can anybody remember the name of the game? It isn't Pharaoh's Curse, Loderunner or Montezuma's Revenge.

Thanks,

Daniel Bromley

179. Re: Does anybody know the name of this game

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <76rn6dgmg1@news.campus.mci.net>
Source record: 56620

```
On 5 Jan 1999 00:00:13 G, "Daniel Bromley" wrote:
->The game I am trying to find the name to featured 2 stick-men (2 player
->mode) in a maze type dungeon scenario looking for treasure (anchs etc..)
->while avoiding zombies (green stickmen) and possibly even snakes. There was
->a lot of ladder climbing involved as well to get to the treasure. The game
->was multi screenand almost top-down, some dungeons being more than 10
->screens long. I remember the name including "Mine" or "Aztec" or something.
->
->
->Can anybody remember the name of the game? It isn't Pharaoh's Curse,
->Loderunner or Montezuma's Revenge.
->
->Thanks,
->
->Daniel Bromley

Hi Daniel. Did you drop crosses as well? If so, that sounds a lot like
Realm Of Impossibility. A game that I've been looking long and hard for
as well. I got a copy once, but it never would boot up correctly, and it
had no docs... ;(

I'm still hoping though! Good luck to you, as well... ;-)

_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

180. Re: More Companion-pics wanted for Web-site! (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76rm2p$e4t$3@news.iwaynet.net>
Source record: 56621
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.acorn.misc

In comp.sys.atari.8bit Nathan Wain <nathan@caverock.net.nz> wrote:

> Just go to http://www.caverock.net.nz/~nathan/gallery/gallery.html
> The link should be *quite* obvious. :-) And, y'all be pleased to
> know, this one should be viewable on *all* browsers... I actually
> test everything with Lynx, believe it or not.

But the pictures just go off the right side of the window instead of wrapping
to the other side.

What nice pictures you have there at the end.

> In the mean-time, I think I'll just expand the page with other
> trivial tv-pics I have... Star-Trek (mostly Diana Troi), Alley
> McBeal and the Spice Girls... (But don't worry... I'll put a
> big warning before the Spice Girls one, I realise how much some
> people here like them.) :-)

What about pictures of the new Dax?

181. Re: Binaries (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76rmbq$e4t$4@news.iwaynet.net>
Source record: 56622
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.atari.8bit Mike Uhl <ShoeLeather_Express@RadioLink.net> wrote:
> Wow! You need to protect yourself better than that! I learned my
> lesson the hard way. I used to do the same thing you do -- just dump
> the whole mess and look at it later -- until one day I downloaded a
> 50MB spam-bomb. Since I didn't even have a tenth of that space
> available, it screwed up the whole download and locked up the
> computer. When I discovered it some few hours later, the modem still
> had a live connection to the ISP. If I were paying by the minute like
> you probably are, I would have wasted a small fortune. Nowadays I
> check the xover headers for size. Anything over 10kB has got to be
> awfully good before I touch it.

That's strange.How would that lock up your computer?

182. Re: Does anybody know the name of this game

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <76rp9e$kf3@bgtnsc03.worldnet.att.net>
Source record: 56623

zombies, and realm of impossibility are pretty much one in the same..
zombies was the initial offereing by the private company, and realm was the
EA release of the same...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

DarkChyld [Ronald J. Hall] wrote in message
<76rn6dgmg1@news.campus.mci.net>...
>On 5 Jan 1999 00:00:13 G, "Daniel Bromley" wrote:
>->The game I am trying to find the name to featured 2 stick-men (2 player
>->mode) in a maze type dungeon scenario looking for treasure (anchs etc..)
>->while avoiding zombies (green stickmen) and possibly even snakes. There
was
>->a lot of ladder climbing involved as well to get to the treasure. The
game
>->was multi screenand almost top-down, some dungeons being more than 10
>->screens long. I remember the name including "Mine" or "Aztec" or
something.
>->
>->
>->Can anybody remember the name of the game? It isn't Pharaoh's Curse,
>->Loderunner or Montezuma's Revenge.
>->
>->Thanks,
>->
>->Daniel Bromley
>
> Hi Daniel. Did you drop crosses as well? If so, that sounds a lot like
> Realm Of Impossibility. A game that I've been looking long and hard for
> as well. I got a copy once, but it never would boot up correctly, and it
> had no docs... ;(
>
> I'm still hoping though! Good luck to you, as well... ;-)
>
>
>
> ____
> / / SysOp Of The DarkForce! BBS / /\
> / --T-- / Phone 1-606-886-9014 Today! / /\ / /

```
> / -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
> / --G-- / The Fuji -Still- Lives...!! / \/ / /
> /_______________/_______________/_________________/_______________/ /
> \_____________________________________________________________\/
>
```

183. Does anybody know the name of this game?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: mbrown@ecn.ab.ca
Message-ID: <369168c8.0@ecn.ab.ca>
Source record: 56624

Sounds to me like 'Realm of Impossibility' by Electronic Arts. Came out in 1984 in the 8" square/flat box style EA did for a while back then. Originally called 'Zombies' it is coded by Mike Edwards. Supports two player Cooperative play. 'Realm of Impossibility' is billed as 'Deluxe Edition of The Classic Game Zombies'.

--
/\
Michael 'Amra' Brown |==| To all the Smegheads, Metaldogs
mbrown@freenet.edmonton.ab.ca []-ww-[] and Hyboreans: Up The Irons!

184. Re: CSS Web Site

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76rq72hnu1@news.iwaynet.net>
Source record: 56625

LWhite6497 <lwhite6497@aol.com> wrote:
> The CSS web site is coming right along.
> There are on-line manuals for some of
> the products, etc. The address is:
> http://www.nleaudio.com/css/index.htm

Who did the HTML product manuals?
The Black Box one has strange artefacts in it.Like the list of features
is actualy a bunch of DD definitions-descriptions with no DT definition-terms.
Why not just make it a UL list?

The ASM listings also uses the weird DT tables.

185. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <rj$lHFAoYXk2Ew26@cosine.demon.co.uk>
Source record: 56626
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Andrew Halliwell:
> Nope. He was FIRED. He wasn't even allowed to take part in the
> regeneration scene.

Colin was asked. But it would have meant signing a contract for a
couple of scenes in one episode, thus making himself unavailable for
other work for over six months so, quite sensibly, he turned the Beeb
down.

S'a shame really, Colin was a good Doctor when the scripts allowed him
to shine and, on the couple of occasions I've met him, a very nice man
in real life. Unlike certain other actors [1] he likes the fans.

> They had a stand in.

It was just Sylv McCoy with a wig on.

> He just bumped his head, and then his face was obscured by
> regeneration swirly effects so they wouldn't need him.

We didn't actually see him bump his head, there are a few fan theories
that go along the lines of "Mel, if you give me one more glass of carrot
juice... aakk!"... =-)

[1] No names... =-)
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
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186. Re: Atari 2000

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <76rsicisq1@news.iwaynet.net>
Source record: 56627

Alan Sharkis <asharkis@erols.com> wrote:
> Jon Melbo wrote:
> >
> > On Sun, 03 Jan 1999 10:53:34 -0500, Alan Sharkis <asharkis@erols.com>
> > wrote:
> >
> > >Nonsense! It's looking real good! I love the use of the 8-bit Truetype
> > >fonts -- they make the site come alive. The pages are well-designed and
> > >the links are ones I'd follow.
> >
> > I want a Win TT Font of the Atari8!

> Now, if I could only remember where I got mine ...

How about a Atari 8x16 and 8x8 character set for us Linux/IBM users?
Since VGA uses 9x16 for 8x16 character sets,you have to put the characters
in a certain order since it's the character's position in the set that
controls that 9th column/bit.Which means that you'll also have to create
a unicode-mapping file.I just wish that someone would write a programme
to switch to normal 8-bit characters on-screen.

With a unicode-mapping,programmes like Lynx and others that use box-drawing
characters will work rather than having to switch back to the IBM (CP437)
character set.OF course you'll have to use "setfont atari -u none" to NOT load
the unicode-map and type "@" in Lynx to actually view files written in ATASCII.
(assuming that the unicode-map is in the character-set file)
Of course you'll need to use a termcap/terminfo that's set up for latin-1
(ISO-8859-1)
for Lynx to use the corect box-drawing characters for it's own menus,or else
just put up with weird menus.The termcap file that I use is set up for
the IBM character set so I always do a "setfont" to clear the unicode-map
so that Linux won't try to translate characters from (what it thinks is)
latin-1 to unicode.My terminfo database for "linux" is just a re-compilation of
that termcap file.It's the only one I see on the Internet especially for Linux.

187. Wtb: Atari Portfolio!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: Larry Rodriguez <lr172@bellsouth.net>
Message-ID: <3691B26A.BB0B98B1@bellsouth.net>
Source record: 56628
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari,alt.atari,comp.sys.palmtops,alt.comp.sys.palmtops

Im looking for any Atari portfolios available. If you have one Please
E-mail me
with the condition of the unit & price. Location does not matter, since
I will cover shipping. I'm in the USA.

E-mail: LR172@bellsouth.net

Thanks!

188. Re: More Companion-pics wanted for Web-site! (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: Nathan Wain <nathan@caverock.net.nz>
Message-ID: <Pine.LNX.3.96.990105192623.20227A-100000@shell.caverock.co.nz>
Source record: 56629
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.acorn.misc
Body handling: HTML body converted to readable text

On 5 Jan 1999, Daniel Klugh wrote:
> In comp.sys.atari.8bit Nathan Wain wrote:
>
> > Just go to http://www.caverock.net.nz/~nathan/gallery/gallery.html
> > The link should be *quite* obvious. :-) And, y'all be pleased to
> > know, this one should be viewable on *all* browsers... I actually
> > test everything with Lynx, believe it or not.
>
> But the pictures just go off the right side of the window instead of wrapping
> to the other side.

This is a good sign of something tested on Lynx. :-)
Thanks for that... is all fixed now. Amazing the trouble a
little missed
can cause. (Especially when the mistake
is copied to the other two tables..) :-)

Unfortunately I have this work stuff to do :-(so I can't be
searching for more pictures to add for another day or two. :-((
(I am noting every site, of course.) ...but there _will_ be more.
I've already ordered my brother to hunt out my old Dr. Who annual
for scanning purposes.

> What nice pictures you have there at the end.

Yeah. :-) Shame one of them caused all this binary flak. She
looks so good after all. :-)

>
> > In the mean-time, I think I'll just expand the page with other
> > trivial tv-pics I have... Star-Trek (mostly Diana Troi)...
[snip]
>
> What about pictures of the new Dax?

Ooh... _very_ good point sir... I shall start looking...

Nathan.
--
nathan@caverock.net.nz www.caverock.net.nz/~nathan
A1200/030/882, 50MHz, 34Meg RAM, 340Meg HDD, 1942, a BIG stereo...
...and a much used virtual ZX-Spectrum.

(Busily compiling some ZX-spectrum screenshots too....) :-)

189. Re: More Companion-pics wanted for Web-site! (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: Nathan Wain <nathan@caverock.net.nz>
Message-ID: <Pine.LNX.3.96.990105200054.20526A-100000@shell.caverock.co.nz>
Source record: 56630
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.acorn.misc

On 4 Jan 1999, Ian Collier wrote:

> Nathan Wain entertained comp.sys.sinclair with the following story:
> >Just go to http://www.caverock.net.nz/~nathan/gallery/gallery.html
>
> Tut. The "Horizontal bar" images are not found on the server, and I suspect
> the background image went that way too. You forgot to specify a background
> colour so it comes up in light grey and the white text isn't all that
> visible. Oh, and the word "its" is misspelled... :-)

Aw, damn. Y'know when the tile is named "previews/darktentacle.gif"
and the page looks for "images/bluetentacle.gif", I can look back
and forth at the names many many times and think "Yup, well that
looks right." :-) Thanks. Should be all fixed now. (As with the
bars... oh and the background colour has been set.)

I hope you'll forgive my arrogance, but I haven't worried about the
"its" just yet... I've discovered the new PNG specification and
have been investigating that, (which has taken much time from
Dr. Who.)

Nathan.
--
nathan@caverock.net.nz www.caverock.net.nz/~nathan
A1200/030/882, 50MHz, 34Meg RAM, 340Meg HDD, 1942, a BIG stereo...
...and an SX-64 for those Ancipital moments.

190. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19990105025216.24255.00007455@ng-fc2.aol.com>
Source record: 56631

What Will doesn't seem to under is CSS "IS" still selling Black Boxes and Floppy Boards on a order by order basis, plus you get a warantee and tech support from Bob all for the same price this guy is charging, so these are products still being sold today. Don't believe me, then stop by the CSS website:

http://www.nleaudio.com/css/index.htm

Curt

Curt Vendel
webmaster@atari-history.com

The Atari Historical Society
"Your #1 Internet Source for Atari History and Information"
http://www.atari-history.com

191. Re: ATARI COMPANY STILL EXISTS??

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19990105025712.24255.00007457@ng-fc2.aol.com>
Source record: 56632

Atari's coin-op division and Telecommunications division were both kept by Warner Communcations in the July 84 sale of Atari. Warner sold off most of the AtariTel assests even though the workers were getting together to try and buy the company themselves. Mitsubishi ended up with the videophone product that Ataritel was developing and began selling it as the LumaPhone in 1988 the reset was sold off to various small companies.

The coin-op division became known as Atari Games Corp and at one point it was renamed Time-Warner Interactive but went back to Atari Games Corp. Warner sold Atari Games Corp to Williams/Midway which now owns them, they still go under the name Atari Games Corp, many original Atari employees from back in the 70's still work there to this day.

Curt

Curt Vendel
webmaster@atari-history.com

The Atari Historical Society
"Your #1 Internet Source for Atari History and Information"
http://www.atari-history.com

192. SC 1224-->atari 8-bit ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990105072745.13588.00008109@ng06.aol.com>
Source record: 56633

Could this monitor be adapted to an 8 bit? I have 2 of these old monitors (well, one is a ps 3000) and would like to be able to use them on my 8 bitters also.How would i adapt the cable to work, or is there an adaptor out there?

thanks in advance
Brent

193. Re: MyDOS 453

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <76t2kk$la8$1@nets3.rz.RWTH-Aachen.DE>
Source record: 56634

Howdy folks

>On 27 Dec 1998, LWhite6497 wrote:
>
>> And does anyone know what obstacles 4.60
>> ran into that I believe was to allow 32 Meg
>> drives?

The obstacle is called "not enough time". Bob Puff still seems to be interested, but he hasn't found the time yet. And it was supposed to support 48MB according to the BlackBox manual. Please don't ask me where a funny number like that comes from, but it really sais 48MB inthere.

WHat we need more is a DOS that can handle D10: to D15: I'm running out of available drive numbers all the time.

CU Mathy van Nisselroy

194. Re: BlackBox w/Adaptec 4000a

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <76t3bi$la8$2@nets3.rz.RWTH-Aachen.DE>
Source record: 56635

In article <7676sd$c32$1@news.xmission.com>, jeking@NOSPAM.COM says...
>
>James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote:
>
>> (J. King can't get BB to recognize some hard drives.)
>> Nope, never had that problem.
>> However, my 2 cents, keep the cables short (less than a foot.)
>> Be careful plugging in and out the cables, the pins bend.
>> Finally, hdfmtph you use. One worked for me (was it 6?),
>> the others didn't.

Have you tried the Parity PAL that CSS sells for the BlackBox. It wouldn't recognise my ZIP drive either, till I got this PAL for $15.

CU Mathy van Nisselroy

PS usually, the head count on the BlackBox and the real amount of heads/cilinders/etc. differ. And HDFMT193.COM doesn't work with newer HD's since they can not (and should not) be formatted by the user.

CU Mathy van Nisselroy

195. yogi's address

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <76t3g4$la8$3@nets3.rz.RWTH-Aachen.DE>
Source record: 56636

Howdy yogi

I sent you an email weeks ago. I keep getting messages back that your address
can not be accessed.

What's up?

CU Mathy van Nisselroy

196. And more bouncing RAFAEL

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-05 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <76t3kh$la8$4@nets3.rz.RWTH-Aachen.DE>
Source record: 56637

Howdy folks

I tried to send Rafael James Espino a message. It seems to pass through a system in England more then 25 times. What's up?

CU Mathy van Nisselroy

197. Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Terry Jenkins <terry.jenkins1@virgin.net>
Message-ID: <76u8lkjsk1@nclient3-gui.server.virgin.net>
Source record: 56513

Hi Folks,

I have just downloaded the 8 bit version of Alternate Reality using Xl-It! as an emulator. The batch file that runs for version 0.16 of XL-it! sets up the 4 disks as disk1 side1, disk1 side2, disk2 side1, disk2 side2.

When I use the program everything works fine until it asks me for disk 1 side2. No matter how I try, I cannot get the emulator to recognise this disk.

1. Can you use the 4 drives without having to keep changing the disk images they point to?

2. Am I using the best emulator for Alternate Reality?

I think this game has to be my favourite of all time. I bought it for the Atari XL, the Atari ST, and the Amiga (a very disappointing version), so to get this working properly would be terrific.

Anyone got any ideas?

Thanks

Terry Jenkins

198. FS: Dead 1050 Disk Drives and NEW Stepper Motor (USA)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <76u9tv$p84@bgtnsc03.worldnet.att.net>
Source record: 56514

For Sale (USA): Stepper Motor for 1050 Disk Drive

I just dug out a NEW stepper motor for a 1050 disk drive from our parts department. If anyone needs one to repair a dead 1050 disk drive, you can have it for $5.00 (to cover our cost of Priority Mail shipping and handling -- shipping within the continental 48-state area only).

Also have several 'dead' 1050 disk drive units which need repair. It is no longer feasible for us to repair them (my technicians time would cost more than these drives are currently worth in today's market), but if anyone would like to tackle the repair, you can have the drives for $10 each without power supply (Priority Mail Shipping INCLUDED) or $17 each INCLUDING Power Supply (Priority Mail Shipping INCLUDED).

Please respond in Email to: s.winick@worldnet.att.net

Sheldon (Computer STudio - Asheville, NC)

199. Re: AC Adapter for Atari 810/1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <76ua7f$r1s@bgtnsc03.worldnet.att.net>
Source record: 56515

Derek,

Derek R. Pizzagoni wrote in message <36928B29.78C26AF2@aval.com>...
>I am looking for an additional AC adapter, so I can use both of my disk
>drives at the same time. One of the AC adapters I have has decided to
>go bad. Does anyone know where these can be obtained?

I have NEW Power Supplies IN STOCK for the 1050 disk drives. Price is $10
plus shipping (allow $4 for Priority Mail shipping within the continental US
48-state area). Email to: s.winick@worldnet.att.net

Sheldon (Computer STudio - Asheville, NC)

200. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: imc@comlab.ox.ac.uk
Message-ID: <17338-antic.imc@comlab.ox.ac.uk>
Source record: 56516
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Gippah entertained comp.sys.sinclair with the following story:
>Actually, the way glass is normally, it is actually in somewhat of a
>semi-solid state. If you look at glass in windows that have been around for
>several hundred years (or even less than that), you'll find that it is
>thicker at the bottom than at the top. This is because it flows slowly over
>time.

Yawn. Just in case this isn't a troll: this is false and the archives on the
subject can be found at: <http://www.heimbaugh.com/science/glass.flow/>.
--
---- Ian Collier : imc@comlab.ox.ac.uk : WWW page (including Spectrum section):
------ http://www.comlab.ox.ac.uk/oucl/users/ian.collier/imc.html

201. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <lPTmMKAZVrk2EwUW@cosine.demon.co.uk>
Source record: 56517
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Jason =-)
> 8 - Michael Jayston

Andrew Halliwell:
> Who?

Played the Valeyard in "Trial of a Time Lord". There is some confusion
as to who (or even what) the Valeyard actually is but I tend to include
him because the Master refers to him as "the Doctor".

> And Who again? David Banks?

Bank is best known as the Cyberleader ("excellent") from Earthshock
onwards but, during the stage production of Doctor Who, Jon Pertwee was
taken ill and for one night only David stepped into the limelight.
Sadly, no footage but I'm told by indirect sources that he was very
good. His incarnation of the Doctor wore a Greenpeace t-shirt and
sports jacket, apparently.
--
Jason =-)


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_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
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202. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <rPylcOAdark2Ew0V@cosine.demon.co.uk>
Source record: 56518
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Andrew Halliwell:
> Weeeeellll....
> I know Tob Baker got totally fed up with Dr Who and decided never to
> have anything else to do with it again (at least for a while).

Tom didn't get bored with fandom as such (Tom loves an audience, doesn't matter who it is... =-) but Five Doctors came too close after his leaving and he was, I believe, having some problems getting work because of type casting. Hence his reluctance to do the filming, although...

> Hence the floaty, wobbly Tom Baker and clips from Shada in the 5
> Doctors.

...Tom did give his permission for the use of those segments and originally he was going to do the show but he pulled out and JNT had to find an alternative. The unused footage was patch-able...

Tom wasn't the person I was thinking of, though.
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
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203. Alpha version of Dir2Atr with SpartaDOS support

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: stack@xs4all.nl
Message-ID: <3692b7d2.2849607@news.xs4all.nl>
Source record: 56519

Hi Atarians,

Iï¿½ve just updated my Atari XL/XE homepage.
You can find a new version of DIR2ATR here,
This alpha version 5.00 supports SpartaDOS disks as well now.
Well.... As far as I can tell of course. Maybe you can give it a try
and reports the bugs to me.

With DIR2ATR you can turn Pc directories containing Atari 8 bit files
into .ATR disk images.
With version 5.00 you can turn them into SpartaDos .ATR disk
images too. It also supports subdirectories.

Remember this is just an alpha version. Just wanted to know
what you think of it, and if it is stable enough.

Best wishes,

Bo Schreurs

Email: stack@xs4all.nl
Homepage: www.xs4all.nl\~stack\atarixle.htm

204. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Jeff Braine <zzjbrain@uq.net.au>
Message-ID: <Pine.OSF.3.95.990106113247.20672A-100000@fox.uq.net.au>
Source record: 56520
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
Call me dumb, but I cant see what this has to do with Sinclair machines,
let alone acorn, amstrad, atari and cbm machines.

--
Jeff
```

205. Atari XE Video Games System

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: "David J. Robbins" <David@robbins.freeserve.co.uk>
Message-ID: <76ueduqus1@news7.svr.pol.co.uk>
Source record: 56521

Wanted: Atari XE Video Games System colsole(PALi) with keyboard, lightgun, cream coloured joystick, Bughunt and Flight Simulator II, manuals, leads, power supply unit(must be PALi, 220volts).

Must be in good condition and in box(es).

Contact me at David@robbins.freeserve.co.uk

206. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3699ecef.34837410@news.pressenter.com>
Source record: 56522
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Mon, 4 Jan 1999 20:44:55 -0600, "gippah" <gippah@spyvspy.com>
wrote:

>Actually, the way glass is normally, it is actually in somewhat of a
>semi-solid state. If you look at glass in windows that have been around for
>several hundred years (or even less than that), you'll find that it is
>thicker at the bottom than at the top. This is because it flows slowly over
>time.

Yes, it is called an amorphous solid. Spelling might be wrong but
that's what glass is.

207. Re: Does anybody know the name of this game

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <3693084C.1B867085@arn.net>
Source record: 56523

I know, there are tons. That game rocked back in the day. Are we
talking about the same Zombies? The one I am talking about, it can be
two players (one blue and one yellow) and they try to get spells and the
crown at the end of various mazes.

Laters,

antbaker@arn.net

Paul Irvine wrote:
>
> The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
>
> >That's true. No Zombies in Zombies, but I think there's none in Realm
> >either. That's part of the protection I think. There's gotta be someone who
> >cracked them.
> >
>
> Loads in my realms...You must have the 'Exorcised' version :)
>
> You are of course welcome to my one :)
> --
> Paul..
>
> "Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"
>
> - Secret recording between Clive Sinclair and Alan Sugar...
>
> ICQ No: 105793

208. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <915606277.3584.0.nnrp-08.9e98ea3a@news.demon.co.uk>
Source record: 56524
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Jeff Braine wrote in message ...
>
>Call me dumb, but I cant see what this has to do with Sinclair machines,
>let alone acorn, amstrad, atari and cbm machines.

Well I've tried giving them something sillier to respond to and, at the same time, trimming crosspostings to just comp.sys.sinclair where the Dr Who stuff posters seem to generally hang out.

However, despite several requests to fuck off to Dr Who Heaven (expressed more moderately than that) some of the silly buggers are carrying it on, even to cross-posting a binary.

There seem to be two choices if they continue:

(a) report them to their ISPs

(b) go round mob-handed and give each a good kicking.

What do you reckon?

--
Brian

209. Re: Reset vector on 800B

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: mwtoelle@edge.net
Message-ID: <369304a1.5102997@news.edge.net>
Source record: 56525

On Sun, 03 Jan 1999 20:31:06 GMT, mclane@dellos.demon.co.uk (Paul Irvine) wrote:

>I can't remember if the Atari 400/800's could be made reset proof.
>
IIRC, the system reset key had to be physically disconnected on the 400/800.

Mike Toelle

210. Re: ATARI COMPANY STILL EXISTS??

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <76v8n1$8m$1@nnrp1.dejanews.com>
Source record: 56526

In article <3695493a.12183246@news.pressenter.com>,
jmelbo@pressenter.com (Jon Melbo) wrote:
> On Sun, 03 Jan 1999 14:18:20 -0600, Anthony Baker <antbaker@arn.net>
> wrote:
>
> >Actually, Atari's assests were sold not to long ago to Hasbro
> >Interactive for a measly $5 mil. That is true about Jack Trammil, but
> >there biggest mistakes were bad or NO advertising, nearly TOTALLY
> >dropping support of the ST series in the US, and not allowing the system
> >multi OS support (like you can get NeXTOS, OS/2, or UNIX, etc... on
> >Pentium based machines, you don't HAVE to have Windows 95) to open up
> >the already MicroSoft and Apple dominated market.
>
> No no. Mac doesn't exist. And you can't get any OS for PC platforms
> except Windows. Windows has a MONOPOLY. Everyone says so. There are
> no other choices.
>
> Sarcasm mode off.
>
> Just because one thing is chosen more than any other does not mean
> there are no other choices.
>
>

speaking of alternatives, i have a macintosh on my desk, (actually 3 of
them...one for linux one for programming and one for everything else) i
currently dont have an 8bit on my desk because i playwith it too much and
have a project i need to get done (which i am supposed to be doing right
now;') and i will have a macintosh (and my 8bit when the project is done)
until it is as obsolete as a vic-20.... but i dont think this will be anytime
soon seeing that where i work we have 7 macs and one 286 (it has old company
data on it. this summer i am to be moving its data to a mac so we can get rid
of it...) but then you never know maybe some idle hack who grew up on an 8bit
will decide they want the atari back and design a new version of the 6502
that runs in the ghz... look at the 65CE02 what was the point in it? (besides
being a cool hack?)

sloopy.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

211. Re: Page Sequence

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19990106031315.17754.00002662@ngol08.aol.com>
Source record: 56527

Im Artikel <76t59j$la8$6@nets3.rz.RWTH-Aachen.DE>,
nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) schreibt:

>I can not find the message you posted here about the Page Sequence you
>thought
>I had to use.
>
>First problem is, my Atari will not take 64+1 bytes at once.
>
>Second problem is:
>
>Why set bit 5?
>
>You said use 20-2F, 60-6F, A0-AF and E0-EF
>
>When I calculate the page sequence I need, I come to:
>
>00-0F, 40-4F, 80-8F and C0-CF
>
>(I leave bits 4 and 5 low, you leave 4 low and 5 high, why?)
>
>To all newcomers. MY upgrade (still being tested) (30pin 1MB SIMM till now)
>uses bits 0, 1, 2, 3, 6 and 7. It gives you separate ANTIC and CPU access
>and
>you can switch BASIC and OS RAM and SelfTest while you are in MAIN memory
>(BASIC, OSRAM and ST are not changed while in Extended memory).
>
>CU Mathy van Nisselroy
>
>PS I normally don't use SParta or TurboBasic, but both seem to run on my
>upgrade.

>First problem is, my Atari will not take 64+1 bytes at once.

I thought there was a way... (long time ago). Ok. try this:

1) Start SUBMON (or some other memory monitor) under MYDOS.
2) patch MYDOS at adress $0BBA with the 64 bytes of your pseq.
3) patch MYDOS at adress $0C3A with '$7F' = 127. (pagecounter *2 -1)
4) go back to MYDOS and 'WRITE DOS FILES'

I hope i dont forget anything.

> Second problem is: Why set bit 5?

The pseq i told you was calculated by MEMDRV.COM.
The difference is that my example doesnt use the separate ANTIC access. MYDOS dont cares about this bit. You can use both, yours and my example.

You can find MEMDRV.COM and a link to SUBMON.COM on my HP.

http://members.aol.com/MacFalkner

bye, Andrï¿½.

212. Re: Page 6 magazine (UK) cover disks.

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <76vavn$225$1@nnrp1.dejanews.com>
Source record: 56528

do you have a email or snail mail address for those of us on the far side of
the pond who dont own stock in at&t?

thanks,

sloopy.

In article <3690e707.0@159.153.58.247>,
"Fitzhugh" <kfitzhugh@nospam_ea.com> wrote:
> Page 6 are still in business, and still publishing the mag, so you shouldn't
> really start posting .atr's of these disks around!
>
> They sell back-issue coverdisks for a very reasonable price (but of course
> you need a real Atari & disk drive).
>
> Phone them on 01785 41153 (UK number).
>
> They're one of very few people still supporting us so do things the right
> way and send them an order!
>
> Karl
>
> -------------------
>
> KF Baker wrote in message ...
> >Hi,
> >
> >Does anyone know where I can lay my hands on atr format of page 6 cover
> >disk, later named Atari User.
> >
> >I am after one issue in particular but it would be nice to see other stuff
> >as well.
> >
> >
> >
> >
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

213. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <76vbgv$2g2$1@nnrp1.dejanews.com>
Source record: 56529

In article <76r8q9$s7j$1@mohawk.hwcn.org>,
af332@freenet.hamilton.on.ca (William Moeller) wrote:
> Jon Melbo (jmelbo@pressenter.com) wrote:
>
> : No actually I doubt that's just it. At least in my case it has more
> : to do with I already have all that I need except the floppy board.
> : You should be able to sell the BB's quite easily withought the floppy
> : board, and I KNOW you can sell the floppy board by itself. Why do you
> : insist one one big package in light of that?
>
> Yes, I have no doubt the Floppy board would go by itself. The Black Box, I
> am not so sure about. The floppy board was meant to be the incentive to
> buy the whole thing. Someone told me that Bob currently has them in stock.
> Last time I checked, they were not in. I am sure he has some runs made
> periodically. However, if no one wants my BB FB, I ll just keep it. No big
> deal.
>
>

i want the bb but the cost is too large for something that goes with such an
old machine (i dont mean Mr. Moeller is too pricey, i understand his point, i
mean bob's price is a little high...) but until the price come down for them
i will just wish i had one....

sloopy.

p.s. i love the open barter system.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

214. Re: Atari SX212

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3693339D.14C1@geocities.com>
Source record: 56530

Daniel Gibson wrote:
>
> Just for a lark, I just hooked up my sx212 modem to my Pentium, and
> dialed my ISP. Amazingly, the email and newsreader on Netscape are not
> too slow in retrieving data!
>
> 1200 bps it may be, but at least one piece of my Atari hardware is on
> the Internet!!!
>
> Dan
>
> --
> Daniel and Kathy Gibson
> http://users.cyberzone.net/dgibson
> "Kate's Track Shack - Home of the 75 cent 8-track!!"

Amazing! I had difficulty getting my SX212 to work with my Mac...
maybe I'll have to try again.

Doc Clu

215. Again, need a suggestion for a Dr. Who location...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36933718.6569@geocities.com>
Source record: 56531
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Fellow whovians,

My previous sincere request for a new location for this thread was blissfully ignored, which has even me, and STRONG Who fan, feeling somewhat annoyed. I now understand how the other non-whovians feel.

I love the conversation, but if I don't start hearing some suggestions for a Dr. Who usernet area that we can take this too PRETTY PRONTO I'll be helping these others users strangle your scarf wrapped necks! Am I understood?

You've ALMOST driven a die hard whovian against you. Now ENOUGH is ENOUGH...

Doctor Clu

216. Re: Again, need a suggestion for a Dr. Who location...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F54x69.Fw9@cix.compulink.co.uk>
Source record: 56532

In article <36933718.6569@geocities.com>, clu-da-bard@geocities.com
(Doctor Clu) wrote:

> for a Dr. Who usernet area that we can take this too PRETTY PRONTO I'll
alt.binaries.drwho
alt.binaries.drwho.pictures
alt.drwho.creative
alt.startrek.vs.dr-who
rec.arts.drwho
rec.arts.drwho.info
uk.media.tv.sf.drwho

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

217. Re: Again, need a suggestion for a Dr. Who location...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: David Courtney <david@jinksies.com>
Message-ID: <na.0b1f2748c0.a70260fishing.kick@argonet.co.uk>
Source record: 56533
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <36933718.6569@geocities.com>, Doctor Clu
<clu-da-bard@geocities.com> wrote:
> My previous sincere request for a new location for this thread was
> blissfully ignored, which has even me, and STRONG Who fan, feeling
> somewhat annoyed. I now understand how the other non-whovians feel.

Suggestions, though why you can't use your own machines software
escapes me. You don't seem to be either AOL or WebTV.
I suggest you go and leave the idiots to carry on cross postings. :-)

rec.art.drwho *Hey this one seems the best choice*
rec.arts.drwho.info (moderated)
uk.media.tv.sf.drwho alt.drwho.creative

Posting pic's alt.binaries.drwho alt.binaries.drwho.pictures

--

_____
http://www.jinksies.com I demand the right to know what is on my web site

218. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.10fd07a18aed27e1989709@news.midwest.net>
Source record: 56534

In article <76u8lkjsk1@nclient3-gui.server.virgin.net>,
terry.jenkins1@virgin.net says...
> Hi Folks,
>
> I have just downloaded the 8 bit version of Alternate Reality using Xl-It!
> as an emulator. The batch file that runs for version 0.16 of XL-it! sets up
> the 4 disks as disk1 side1, disk1 side2, disk2 side1, disk2 side2.
>
> When I use the program everything works fine until it asks me for disk 1
> side2. No matter how I try, I cannot get the emulator to recognise this
> disk.
>
> 1. Can you use the 4 drives without having to keep changing the disk images
> they point to?
>
> 2. Am I using the best emulator for Alternate Reality?
>
> I think this game has to be my favourite of all time. I bought it for the
> Atari XL, the Atari ST, and the Amiga (a very disappointing version), so to
> get this working properly would be terrific.
>
> Anyone got any ideas?
>
> Thanks
>
> Terry Jenkins
>
>
>
Only a few - 1: Get a newer version of XL-IT! 2: Get AtariWin
also.. AR: City (which i assume you are playing) only uses 2 floppy
drives... Also, there is an AR mailing list and FAQ (info i'll post later
- don't have it offhand)
also, if worse comes to worst, email me, and i'll send you the latest xl-
it! (atariwin can be found at www.davesclassics.com)
also, once you get it to play, i think if you leave disk 2 (both sides)
in both drives, that 'should' minimize disk swapping (except for saving
the game) in AR: Dungeon, you can set all 4 drives to disks 2 and 3, and
not swap at all (except for save/loads and rebooting)

Hey, to the moderator of the newsgroup: Is it ok to post the AR:FAQ here?
(thought i'd better ask first)

--
Ron

rlaski@midwest.net

219. Re: Does anybody know the name of this game

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <76vvmc$cpo@bgtnsc01.worldnet.att.net>
Source record: 56535

yeppers.. that's the one!
Great fun, and we were the first store in the area to get it in!! and Boy,
how I lorded it over the other stores!!

same with the synapse stuff... and you guys KNOW how I love those!!

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Anthony Baker wrote in message <3693084C.1B867085@arn.net>...
>I know, there are tons. That game rocked back in the day. Are we
>talking about the same Zombies? The one I am talking about, it can be
>two players (one blue and one yellow) and they try to get spells and the
>crown at the end of various mazes.
>
>Laters,
>
>antbaker@arn.net
>
>Paul Irvine wrote:
>>
>> The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
>>
>> >That's true. No Zombies in Zombies, but I think there's none in Realm
>> >either. That's part of the protection I think. There's gotta be someone
who
>> >cracked them.
>> >
>>
>> Loads in my realms...You must have the 'Exorcised' version :)
>>
>> You are of course welcome to my one :)
>> --
>> Paul..
>>
>> "Alan, I got all those mugs to buy the Spectrum, next year we do them
with the GX4000"
>>
>> - Secret recording between Clive Sinclair and Alan Sugar...
>>

>> ICQ No: 105793

220. Re: Does anybody know the name of this game

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be398a$c111ec80$de374382@vidar>
Source record: 56536

Yes, that's the one I mean.

Anthony Baker <antbaker@arn.net> wrote in article
<3693084C.1B867085@arn.net>...
> I know, there are tons. That game rocked back in the day. Are we
> talking about the same Zombies? The one I am talking about, it can be
> two players (one blue and one yellow) and they try to get spells and the
> crown at the end of various mazes.
>
> Laters,
>
> antbaker@arn.net
>
> Paul Irvine wrote:
> >
> > The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> >
> > >That's true. No Zombies in Zombies, but I think there's none in Realm
> > >either. That's part of the protection I think. There's gotta be
someone who
> > >cracked them.
> > >
> >
> > Loads in my realms...You must have the 'Exorcised' version :)
> >
> > You are of course welcome to my one :)
> > --
> > Paul..
> >
> > "Alan, I got all those mugs to buy the Spectrum, next year we do them
with the GX4000"
> >
> > - Secret recording between Clive Sinclair and Alan Sugar...
> >
> > ICQ No: 105793
>

221. Re: De Re Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3693889A.973B5038@asw.cz>
Source record: 56537

> Night Owl wrote:
> I was wondering if anyone has taken the DeRe Atari and scanned it into
> a file.

See http://www.pcc.net/dzone/atari8.htm

222. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: look@my.sig
Message-ID: <7701m4$j6$2@cfs2.kis.keele.ac.uk>
Source record: 56638
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
In the sacred domain of comp.sys.sinclair didst Jason <tmr@cosine.demon.co.uk> eloquently
scribe:
: Jason =-)
:> 8 - Michael Jayston

: Andrew Halliwell:
:> Who?

: Played the Valeyard in "Trial of a Time Lord". There is some confusion
: as to who (or even what) the Valeyard actually is but I tend to include
: him because the Master refers to him as "the Doctor".

Ahhhh. I'd forgotten about the half incarnation that "escaped" after the
doctors last regeneration...
--
-------------------------------------------------------------------------------
|u5a77@teach.cs.keele.ac.uk| Windows95 (noun): 32 bit extensions and a |
| | graphical shell for a 16 bit patch to an 8 bit |
| Andrew Halliwell | operating system originally coded for a 4 bit |
| Finalist in:- |microprocessor, written by a 2 bit company, that|
| Computer Science | can't stand 1 bit of competition. |
-------------------------------------------------------------------------------
|GCv3.1 GCS/EL>$ d---(dpu) s+/- a- C++ U N++ o+ K- w-- M+/++ PS+++ PE- Y t+ |
|5++ X+/++ R+ tv+ b+ D G e>PhD h/h+ !r! !y-|I can't say F**K either now! :( |
```

223. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <36938A0B.941E5849@erols.com>
Source record: 56639

An amorphous solid, or a supercooled liquid -- depending on how you look
at it. In any event, it's not crystalline, and flows, just like the man
says. We used to tell the story about the lab assistant in the physical
sciences department of a high school who received a bundle of
small-gauge glass tubing one day. He just leaned the package in the
corner of the stock room and forgot about it. A year or so later, when
they needed the stuff, he opened the package and found that all that
nice, straight tubing had sagged and was now bent.

Jon Melbo wrote:
>
> On Mon, 4 Jan 1999 20:44:55 -0600, "gippah" <gippah@spyvspy.com>
> wrote:
>
> >Actually, the way glass is normally, it is actually in somewhat of a
> >semi-solid state. If you look at glass in windows that have been around for
> >several hundred years (or even less than that), you'll find that it is
> >thicker at the bottom than at the top. This is because it flows slowly over
> >time.
>
> Yes, it is called an amorphous solid. Spelling might be wrong but
> that's what glass is.

224. Re: Again, need a suggestion for a Dr. Who location...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <36938BC4.6BD00B98@erols.com>
Source record: 56640

I'm not a Who fan. I don't even play it on TV (sorry!) What I noticed is that when I use Netscape to reply to a message in that thread, it's automatically sent to all the groups that are in on that thread. Soooo, I delete the group addresses -- except csa8 -- and I hope I'm sending my reply only to csa8. If it shows up in the other groups, please let me know.

Doctor Clu wrote:
>
> Fellow whovians,
>
> My previous sincere request for a new location for this thread was
> blissfully ignored, which has even me, and STRONG Who fan, feeling
> somewhat annoyed. I now understand how the other non-whovians feel.
>
> I love the conversation, but if I don't start hearing some suggestions
> for a Dr. Who usernet area that we can take this too PRETTY PRONTO I'll
> be helping these others users strangle your scarf wrapped necks! Am I
> understood?
>
> You've ALMOST driven a die hard whovian against you. Now ENOUGH is
> ENOUGH...
>
> Doctor Clu

225. Can anyone help with this?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Fitzhugh <kfitzhugh@nospam_ea.com>
Message-ID: <36938805.0@159.153.58.247>
Source record: 56641

Erm, you've got me there!

I use a PC connected to an 800XL with a sio2pc cable, so I can just copy
from the ATR (disk image) file to a real 5.25" floppy.

Anyone got any ideas how DarkChyld can use the file???

Karl

DarkChyld [Ronald J. Hall] wrote in message
<76tng8$m5v$2@news.campus.mci.net>...
>
> Hmm...okay, I've never used an "ATR" file. I don't own a PC at all (all
> Atari's here), so how do I use that file with my 800XL/130XE once I grab
> it? Thanks! ;-)
>
> PS I do have a Mega ST4/16mhz, 1040 STe, and a Falcon running Mint(Unix).

226. Wanted info Atari 400/800 power suply

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@agel.ucl.ac.be>
Message-ID: <7703ai$c49$1@sci3.sri.ucl.ac.be>
Source record: 56642

Hi everybody !

I need some technical information about atari 400/800 power supply. Can anybody tell me what are the technical spec. for voltage output and power output? I've just found an old Atari 400 with no power supply, and I think I can build one !

Thanks a lot,

Emmanuel.

227. Re: Is that sunlight outside!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: look@my.sig
Message-ID: <7702s0$j6$4@cfs2.kis.keele.ac.uk>
Source record: 56643
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In the sacred domain of comp.sys.sinclair didst Paul Irvine <mclane@dellos.demon.co.uk>
eloquently scribe:
: Maybe you Dr Who lot should get out a tad more into the sunlight, was
: those iron maiden tee-shirts and blab more about the groups respective
: name rather than be OFF topic & Xpost to all the groups.

A little OTness in comp.sys.sinclair is ok. We tend to be a bunch of sillies
anyway. I don't have the time nor the inclination to read any more groups
though.

Ever heard of the KillFile?

: Do I give a monkeys that you find Dr Who fun, Im sure its very nice and
: sexual to some but its ISN'T everyones cup of tea.

then killfile the subject, and you'll never see it again.
It seems to me that quite a few people are enjoying this thread.

If you REALLY insist, tell me what group YOU are in, and I'll remove it from
the followup line next time I post to it.

: You would all be up in arms if I started a "your 8bit computer is s**t"
: thread. Perhaps not, since it is more ontopic than this rambling thread.

No, we wouldn't. We like having the odd argument about that type of thing.
Hell, there's a "The C64 is crap" thread here that's been going on and off
for several YEARS.

: Bleedin messers, get back in your boxes before I get the cattle prod
: out!!! :)

OOOOO. Cattle prod.... Yes please....

:)
</pervy>
--

---
u5a77@teach.cs.keele.ac.uk	"I'm alive!!! I can touch! I can taste!
Andrew Halliwell	I can SMELL!!! KRYTEN!!! Unpack Rachel and
Finalist in:-	get out the puncture repair kit!"
Computer Science	Arnold Judas Rimmer- Red Dwarf

|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++ |
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!| Space for hire |
---

228. Re: Binaries (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Mike Uhl <ShoeLeather_Express@RadioLink.net>
Message-ID: <Mike.Uhl.199901061050@ShoeLeather.Express>
Source record: 56644
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

```
On 5 Jan 1999, (Daniel Klugh)
wafted these smoke signals into the breeze:
> In comp.sys.atari.8bit Mike Uhl <ShoeLeather_Express@RadioLink.net> wrote:
> > the whole mess and look at it later -- until one day I downloaded a
> > 50MB spam-bomb. Since I didn't even have a tenth of that space
> > available, it screwed up the whole download and locked up the
> > computer. When I discovered it some few hours later, the modem still
>
> That's strange.How would that lock up your computer?

My comm program has a wee bug in it. If I run out of disk space while
downloading, it freezes. Actually, I wasn't even aware of the bug
until "The Dark Day of the 50MB Spam-Bomb".

And, as I said, I am much more careful, now. I dump the xover list
first, give it the once-over, delete the undesireables, then download
from the modified list. It really doesn't take all that much time.

--
[,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
"There is a simple, straight-forward solution to this mess."
"Any clues as to what that might be?"
```

229. Re: Again, need a suggestion for a Dr. Who location...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Paul Corke <paul@interconnex.co.uk>
Message-ID: <ant061215b49EwTH@ims-cdc.demon.co.uk>
Source record: 56645
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <36933718.6569@geocities.com>, Doctor Clu
<URL:mailto:clu-da-bard@geocities.com> wrote:
> be helping these others users strangle your scarf wrapped necks! Am I
> understood?

Take it to one of these:

rec.arts.drwho Discussion about Dr. Who.
uk.media.tv.sf.drwho Doctor Who discussion from a UK perspective

Or someone will no doubt suggest a painful "location" where to stick Dr
Who... :)

Paul.
--
Interconnex UK Ltd
Box Bush Farm, West Wick, W-s-M, BS24 7TF. Tel & Fax: (01934) 522880.
mailto:paul@interconnex.co.uk http://www.interconnex.co.uk/

230. Re: S-Video cable for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Brent Buescher <buescher@tiki-lounge.com>
Message-ID: <m24sq447cs.fsf@caligula.srv.net>
Source record: 56646

jmelbo@pressenter.com (Jon Melbo) writes:

> Actually the 800 and XL series do not have the same monitor jacks.
> The 600XL does not have a monitor jack at all. I don't know about the
> 1200XL but the 800XL is missing I believe the the seperate chroma
> signal. It is in the machine but you need to do a small mod to get it
> to the pin on the jack. The 130XE I think is already set up with all
> signals and presumabley the 65XE?

This is correct. I keep forgetting the XLs had pretty broken video output (the stock 1200XL is particularly heinous). The 65XE does have all the signals, I used one for a while. Incidentally, the 600XL motherboard was designed to have a monitor jack; it is possible but tedious to add it in right on the circuit board. See Ben Poehland's Super Video upgrade.

Brent

231. 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Richard Owers <100714.41@CompuServe.COM>
Message-ID: <OTksd2ZO#GA.295@nih2naac.prod2.compuserve.com>
Source record: 56647
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

Can anyone help?....I ahve just retrieved my wonderful 130xe and
a box of disks full of games and I have all the connectors except
the one between the conputer and the TV!!!!
Can anyone advise / help I would be most grateful

Many thanks!

Richard Owers

--

232. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <369a6072.9172877@news.demon.co.uk>
Source record: 56648
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

The other Day Jeff Braine <zzjbrain@uq.net.au> wrote:

>
>Call me dumb, but I cant see what this has to do with Sinclair machines,
>let alone acorn, amstrad, atari and cbm machines.

At last, some sense!!!

You are not alone Jeff...
--
Paul..

"Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"

- Secret recording between Clive Sinclair and Alan Sugar...

ICQ No: 105793

233. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <369c61b4.9495752@news.demon.co.uk>
Source record: 56649
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

The other Day "Brian Watson" <brian@spheroid.demon.co.uk> wrote:

>Jeff Braine wrote in message ...
>>
>>Call me dumb, but I cant see what this has to do with Sinclair machines,
>>let alone acorn, amstrad, atari and cbm machines.
>
>Well I've tried giving them something sillier to respond to and, at the same
>time, trimming crosspostings to just comp.sys.sinclair where the Dr Who
>stuff posters seem to generally hang out.
>
Sadly one of the big culprits is a CBM bloke who is bonkers re Dr Who.

Come on folks, I can't imagine everyone from all these groups really
wants to read about Dr Pooh, its now 5 groups worth of fed up people who
read as many posts about this nonsense as their chosen groups topic.

Now clear off to a Dr Who ng and take some Viagra Lite...

Guess the punchline...
--
Paul..

"Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"

- Secret recording between Clive Sinclair and Alan Sugar...

ICQ No: 105793

234. Re: Reset vector on 800B

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <369d664a.10669189@news.demon.co.uk>
Source record: 56650

The other Day mwtoelle@edge.net (Mike Toelle) wrote:

>On Sun, 03 Jan 1999 20:31:06 GMT, mclane@dellos.demon.co.uk (Paul
>Irvine) wrote:
>
>>I can't remember if the Atari 400/800's could be made reset proof.
>>
>IIRC, the system reset key had to be physically disconnected on the
>400/800.
>
>Mike Toelle

Tis bugging me, I thought I had set most of my old routines to be reset proof via software on the 800 I had. Seem to remember settling 244 hex to 0 and point locations A & B in high low order to the code run address.

Not got my 800 anymore...

Cheers Mike..
--
Paul..

"Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"

- Secret recording between Clive Sinclair and Alan Sugar...

ICQ No: 105793

235. Re: Again, need a suggestion for a Dr. Who location...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <369e6864.11207359@news.demon.co.uk>
Source record: 56651
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

The other Day Doctor Clu <clu-da-bard@geocities.com> wrote:

>Fellow whovians,
>
> My previous sincere request for a new location for this thread was
>blissfully ignored, which has even me, and STRONG Who fan, feeling
>somewhat annoyed. I now understand how the other non-whovians feel.
>
> I love the conversation, but if I don't start hearing some suggestions
>for a Dr. Who usernet area that we can take this too PRETTY PRONTO I'll
>be helping these others users strangle your scarf wrapped necks! Am I
>understood?
>
> You've ALMOST driven a die hard whovian against you. Now ENOUGH is
>ENOUGH...
>
> Doctor Clu

Thank you kind sir...Much appreciated...
--
Paul..

"Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"

- Secret recording between Clive Sinclair and Alan Sugar...

ICQ No: 105793

236. Re: Does anybody know the name of this game

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36a876c4.14887694@news.demon.co.uk>
Source record: 56652

The other Day Anthony Baker <antbaker@arn.net> wrote:

>I know, there are tons. That game rocked back in the day. Are we
>talking about the same Zombies? The one I am talking about, it can be
>two players (one blue and one yellow) and they try to get spells and the
>crown at the end of various mazes.

Sounds the same...Except Zombies was er er Zombie-less as it was a pre
version of Realms of Impossibility...
--
Paul..

"Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"

- Secret recording between Clive Sinclair and Alan Sugar...

ICQ No: 105793

237. New ATARI-Filelister

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: HCRBurk@t-online.de
Message-ID: <770bua$5ca$1@news03.btx.dtag.de>
Source record: 56653

Hi atarians!

A new release of the Filelister (1.0 0004 - WIN 95/98/NT) is complete.
Features:
- Freeware
- Management of XFD/ATR files
- Lists directory structure (DOS/MyDOS/SpartaDOS)
- Import/Export (ASCII, Binary) for DOS/MYDOS/SpartaDOS
- Management of tools for work with other programmes.
.. and much more.

For the ATLIST.ZIP file look at:
http://home.t-online.de/home/hcrburk/afldown.html
or http://members.aol.com/MacFalkner

I soon make a DOC available.
I will still integrate the SIO2PC functionality into future.

Please give a feedback if you find bugs or if you have other suggestions.

thanks,
bye, Burkhard

HCRBurk@T-Online.de
http://home.t-online.de/home/hcrburk

238. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Gonad the Barbarian <gonad@gonadovision.demon.co.uk>
Message-ID: <qUzfdDAFs7k2Ew1u@gonadovision.demon.co.uk>
Source record: 56654
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <76qh5o$a53$1@cfs2.kis.keele.ac.uk>, look@my.sig writes
> 1 - William Hartnell
> 2 - Patrick Troughton
>: 3 - John Pertwee
>: 4 - Tom Baker
>: 5 - Peter Davidson

5 - Peter Davison

> 6 - Colin Baker
> 7 - Sylverster McKoy

7 - Sylvester McCoy

> 8 - Paul McGann

>Nope. He was FIRED. He wasn't even allowed to take part in the regeneration
>scene. They had a stand in. He just bumped his head, and then his face was
>obscured by regeneration swirly effects so they wouldn't need him.

No, he was FIRED, then they realised they needed him back for the
regeneration so asked him to come back and do it. Quite rightly he told
them where they could stick their regeneration.

GtB

P.S. I have 1 Spectrum 48K, 1 Spectrum +3, a QL and 70-odd Dr Who
videos, anyone else got claims to the sad-retro gamer, dodgy sci-fi
series crown of geekdom?
--
Gonad the Barbarian

239. Re: Wanted info Atari 400/800 power suply

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Night Owl <billmccord@hotmail.com>
Message-ID: <770dpg$f2p$1@remarQ.com>
Source record: 56655

I do know that the Atari 400/800 take a different power supply than the XL's
/ XE's....
It is a 9vac output with 3.4amps
That is all I can offer....
Hope it helps

Bill

Emmanuel Fernandes wrote in message <7703ai$c49$1@sci3.sri.ucl.ac.be>...
>Hi everybody !
>
> I need some technical information about atari 400/800 power supply. Can
>anybody tell me what are the technical spec. for voltage output and power
>output? I've just found an old Atari 400 with no power supply, and I think
I
>can build one !
>
>Thanks a lot,
>
> Emmanuel.
>
>
>

240. Re: My page updated

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3693bd5c.88202617@news.pressenter.com>
Source record: 56656

On Mon, 04 Jan 1999 12:58:28 +0100, Jindrich Kubec <kubecj@asw.cz>
wrote:

>ROM2EXE program was added to Atari software page.

That's great. Now what exactly does ROM2EXE do? I can draw
assumptions but... why not tell us?

241. Re: Alpha version of Dir2Atr with SpartaDOS support

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3695c031.88927513@news.pressenter.com>
Source record: 56657

On Wed, 06 Jan 1999 01:13:56 GMT, stack@xs4all.nl (Bo Schreurs) wrote:

>Iï¿½ve just updated my Atari XL/XE homepage.
>You can find a new version of DIR2ATR here,
>This alpha version 5.00 supports SpartaDOS disks as well now.
>Well.... As far as I can tell of course. Maybe you can give it a try
>and reports the bugs to me.
>
>Remember this is just an alpha version. Just wanted to know
>what you think of it, and if it is stable enough.

Bo... once again do you need any of the official SpartaDOS specs? I
have pretty much all of the info.

242. Re: Alpha version of Dir2Atr with SpartaDOS support

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3696c097.89029983@news.pressenter.com>
Source record: 56658

On Wed, 06 Jan 1999 01:13:56 GMT, stack@xs4all.nl (Bo Schreurs) wrote:

>Homepage: www.xs4all.nl\~stack\atarixle.htm

Also... this page does not seem to exist.

243. Re: Does anybody know the name of this

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3694bf87.88757528@news.pressenter.com>
Source record: 56659

On 5 Jan 1999 19:00:24 GMT, thechyld@pcc-uky.campus.mci.net (DarkChyld [Ronald J. Hall]) wrote:

>On 5 Jan 1999 16:57:28 -, "Fitzhugh" wrote:
>->I've just posted an ATR of Realm Of Impossibility to
>->alt.binaries.comp.atari8bit
>->
>->I know I've got Zombies too, but on a real 5.25" floppy - I'll transfer it
>->to ATR if anyone's interested?
>->
>->Enjoy... I used to love the game (especially the 'impossible triangle'
>->levels)!
>->
>->Karl
>
> Hmm...okay, I've never used an "ATR" file. I don't own a PC at all (all
> Atari's here), so how do I use that file with my 800XL/130XE once I grab
> it? Thanks! ;-)
>
> PS I do have a Mega ST4/16mhz, 1040 STe, and a Falcon running Mint(Unix).
>
>
> ____
> / / SysOp Of The DarkForce! BBS / /\
> / --T-- / Phone 1-606-886-9014 Today! / /\ / /
> / -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
> / --G-- / The Fuji -Still- Lives...!! / \/ / /
> /_____________/_____________/_____________/_____________/ /
> ____\/
>
You need a .DCM file of it then. Then you can use Bob Puff's Disk Communicator to make it a disk again. Ask him to convert it to a .DCM file.

244. Re: Is that sunlight outside!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <3699c861.91024306@news.pressenter.com>
Source record: 56660
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 6 Jan 1999 16:26:40 GMT, look@my.sig wrote:

>In the sacred domain of comp.sys.sinclair didst Paul Irvine <mclane@dellos.demon.co.uk>
eloquently scribe:
>: Maybe you Dr Who lot should get out a tad more into the sunlight, was
>: those iron maiden tee-shirts and blab more about the groups respective
>: name rather than be OFF topic & Xpost to all the groups.
>
>A little OTness in comp.sys.sinclair is ok. We tend to be a bunch of sillies
>anyway. I don't have the time nor the inclination to read any more groups
>though.
>
>Ever heard of the KillFile?

Screw you. That is the most arrogant attitude I have heard in some
time in here. If you want to discuss Doc Who then you had better read
another newsgroup about him. It is preposterous that you suggest
everyone in here start dabbling in filters and kill files and what not
to try and filter out content that is clearly off topic, because you
don't feel like subscribing to a group more on that subject.

Now, I don't mind a bit of off topicness and haven't really even made
a stink about it even though it was getting to the point of annoying
me. I am not easily annoyed by off topic discussion but this whole
Who thing has gone too far even for me. This message of yours was the
clincher for me to say something. Now I'm pissed. Thanks for helping
me make up my mind.

I obviously am not the only one getting ticked off either. You think
it's okay because there are some who are enjoying it. At the same
time you know some are annoyed by it. If you all would talk about who
in an appropriate group, and talk about the 8 bit computer stuff here,
then NO ONE GETS PISSED and people can ENJOY WHATEVER SUBJECT PLEASES
THEM in the appropriate place. Is that not obviously a better
solution than what you propose? Oh I forgot, that would require YOU
to actually subscribe to a Dr. Who group. How dare anyone not care
about inconveniencing you so greatly. Yeah right. Piss off.

245. Half and half (Was Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: dgs <dgs@argonet.co.uk>
Message-ID: <48c05689b1dgs@argonet.co.uk>
Source record: 56661
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
In article <7701m4$j6$2@cfs2.kis.keele.ac.uk>,
<look@my.sig> wrote:
> In the sacred domain of comp.sys.sinclair didst Jason
> <tmr@cosine.demon.co.uk> eloquently scribe:
> : Jason =-)
> :> 8 - Michael Jayston

> : Andrew Halliwell:
> :> Who?

> : Played the Valeyard in "Trial of a Time Lord". There is some confusion
> : as to who (or even what) the Valeyard actually is but I tend to include
> : him because the Master refers to him as "the Doctor".

> Ahhhh. I'd forgotten about the half incarnation that "escaped" after the
> doctors last regeneration...

That was the taller one, I think.

--
dgs@argonet.co.uk

Manchester Acorn User Group - http://www.acorn.manchester.ac.uk/
RPC x86 Card Info Pages - http://acorn.cybervillage.co.uk/pccard/

"Your machine is NOT dead until it stops working" - Ian Gledhill
```

246. Those videos (Was Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: dgs <dgs@argonet.co.uk>
Message-ID: <48c056b1b4dgs@argonet.co.uk>
Source record: 56662
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
In article <qUzfdDAFs7k2Ew1u@gonadovision.demon.co.uk>,
Gonad the Barbarian <gonad@gonadovision.demon.co.uk> wrote:
> In article <76qh5o$a53$1@cfs2.kis.keele.ac.uk>, look@my.sig writes
> > 1 - William Hartnell
> > 2 - Patrick Troughton
> >: 3 - John Pertwee
> >: 4 - Tom Baker
> >: 5 - Peter Davidson

> 5 - Peter Davison

> > 6 - Colin Baker
> > 7 - Sylverster McKoy

> 7 - Sylvester McCoy

> > 8 - Paul McGann

> >Nope. He was FIRED. He wasn't even allowed to take part in the regeneration
> >scene. They had a stand in. He just bumped his head, and then his face was
> >obscured by regeneration swirly effects so they wouldn't need him.

> No, he was FIRED, then they realised they needed him back for the
> regeneration so asked him to come back and do it. Quite rightly he told
> them where they could stick their regeneration.

> GtB

> P.S. I have 1 Spectrum 48K, 1 Spectrum +3, a QL and 70-odd Dr Who
> videos, anyone else got claims to the sad-retro gamer, dodgy sci-fi
> series crown of geekdom?

I think the videos are rather sadder than the hardware :-)

--
dgs@argonet.co.uk

Manchester Acorn User Group - http://www.acorn.manchester.ac.uk/
RPC x86 Card Info Pages - http://acorn.cybervillage.co.uk/pccard/

"Your machine is NOT dead until it stops working" - Ian Gledhill
```

247. Re: SpartaDos format ques

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <915658285@stackbbs.xs4all.nl>
Source record: 56663

-=> Quoting Jmelbo@pressenter.com to All <=-

Jm> Bo, do you have the SPartaDOS Construction set docs? This combined
Jm> with the addendums with SpartaDOS X should provide all the info you
Jm> need. If you do not have them I could scan them in for you, or at
Jm> least the technical section which covers these issues.

Well, if you would, I would certainly appreciate that!
Please email them to: stack@xs4all.nl

Thanks,
Bo.

___ Blue Wave/386 v2.30

248. Re: SpartaDos format ques

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <915658286@stackbbs.xs4all.nl>
Source record: 56664

-=> Quoting Gmiller@classic-games.com to All <=-

Gm> Bo Schreurs wrote:
> I'm currently expanding my DIR2ATR program
> (which turns a pc directory into an .ATR XL/XE disk image)
> to have it produce SpartaDos .ATR disk images.
> For a single directory it works, but I've encountered
> a little problem.
> Although somebody mailed me some docs about the SpartaDos
> format, I know I'm still missing some vital info.

Gm> Could you mail me or post that info to the newsgroup?

I will try to come up with a nice "diagram",
and post it here for comments.

Bo.
___ Blue Wave/386 v2.30

249. SpartaDOS disk layout

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <915658287@stackbbs.xs4all.nl>
Source record: 56665

```
Hi!
According to the knowledge and documentation I've got,
the SpartaDOS disk layout looks roughly like this:

;-----------------------------------------------------------------
;-- --
;-- G e n e r a l D i s k I m a g e L a y o u t --
;-- --
;-----------------------------------------------------------------
;
; +-------------------------------------------------------------+
; ? 1 Boot sector (always 128 bytes/sector) ?
; ? . . . . . ?
; ? pos. thru description ?
; ? 7 hex 80, indentifies SpartaDos ?
; ? 9 10 sector link sector of "main" directory ?
; ? "0500" means sector 5 ?
; ? 11 12 nr of sectors on disk ?
; ? 13 14 nr of free sectors ?
; ? 15 nr of bitmap sectors ?
; ? 16 17 sector nr of 1st bitmap sector ?
; ? 18 19 1st free data sector nr ?
; ? 20 21 1st free directory sector nr ?
; ? 22 29 volume name ?
; ? 31 disk sector size ?
; ? 128 bytes/sector = hex 80 = decimal 128 ?
; ? 256 bytes/sector = hex 00 = decimal 0 ?
; ? 32 disk format version ?
; ? SpartaDOS version 1.x = hex 11 = decimal 17 ?
; ? SpartaDOS version 2.x = hex 20 = decimal 32 ?
; ? BeWe-DOS can only access disks formatted with ?
; ? SpartaDOS 2.x and up ?
; ? 33 37 Reserved for different SpartaDOS versions ?
; ? 38 Sequential number of the disk, which is ?
; ? incremented when making changes to the disk ?
; ? when you're using BeWe-DOS ?
; ? 39 Random number of the disk. This number is ?
; ? created while formatting the disk ?
; ? 40 41 DOS boot start at sector nr ?
; ? 42 47 Reserved for different SpartaDOS versions ?
; ?.....?
; ? 2 remaining Boot sectors (always 128 bytes/sector) ?
; +-------------------------------------------------------------+
```

; • 1 thru 3 Bitmap sectors •
; • . . . . . •
; • disk sector sector bitmap disk •
; • type count size sectors size •
; • single 720 128 1 92 KB •
; • medium 1,040 128 1 133 KB •
; • double 720 256 1 184 KB •
; • quad 1,440 256 1 368 KB •
; • 720 KB 2,880 256 1 720 KB •
; • 1.44 MB 5,760 256 2 1.44 MB •
; • harddisk 65,535 256 3 16 MB •
; +----------+
; • n number of VTOC sectors •
; • . . . . . •
; • VTOC sector •
; • . . . . . •
; • . contains n VTOC entries . •
; • . . . . . •
; • . sector link sector . •
; • . contains 62 sectors pointers . •
; • . for single density . •
; • . or 126 sectors pointers . •
; • . for double density . •
; • .//. •
; • . pos. description . •
; • . 1 sector nr of next link sector . •
; • . 3 sector nr of prev link sector . •
; • . 5 vtoc link sector nr 1 . •
; • . 7 vtoc link sector nr 2 . •
; • . nnn vtoc link sector nr ... . •
; • . 126 vtoc link sector nr 62 . •
; • . or 254 vtoc link sector nr 126 . •
; • ..... •
; • . VTOC data sector(s) . •
; • ..... •
; • . sector link sector . •
; • .//. •
; • . pos. description . •
; • . 1 sector nr of next link sector . •
; • . 3 sector nr of prev link sector . •
; • . 5 vtoc link sector nr 1 . •
; • . 7 vtoc link sector nr 2 . •
; • . nnn vtoc link sector nr ... . •
; • . 126 vtoc link sector nr 62 . •
; • . or 254 vtoc link sector nr 126 . •
; • ..... •
; • . VTOC data sector(s), etc. . •
; • . . . . . •
; • . SpartaDOS supports a maximum of 126 entries. •

; &#65533; . . per directory . &#65533;
; &#65533; . SpartaDOS/X supports a maximum of 1024 entries. &#65533;
; &#65533; . . per directory . &#65533;
; &#65533; . BeWe-DOS supports a maximum of 1424 entries. &#65533;
; &#65533; . . per directory . &#65533;
; &#65533; .//. &#65533;
; &#65533; . . VTOC very first entry . &#65533;
; &#65533; . ..... &#65533;
; &#65533; . . pos. description . &#65533;
; &#65533; . . 1 Status byte . &#65533;
; &#65533; . . hex 28 indicates dir entry . &#65533;
; &#65533; . . bit settings: "00101000" . &#65533;
; &#65533; . . &#65533;&#65533;&#65533; &#65533; . &#65533;
; &#65533; . . Directory entry--+&#65533;&#65533; &#65533; . &#65533;
; &#65533; . . Deleted entry ---+&#65533; &#65533; . &#65533;
; &#65533; . . Active entry ----+ &#65533; . &#65533;
; &#65533; . . File protected -------+ . &#65533;
; &#65533; . . "0"=False, "1"=True . &#65533;
; &#65533; . . 2 sector nr of previous dir . &#65533;
; &#65533; . . 4 VTOC directory size in bytes . &#65533;
; &#65533; . . 7 directory name . &#65533;
; &#65533; . . 18 hex 00 00 00 00 00 00 . &#65533;
; &#65533; . .//. &#65533;
; &#65533; . . VTOC entry directory . &#65533;
; &#65533; . ..... &#65533;
; &#65533; . . pos. description . &#65533;
; &#65533; . . 1 Status byte . &#65533;
; &#65533; . . hex 28 indicates dir entry . &#65533;
; &#65533; . . bit settings: "00101000" . &#65533;
; &#65533; . . 2 sector nr of dir VTOC sector . &#65533;
; &#65533; . . 4 hex 00 00 00 . &#65533;
; &#65533; . . 7 directory name . &#65533;
; &#65533; . . 18 date/time stamp . &#65533;
; &#65533; . .//. &#65533;
; &#65533; . . VTOC entry file . &#65533;
; &#65533; . ..... &#65533;
; &#65533; . . pos. description . &#65533;
; &#65533; . . 1 Status byte . &#65533;
; &#65533; . . hex 08 indicates file entry . &#65533;
; &#65533; . . bit settings: "00001000" . &#65533;
; &#65533; . . 2 sector nr where data starts . &#65533;
; &#65533; . . 4 file size . &#65533;
; &#65533; . . 7 file name . &#65533;
; &#65533; . . 18 date/time stamp . &#65533;
; +--+
; &#65533; n number of File sectors &#65533;
; &#65533; . . . . &#65533;
; &#65533; File sector &#65533;
; &#65533; . . . . &#65533;

; &#65533; . sector link sector . &#65533;
; &#65533; . contains 62 sectors pointers . &#65533;
; &#65533; . for single density . &#65533;
; &#65533; . or 126 sectors pointers . &#65533;
; &#65533; . for double density . &#65533;
; &#65533; .//. &#65533;
; &#65533; . pos. description . &#65533;
; &#65533; . 1 sector nr of next link sector . &#65533;
; &#65533; . 3 sector nr of prev link sector . &#65533;
; &#65533; . 5 data link sector nr 1 . &#65533;
; &#65533; . 7 data link sector nr 2 . &#65533;
; &#65533; . nnn data link sector nr ... . &#65533;
; &#65533; . 126 data link sector nr 62 . &#65533;
; &#65533; . or 254 data link sector nr 126 . &#65533;
; &#65533; ..... &#65533;
; &#65533; . data sector(s) . &#65533;
; &#65533; ..... &#65533;
; &#65533; . sector link sector . &#65533;
; &#65533; .//. &#65533;
; &#65533; . pos. description . &#65533;
; &#65533; . 1 sector nr of next link sector . &#65533;
; &#65533; . 3 sector nr of prev link sector . &#65533;
; &#65533; . 5 data link sector nr 63 or 127 . &#65533;
; &#65533; . 7 data link sector nr 64 or 128 . &#65533;
; &#65533; . nnn data link sector nr ... or ... . &#65533;
; &#65533; . 126 data link sector nr 124 or 188 . &#65533;
; &#65533; . or 254 data link sector nr 252 . &#65533;
; &#65533; ..... &#65533;
; &#65533; . data sector(s), etc. . &#65533;
; +---+

If you for one reason or the other disagree, please let me (and others)
know why that is, and post a reply.
Thank you.
___ Blue Wave/386 v2.30

250. Re: RED screen on XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <3693DF1C.335364C2@ix.netcom.com>
Source record: 56666

If you have one available, try a different power supply. I have a 320XE that made me think the memory upgrade was screwy because sometimes it would run, sometimes not. Occasionally when it didn't run, I'd get a completely red screen. It threw me for awhile, because the power light on the computer came on, but something wasn't right.

New power supply, it's been working ever since.

Good luck,
Jeff

"Mathy Van.nisselroy" wrote:

> Howdy folks
>
> One of my XEGS's givs me a RED screen
> (with or without BASIC and with or
> without keyboard). The screen turns
> red the second I switch the XEGS on.
> Nothing else happens.
>
> Would might this be???
>
> Does one of the service manuals
> (SAM's or ATARI's) cover stuff like
> that? Like: "Red" means this is
> broken and "Green" means that other
> chip is gone?
>
> CU Mathy van Nisselroy
>
> Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
> ---
> ï¿½

251. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <3693E1B1.41EB07C8@ix.netcom.com>
Source record: 56667

Sysop Fox-1 wrote:

> After reading this NG for a while now, I'm wondering why it's called
> comp.sys.atari.8bit...
> It seems like 80% of the message's are about emulators.

You think it's bad here, you should see the ST newsgroup. Milans, Falcons, MagiCPC, almost nothing having to do with STs. And God forbid you point this out to them...

> Then, 10% of the msg's are about "for sale", or "see my url..."...

I personally think these types of messages are at home here, assuming the sale/web site is largely 8-bit stuff.

> Left: 10% of REAL Atari 8-Bit information/discussions...
>
> Is there anyone outthere who's really USING an Atari 8-bitter in stead of
> only owning one, or even haven't got one (anymore) ???

Depends on what you mean by "using." I own 11 Atari 8-bits, and four of them (320XE, 256k 800XL, 1200XL, and my original 800) are "live," meaning I can go turn one on and it's hooked up and ready to boot (I just have to swap a monitor cable: only got 2 proper monitors for the lot). I've got MIOs on two of them, the 320 and the 1200 are hooked to 4 1050's through an MPP MicroNet, the 800XL is my APE machine, and there's two 810's and an 850 hooked to the 800.

To be perfectly honest, I mostly use the Ataris to play games. I've got stuff like terminal programs and word processors and such, but my PC is typically on every day and that's what I "use" most often for those tasks. I get a kick out of being _able_ to use the 8-bits for "real work" as well as games, but day-to-day it doesn't happen much.

Jeff

252. Re: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: "David J. Robbins" <David@robbins.freeserve.co.uk>
Message-ID: <770oe1$41j$1@news8.svr.pol.co.uk>
Source record: 56668
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

```
Hello Richard,

Try Telegames in England. Their website is http://www.telegames.co.uk

David
Richard Owers <100714.41@CompuServe.COM> wrote in message ...
>Can anyone help?....I ahve just retrieved my wonderful 130xe and
>a box of disks full of games and I have all the connectors except
>the one between the conputer and the TV!!!!
>Can anyone advise / help I would be most grateful
>
>Many thanks!
>
>Richard Owers
>
>--
>
>
>
>
```

253. Keeping it all on topic :-) (Blake's 7 anyone?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Nathan Wain <nathan@caverock.net.nz>
Message-ID: <Pine.LNX.3.96.990107120227.32685D-100000@shell.caverock.co.nz>
Source record: 56669
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Tue, 5 Jan 1999, Paul Irvine ranted:

> Do I give a monkeys that you find Dr Who fun, Im sure its very nice and
> sexual to some but its ISN'T everyones cup of tea.
>
> You would all be up in arms if I started a "your 8bit computer is s**t"
> thread. Perhaps not, since it is more ontopic than this rambling thread.
>
> Bleedin messers, get back in your boxes before I get the cattle prod
> out!!! :)

Now now, this is why the good lord invented killfiles.

Besides, things like Dr. Who and Blake's 7 etc. are just the
kind of thing most of us 8-bitters grew up with... so why
shouldn't the bounds of on-topicness be stretched a little
when it's something so common to us all.

(Hell, it's about the only thing that us 8-bitters can discuss
without getting into a fight.) :-)

Nathan.

PS: Who was the cute blonde on Blake's 7 that they found after
the Liberator was lost?

254. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <770o0mifp1@mohawk.hwcn.org>
Source record: 56670

Cvendel (cvendel@aol.com) wrote:
: What Will doesn't seem to under is CSS "IS" still selling Black Boxes and
: Floppy Boards on a order by order basis, plus you get a warantee and tech
: support from Bob all for the same price this guy is charging, so these are
: products still being sold today. Don't believe me, then stop by the CSS
: website:

: http://www.nleaudio.com/css/index.htm

: Curt

What Curt does not seem to understand is that despite the fact that CSS has never STOPPED selling Black Boxes and Floppy boards, they don't ALWAYS have stock. Ever wonder why CSS tells you to call first before ordering a Floppy Board? Warranty? If it breaks, Bob will fix it for a price....just like if mine breaks. Tech support? What tech support is needed? And, yes, I was/am selling my BB/FB for the same price.....but mine comes with an Adaptec and HD mech. Curt, you are fully welcome to spend your Money at CSS and then try and get source your own HD and controller. No one is stopping you.

However, if one of you people find you really want a Floppy Board, and find CSS is once again out of stock, (pretty common) come and talk to me.

Simple. Curt is just pissed because I wont agree that an offer of $200 for a BB/FB/CASE/HD is reasonable.

255. Re: Is that sunlight outside!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3695ac1d.6719009@news.demon.co.uk>
Source record: 56671
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

The other Day look@my.sig wrote:

>In the sacred domain of comp.sys.sinclair didst Paul Irvine <mclane@dellos.demon.co.uk>
eloquently scribe:
>: Maybe you Dr Who lot should get out a tad more into the sunlight, was
>: those iron maiden tee-shirts and blab more about the groups respective
>: name rather than be OFF topic & Xpost to all the groups.
>
>A little OTness in comp.sys.sinclair is ok. We tend to be a bunch of sillies
>anyway. I don't have the time nor the inclination to read any more groups
>though.
>
>Ever heard of the KillFile?

I counter, ever heard that Xposting an off topic thread is seen as not
the done thing. :)
>
>: Do I give a monkeys that you find Dr Who fun, Im sure its very nice and
>: sexual to some but its ISN'T everyones cup of tea.
>
>then killfile the subject, and you'll never see it again.
>It seems to me that quite a few people are enjoying this thread.

Back to above...Its not a thread for an 8bit group since its nowt to do
with games. Btw, I elongate my news download by kill-filing it :)

>: You would all be up in arms if I started a "your 8bit computer is s**t"
>: thread. Perhaps not, since it is more ontopic than this rambling thread.
>
>No, we wouldn't. We like having the odd argument about that type of thing.
>Hell, there's a "The C64 is crap" thread here that's been going on and off
>for several YEARS.

Tis an odd group then..
>
>: Bleedin messers, get back in your boxes before I get the cattle prod
>: out!!! :)
>
>OOOOO. Cattle prod.... Yes please....
>
>:)
></pervy>

No smiling while Im doing it!!!!
--

Paul..

"Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"

- Secret recording between Clive Sinclair and Alan Sugar...

ICQ No: 105793

256. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Nathan Wain <nathan@caverock.net.nz>
Message-ID: <Pine.LNX.3.96.990107130645.32685H-100000@shell.caverock.co.nz>
Source record: 56672
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Wed, 6 Jan 1999, Brian Watson wrote:

> There seem to be two choices if they continue:
>
> (a) report them to their ISPs

Oooh, ooh ooh!!!! Please report me to my ISP. Pretty please!

I'd just *love* to see the shock and dismay they'll display when
they find out one of their subscribers has _posted_ _off_ _topic_!

Maybe they'll shut down my account. Maybe they'll report my
actions to the rest of the ISP's in Christchurch! Maybe it'll
even appear on my criminal record! I'll be marked for life!

Employer: I'm sorry son, but we couldn't possibly employ you...
Me: Why not sir?
Employer: I'm sure you can appreciate the social stigma that
is associated with people who post off topic.
Especially when it is done with such blatant disregard
for the wasted internet bandwidth.
Me: Sorry, I sometimes forget how easy it is to post huge
amounts of wasteful data through a simple terminal
session on a 14.4k modem... Oh the shame!

</remorse>

> (b) go round mob-handed and give each a good kicking.
>
> What do you reckon?

I'll accept b) if you'll let me put on my leather first.
Oh, could you wear the Nun's outfit for this one?

Luv'n'hugs,
Nathan.

PS: Oh course, since it is you who is initiating this one,
I won't have to pay this time. Yes?

257. Re: ATR/XFD to ATARI on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Ken Siders <ksiders@columbus.nospam.rr.com>
Message-ID: <vjTk2.2279$hE2.14716714@storm.twcol.com>
Source record: 56673

```
The file: http://home.columbus.rr.com/ksiders/diskform.arc

My page: http://home.columbus.rr.com/ksiders/atari.htm

--Ken
```

Sysop Fox-1 wrote in message <915659867@stackbbs.xs4all.nl>...
>To Mathy:
>Well, I can tell you where you've found the DISKF090.LZH archieve...
>
>It's on my BBS, and that's where you've downloaded it :-)
>
>The original name was DISKFORM.ZIP and I got it from the homepage of Ken
>Siders (if I'm right), but I converted the ZIP to an LZH (-lh1-) to make
>it possible to de-archieve the file on a _real_ Atari 8-bit computer, since
>that is where the file belongs...
>
>Sysop Fox-1 (fox-1 AT aq DOT nl)
>
>
>
>
>Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node
471)
>---
>

258. Re: Is that sunlight outside!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Nathan Wain <nathan@caverock.net.nz>
Message-ID: <Pine.LNX.3.96.990107135011.700C-100000@shell.caverock.co.nz>
Source record: 56674
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
On Wed, 6 Jan 1999, Paul Irvine wrote:

> No smiling while Im doing it!!!!

Does your partner prefer that you don't?

Or sorry, have I mis-understood... Is that no smiling from _you_
or from observers?

</serious>
```

259. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0601991938530001@refdesk.library.carleton.edu>
Source record: 56675

In article <915659883@stackbbs.xs4all.nl>, sysop.fox-1@stackbbs.xs4all.nl (Sysop Fox-1) wrote:

>It seems like 80% of the message's are about emulators. Nothing wrong >(well...) with that, but almost every discussion about it, is about the >PC-set-up, settings, processor-speed, soundblaster-compatibility, AMD, >Cyrix, Pentium, etc...

When the emulators first hit the scene, that bugged me a lot. But I've long since gotten over it.

>Then, 10% of the msg's are about "for sale", or "see my url..."...

As long as they're 8-bit Atari related, this seems like a good place for those messages...

>Left: 10% of REAL Atari 8-Bit information/discussions...

Look at it this way: Do we want this newsgroup to see 10% of the traffic as it does? I don't.

If they aren't using real 8-bit Atari's now, at least most people posting here did at some point.

You've got to figure the number of people using real Atari's will continue to slowly decline forever, but as long as they're alive and keeping the Atari 8-bit alive in some form, I'm happy to see the newsgroup used by emulator-users. As long as those of us with the genuine items are still welcome!

The emulators will never be perfect, so.. some emulator users may be tempted to get (back) into using the real thing.

>Is there anyone outthere who's really USING an Atari 8-bitter in stead of >only owning one, or even haven't got one (anymore) ???

I've got 3, one "power" setup used mostly lately for checking e-mail from home (130XE, XF551, XEP80, P:R:Conn, 2400bps modem, SDX 4.22, Ice-T 2.71), one setup for games (I just bought a bunch of L.K.Avalon games via ZTM Software Manufacturers), and a spare. They don't get used all that much, but I still buy things for them from time to time. And I always check out whatever's been placed on the latest DOM from my local user group, SPACE.

The emulators just don't interest me much.

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu

8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

260. Re: Binaries (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Mike Uhl <ShoeLeather_Express@RadioLink.net>
Message-ID: <Mike.Uhl.199901062012@ShoeLeather.Express>
Source record: 56676
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

On Tue, 5 Jan 1999, Darren Spiteri
wafted these smoke signals into the breeze:
> On Mon, 4 Jan 1999 07:57:34 -0600, Mike Uhl wrote:
> > On Sat, 2 Jan 1999, Jason
> > > Best not, 'cos I pay to download news I dump the entire lot down
> > > to my local drive, I don't see the headers beforehand. Best leave
> > > the binaries to the appropriate groups, there is actually an
> > > appropriate Doctor Who binaries group, alt.binaries.drwho.pictures
>
> > Wow! You need to protect yourself better than that! I learned my
> > lesson the hard way. I used to do the same thing you do -- just dump
>
> I've always read my usenet offline and at my leasure. If you use a
> good OS with good news software then you're pretty safe doing so,
> except for morons who post binaries where they're not wanted. I run
> leafnode on linux which works great, but INN would be a safer choice.

And nowadays I have learned to deal with the morons. Since I run off a
floppy I have to be particularly careful. I have a two-step retrieval
system -- catch the xover list first -- then download the good stuff.
And what gets eliminated first is those postings larger than 10kB,
except for those that are exceptionally interesting.

> I don't think there's anything extraordinary about offline reading, I
> did it for years with UUCP. You don't keep the phone tied up as much
> and you have more time to compose.

Not only that, but if you keep all the goodies on a floppy, you can
read the news off any computer, connected or not. I read off borrowed
computers all the time.

--
[,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
"There is a simple, straight-forward solution to this mess."
"Any clues as to what that might be?"

261. Re: Blind as a bat (Was Re: Keeping it all on topic :-) (Blake's 7 anyone?))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Nathan Wain <nathan@caverock.net.nz>
Message-ID: <Pine.LNX.3.96.990107154137.1366A-100000@shell.caverock.co.nz>
Source record: 56677
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Thu, 7 Jan 1999, dgs wrote:

> What about the groups in which most people aren't interested in
> 8-bit machines, to which you're also cross-posting?

Um, now let's see:

comp.sys.amstrad.8bit
Well, I think it's safe to assume that's an 8-bit group.

comp.sys.atari.8bit
Same here...

comp.sys.cbm
99% of discussion here is on the c64. The rest is c128, vic20,
plus4, pet etc... they're all 8 bitters...

comp.sys.sinclair
99% of discussion here is on the Spectrum family. The rest is
QL, Sam Coupe, ZX81... still all 8bitters (except the QL, right?
but that's only posted on rarely... still largely fans of other
sinclair machines that post on that one.)

And the acorn group keeps disappearing... Though it also keeps
reappearing... don't know why...

So where are you talking about?

262. Re: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: netrunnr <antispam@brigade.com>
Message-ID: <771788$2sf$1@news.us.world.net>
Source record: 56678
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

Radio Shack will have the part you need

263. Re: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990106185634.3775A-100000@vtn1>
Source record: 56679
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

On Wed, 6 Jan 1999, Richard Owers wrote:

> Can anyone help?....I ahve just retrieved my wonderful 130xe and
> a box of disks full of games and I have all the connectors except
> the one between the conputer and the TV!!!!
> Can anyone advise / help I would be most grateful
>
> Many thanks!
>
> Richard Owers

The RCA jack on the back of the Atari pumps out straight RF and expects a 75-ohm connection. i.e. Take a normal cable TV wire and replace one of the F-connectors with a RCA plug. That's all you need assuming your TV has a normal cable connection.

John

264. Re: Can anyone help with this?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990106191453.3775D-100000@vtn1>
Source record: 56680

Suggestions:

1. If you've got a modem for the 8-bit, upload the file to a friendly BBS
using the ST and then download it on the 8-bit.

2. Use a null-modem between the two computers.

John

On Wed, 6 Jan 1999, Fitzhugh wrote:

> Erm, you've got me there!
>
> I use a PC connected to an 800XL with a sio2pc cable, so I can just copy
> from the ATR (disk image) file to a real 5.25" floppy.
>
> Anyone got any ideas how DarkChyld can use the file???
>
> Karl
> ---------------
>
> DarkChyld [Ronald J. Hall] wrote in message
> <76tng8$m5v$2@news.campus.mci.net>...
> >
> > Hmm...okay, I've never used an "ATR" file. I don't own a PC at all (all
> > Atari's here), so how do I use that file with my 800XL/130XE once I grab
> > it? Thanks! ;-)
> >
> > PS I do have a Mega ST4/16mhz, 1040 STe, and a Falcon running Mint(Unix).
>
>
>
>
>

265. Re: Wanted info Atari 400/800 power suply

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990106190025.3775B-100000@vtn1>
Source record: 56681

On Wed, 6 Jan 1999, Night Owl wrote:

> I do know that the Atari 400/800 take a different power supply than the XL's
> / XE's....
> It is a 9vac output with 3.4amps
> That is all I can offer....
> Hope it helps
>
> Bill
>
>
> Emmanuel Fernandes wrote in message <7703ai$c49$1@sci3.sri.ucl.ac.be>...
> >Hi everybody !
> >
> > I need some technical information about atari 400/800 power supply. Can
> >anybody tell me what are the technical spec. for voltage output and power
> >output? I've just found an old Atari 400 with no power supply, and I think
> I
> >can build one !
> >
> >Thanks a lot,
> >
> > Emmanuel.
> >
> >
> >

With those specifications, you should be able to make do with a power pack
from a 1050 drive (9vac 4amp) or, if you can find one, a 1027 printer PS
(8.5vac 5amp). The 1027 supplies are the best part (and probably the only,
still-working part) of the whole 1027 package--the case comes apart and
the transformer is protected with a pigtail fuse.

John

266. Re: biggest cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990106190528.3775C-100000@vtn1>
Source record: 56682

On Sat, 2 Jan 1999, Mathy Van.nisselroy wrote:

> Howdy folks
>
> Re: biggest size cartridge for the 8
> bit Atari
>
> Page 103 of the BEST Electronics
> catalog (rev.10) mentions (first item
> under the blue column):
>
> Atari XE 512K Super Bank Selecting
> Cartridge Kit.
>
> Guess that means 512K would/should be
> possible.
>

Years ago I saw an ad for a 1 mb RAM cartridge. I believe the company was
Canoe (something) in Edmonton CA and the ad was probably in ANALOG.

John

267. Re: RED screen on XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <15202-36942641-62@newsd-223.iap.bryant.webtv.net>
Source record: 56683

always check the power supply,we get in atari machines all of the
time,and we demand from the owners that they have to send in the power
supplys with there machines,many times its ram,but you would be
surprised how many times its the power supply,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

268. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-06 00:00:00 UTC
From: Chris Owen <chriso@lutefisk.demon.co.uk>
Message-ID: <GerTFIAxk+k2Ewgz@lutefisk.demon.co.uk>
Source record: 56684
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
In article <17338-antic.imc@comlab.ox.ac.uk>, Ian Collier
<imc@comlab.ox.ac.uk> writes
>Gippah entertained comp.sys.sinclair with the following story:
>>Actually, the way glass is normally, it is actually in somewhat of a
>>semi-solid state. If you look at glass in windows that have been around for
>>several hundred years (or even less than that), you'll find that it is
>>thicker at the bottom than at the top. This is because it flows slowly over
>>time.
>
>Yawn. Just in case this isn't a troll: this is false and the archives on the
>subject can be found at: <http://www.heimbaugh.com/science/glass.flow/>.

If it's true, do you think we should let the British Museum know that
their Roman glassware should have melted by now?

--
| Chris Owen - chriso@lutefisk.demon.co.uk |
|----------------------------------------------------------------|
| WORLD'S BIGGEST SINCLAIR WEB ARCHIVE: |
| http://www.nvg.ntnu.no/sinclair |
| OFFLINE VERSION: http://www.nvg.ntnu.no/sinclair/plansinc.zip |
```

269. Re: SpartaDos format ques

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36942552.114820330@news.pressenter.com>
Source record: 56538

On Wed, 06 Jan 1999 05:11:00 GMT, bo.schreurs@stackbbs.xs4all.nl (Bo Schreurs) wrote:

> -=> Quoting Jmelbo@pressenter.com to All <=-
>
> Jm> Bo, do you have the SPartaDOS Construction set docs? This combined
> Jm> with the addendums with SpartaDOS X should provide all the info you
> Jm> need. If you do not have them I could scan them in for you, or at
> Jm> least the technical section which covers these issues.
>
>Well, if you would, I would certainly appreciate that!
>Please email them to: stack@xs4all.nl
>
>Thanks,
>Bo.
>
>___ Blue Wave/386 v2.30

Well Bo.... I ran into a snag. While trying to scan pages into my OCR package, the binding of the books makes it hard to scan the text near that area. Looks like I would have to either seperate all the pages out of thir binding or else type it all in by hand. Don't feel like either right now. If you really need it though I would consider making the effort.

270. Percom Drive for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: Night Owl <billmccord@hotmail.com>
Message-ID: <771iiglo1@remarQ.com>
Source record: 56539

I have recently aquired a PerCom Drive for the Atari 8-Bits.
I am having trouble with it.
When the computer is turned on, it will not recognize the drive...
There are about 6 rows of pins in the back (For Jumpers)
Currently there are jumpers on the 2nd set and 3rd set
.XX...
.XX...

Something like that.
Can anyone offer any help or tell me the jumper settings for the drive #.
I assume it is not set to drive 1, but don't know...

Thanks,
Bill

271. Re: My page updated

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <36947238.1EE5C8A8@asw.cz>
Source record: 56540

Jon Melbo wrote:
> >ROM2EXE program was added to Atari software page.
>
> That's great. Now what exactly does ROM2EXE do? I can draw
> assumptions but... why not tell us?

It converts Atari 8/16KB cartridge images to Atari exe files.
What would you expect? <g>

272. rec.arts.drwho

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36947F46.281A@geocities.com>
Source record: 56541
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
Paul Corke wrote:
>
> In article <36933718.6569@geocities.com>, Doctor Clu
> <URL:mailto:clu-da-bard@geocities.com> wrote:
> > be helping these others users strangle your scarf wrapped necks! Am I
> > understood?
>
> Take it to one of these:
>
> rec.arts.drwho Discussion about Dr. Who.
> uk.media.tv.sf.drwho Doctor Who discussion from a UK perspective
>
> Or someone will no doubt suggest a painful "location" where to stick Dr
> Who... :)
>
> Paul.
> --

rec.arts.drwho seems to be mentioned quite a lot. If this area sounds
good to everyone else then I'm for moving there.

Doctor Clu
```

273. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: navajo@rbdc.rbdc.com
Message-ID: <7720i4$836$1@rbdc.rbdc.com>
Source record: 56542

In my opinion, XL-it was the best emulator, it was released free and uncrippled. I know there was a version .18 and I think there was a .19. Markus Gietzen seemed to disappear after .19 I think he got a job, and stopped the work on the emulator. I think he was a college kid when he did XL-it. A lot of emualtors are done by college kids for fun.

There are AR disk images out there that do not work. What someone did is make an image of a non-functioning AR Disk, one that got caught by the intricate AR copy-protection from 15 years ago, or just a fouled up pirate version. There is aworking set of cracked AR images. Last year or in 1997 an AR author actually showed up asking for the cracked image, in CSA.8bit. This was hilarious because I remember Darek Mihocka (author of Xformer) denounced the guy as a "sleazy pirate" but, hey Darek, he WROTE the program.

People got after Yogi for having his incredible online archive of mostly cracked 8bit games and what have you, but the fact is that Yogi and others provide a service as file-archivists, and they ensure the survival of software.

Daniel Miller

274. Re: biggest cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990107050936.04589.00009255@ng101.aol.com>
Source record: 56543

>Guess that means 512K would/should be
>possible.

Hi Mathy-
Did you by any chance talk to Brad? I bought
a couple of these same carts (I think they were the same) several years ago,
and my recollection is that the 512K is 512 Kbits
(64KB) not 512 KB. Mine have 2ea. 28 Pin
sockets. I would also presume this is Kbits,
since Eproms are normally referenced by the
number of bits, e.g. 27128 = 16KB. I read/heard the the Flight Simulator is
the
largest that Atari actually made and was 64KB.
I also believe that Sparta Dos X is 64KB,
and maybe the Gem-like O.S. whose name
escapes me at the moment.
Larry

275. Re: ATR/XFD to ATARI on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990107052033.04589.00009256@ng101.aol.com>
Source record: 56544

>It can use drives and RS232 ports.
>In any combination. It supports D1:
>and R1: through D9: and R9:.
>

Hi Mathy-
Did it have any documentation? I am curious
about the RS232. What does it do with RS232?
Converting the ATR or XFD is fairly easy,
probably the most troublesome part is writing
out the 3 SD sectors from a DD image. The
only way that I could devise to read the directory is to read the file right up
to the
directory sectors. Not bad on a HD, but that
would be a bear on a floppy.
Larry

276. Re: Keeping it all on topic :-) (Blake's 7 anyone?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: NukeEmUp@ThePentagon.com
Message-ID: <36948e0f.1274613367@thunder>
Source record: 56545
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 6 Jan 1999 17:11:02 -0600, Nathan Wain <nathan@caverock.net.nz>
enlightened us thusly:

>
>On Tue, 5 Jan 1999, Paul Irvine ranted:
>
>> Do I give a monkeys that you find Dr Who fun, Im sure its very nice and
>> sexual to some but its ISN'T everyones cup of tea.
>>
>> You would all be up in arms if I started a "your 8bit computer is s**t"
>> thread. Perhaps not, since it is more ontopic than this rambling thread.
>>
>> Bleedin messers, get back in your boxes before I get the cattle prod
>> out!!! :)
>
>Now now, this is why the good lord invented killfiles.

Why on earth should I start messing around with my killfile just
because you can't be bothered to find a more appropriate forum for
your wibblings? Anyway, you don't _deserve_ to go in my killfile.
There's some pretty infamous people in there whose shoes you are not
worthy to lick clean ;-)

And some people don't have 'em.

Please take this Who crap to somewhere a little more appropriate.
Follow-ups set accordingly.

>Besides, things like Dr. Who and Blake's 7 etc. are just the
>kind of thing most of us 8-bitters grew up with... so why
>shouldn't the bounds of on-topicness be stretched a little
>when it's something so common to us all.

They're nothing to do with 8-bit computing. That's why they're
off-topic. Any further Dr Who rubbish posted to comp.sys.amstrad.8bit
will result in complaints to ISPs.

--
David Cantrell, part-time Unix/perl/SQL/java techie
full-time chef/musician/homebrewer
occasional CPC user
http://www.ThePentagon.com/NukeEmUp

277. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: NukeEmUp@ThePentagon.com
Message-ID: <36959025.1275147425@thunder>
Source record: 56546
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 6 Jan 1999 18:21:02 -0600, Nathan Wain <nathan@caverock.net.nz>
enlightened us thusly:

>
>On Wed, 6 Jan 1999, Brian Watson wrote:
>
>> There seem to be two choices if they continue:
>>
>> (a) report them to their ISPs
>
>Oooh, ooh ooh!!!! Please report me to my ISP. Pretty please!
>
>I'd just *love* to see the shock and dismay they'll display when
>they find out one of their subscribers has _posted_ _off_ _topic_!

If it was just once, they wouldn't care. But you've done so
repeatedly, and have been asked POLITELY to stop. And we have the
msgIDs to prove it. We even tried to HELP you by telling which groups
ARE appropriate for your spewage!

>Maybe they'll shut down my account.

Naah - you haven't been that much of an arsehole. Hopefully they'll
just warn you that they'll do so NEXT time you behave like such an
anti-social moron.

>> (b) go round mob-handed and give each a good kicking.
>>
>> What do you reckon?
>
>I'll accept b) if you'll let me put on my leather first.
>Oh, could you wear the Nun's outfit for this one?

Mother Superior or Novice? Next time I'm in Christchurch ;-)

--
David Cantrell, part-time Unix/perl/SQL/java techie
full-time chef/musician/homebrewer
occasional CPC user
http://www.ThePentagon.com/NukeEmUp

278. Re: Alpha version of Dir2Atr with SpartaDOS support

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: David Hopcroft <davidh@cdex.ericsson.se>
Message-ID: <01be3a2d$1fb8d9e0$60cb30a4@etlcolpc23.ericsson.se>
Source record: 56547

Easy,
just tag a 'l' on to the end of '.htm' and it works fine

I have noticed recently w95 trims the 'l' from '.html'

something to do with DOS underlying the OS I guess. :-(

Jon Melbo <jmelbo@pressenter.com> wrote in article
<3696c097.89029983@news.pressenter.com>...
> On Wed, 06 Jan 1999 01:13:56 GMT, stack@xs4all.nl (Bo Schreurs) wrote:
>
> >Homepage: www.xs4all.nl\~stack\atarixle.htm
>
> Also... this page does not seem to exist.
>

279. Re: BlackBox w/Adaptec 4000a

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7728hccev1@news.xmission.com>
Source record: 56548

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

> Have you tried the Parity PAL that CSS sells for the BlackBox. It wouldn't
> recognise my ZIP drive either, till I got this PAL for $15.

Never even heard of it. Is this a solder in modification?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

280. Re: Atari add-ons for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7728kdcev2@news.xmission.com>
Source record: 56549

Mark Statzer <mstatz@net66.com> wrote:

> What price are you looking for on a XEP80?

I'd take $25-30 +shipping.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

281. Re: De Re Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3694A654.6ABA2283@ix.netcom.com>
Source record: 56550

> Night Owl wrote:
>
> I was wondering if anyone has taken the DeRe Atari and scanned it into
> a file.
> I was gonna start it as a project, but thought maybe someone might
> have started it.
> Thanks,
> Bill

Bill,
I see in another post that it is available on-line in HTML format.
However, Having this in a file on a local drive would have its
advantages. Please scan it in as a single file. Manuals I've done were
saved in a couple of formats. ATASCII, ASCII and Winword formats.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

282. Re: biggest cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <wH3l2.1234$cT4.13688@newsfeed.slurp.net>
Source record: 56551

LWhite6497 wrote in message <19990107050936.04589.00009255@ng101.aol.com>...

>and maybe the Gem-like O.S. whose name
>escapes me at the moment.

Diamond, I believe, it was called.

283. Re: Is that sunlight outside!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: look@my.sig
Message-ID: <772ghd$u2$3@cfs2.kis.keele.ac.uk>
Source record: 56552
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In the sacred domain of comp.sys.sinclair didst Paul Irvine <mclane@dellos.demon.co.uk>
eloquently scribe:
:>No, we wouldn't. We like having the odd argument about that type of thing.
:>Hell, there's a "The C64 is crap" thread here that's been going on and off
:>for several YEARS.

: Tis an odd group then..

Yep. We're all completely hatstand in 'ere.

:>OOOOO. Cattle prod.... Yes please....
:>
:>:)
:></pervy>

: No smiling while Im doing it!!!!

YES SIR!
--
	What to do if you find yourself stuck in a crack
u5a77@teach.cs.keele.ac.uk	in the ground beneath a giant boulder, which you
	can't move, with no hope of rescue.
Andrew Halliwell	Consider how lucky you are that life has been
Finalist in:-	good to you so far...
Computer Science	-The BOOK, Hitch-hiker's guide to the galaxy.

|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++|
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!| Space for hire|

284. Re: Keeping it all on topic :-) (Blake's 7 anyone?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: look@my.sig
Message-ID: <772gru$u2$4@cfs2.kis.keele.ac.uk>
Source record: 56553
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Atari group snipped because it seems to be filled with a bunch of moaners...
(Probably a lot of yanks in there)

In the sacred domain of comp.sys.sinclair didst Nathan Wain <nathan@caverock.net.nz>
eloquently scribe:
: PS: Who was the cute blonde on Blake's 7 that they found after
: the Liberator was lost?

Su Lin?
--

```
-------------------------------------------------------------------------------
|u5a77@teach.cs.keele.ac.uk| |
| Andrew Halliwell | "The day Microsoft makes something that doesn't |
| Finallist in:- | suck is probably the day they start making |
| Computer science | vacuum cleaners" - Ernst Jan Plugge |
-------------------------------------------------------------------------------
|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++ |
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!| Space for hire |
-------------------------------------------------------------------------------
```

285. Re: Binaries (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: Graham Goring <graham@dukeVOMITtastrophy.demon.co.uk>
Message-ID: <gUzNw7AprMl2Ewsk@duketastrophy.demon.co.uk>
Source record: 56554
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

In article <Mike.Uhl.199901061050@ShoeLeather.Express>, Mike Uhl
<ShoeLeather_Express@RadioLink.net> writes
>And, as I said, I am much more careful, now. I dump the xover list
>first, give it the once-over, delete the undesireables, then download
>from the modified list. It really doesn't take all that much time.

I vet all my e-mail via demon's web proxy server thingy at work before
I go home and download it all. Cheeky.

Graham Goring

--

/===\
| If you'd like to see a game with the depth of gameplay of Elite and |
| Frontier on the PlayStation, then please sign the petition by |
| sending a mail headed "Elite/Frontier Petition", including your |
| FULL name and E-Mail address to: petition@duketastrophy.demon.co.uk |
\==========Or do you *really* want another Wing Commander?==========/

To reply please clean the VOMIT from my return address...

286. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: rojasdelap@yahoo.com
Message-ID: <772n5k$10a$1@nnrp1.dejanews.com>
Source record: 56555

I'm shure Phillip Price made AR PD some time ago, the problem is that the images don't work with XLit, i've run them in a real A8 without any problem. Perhaps somebody knows if they work with one of the current emulators...

Javier

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

287. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <772nfs$1ee$1@nnrp1.dejanews.com>
Source record: 56556

In article <mcurrent-0601991938530001@refdesk.library.carleton.edu>,
mcurrent@carleton.edu (Michael Current) wrote:
> In article <915659883@stackbbs.xs4all.nl>, sysop.fox-1@stackbbs.xs4all.nl
> (Sysop Fox-1) wrote:
>
> >It seems like 80% of the message's are about emulators. Nothing wrong
> >(well...) with that, but almost every discussion about it, is about the
> >PC-set-up, settings, processor-speed, soundblaster-compatibility, AMD,
> >Cyrix, Pentium, etc...
>
> When the emulators first hit the scene, that bugged me a lot. But I've
> long since gotten over it.
> The emulators just don't interest me much.

I'm finally learning 6502 Assember after all these years on real Atari's, and
I absolutely agree -- there's nothing like the real thing. However, in many
situations you will catch me in an emulator...

like at work (I'm a Win32 developer, ok I'm out of the closet) many times
I'll fire up Atari800Win in the dinky windowed mode and code a few lines of
6502 while no ones lookin' ;). Of course I do have a spare 800XL sitting
right next to me at work, currently connected (via APE -- now there is one
awesome emulator worth talking about) to the company's nation-wide LAN.

I use 'em all the time, but mainly for fun... programming, games, showing
off. The network administrator was absolutely stunned when I had him start
his stop watch, flipped on my 800XL, and check out a directory of an NT
server on the LAN in under 5 seconds (Now try that on a P-II 450). I don't
think the emulators hinder the Atari hardware, nor this newsgroup, but rather
enhance it.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

288. Re: 33.6 Modem for Atari 8-Bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: clyde@obwon.kodak.com
Message-ID: <3694D0E1.1A13@obwon.kodak.com>
Source record: 56557

Anthony Baker wrote:
>
> I have two modems, one is an external 33.6 SupraExpress Mac modem that I
> don't use anymore and another one is a 33.6 US Robotics Internal Modem
> for Wintels.
>
> I was wondering, Is there a way I could get the 33.6 external modem
> hooked up to the Atari? Or better yet, is there a way I could take out
> the stuff out of my 1200 BPS Atari modem and put the internal in there
> w/ special hookups to connect to the part that normally hooks in the PCI
> card slot and have an adaptor on the other end for RS232?
>
> Ermm...I just realized how unpractical and hard the above statement
> would be. What about the Mac modem?
>
> Also, is anyone selling a SIO2PC cable that I can buy?
>
> Laters,
>
> antbaker@arn.net

At home,
I have an IBM external 28.8 using hayes command set runs 19.2 on the
130XE and Bob's Black Box parrell bus interface w/ floppy drive opt.

Greg

289. Re: Keeping it all on topic :-) (Blake's 7 anyone?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: "David J. Robbins" <David@robbins.freeserve.co.uk>
Message-ID: <772n4r$7ji$1@news5.svr.pol.co.uk>
Source record: 56558
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Hello Nathan,

The person you are thinking of is Soolin played by Glynis Barber.

David J. Robbins

P.S. Why are there not any groups for Blake's 7?
>
>PS: Who was the cute blonde on Blake's 7 that they found after
> the Liberator was lost?
>

290. WTB: 1450 xld

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: patrice MULLER <atari.fr@wanadoo.fr>
Message-ID: <772rc8$2ma$6@platane.wanadoo.fr>
Source record: 56559

let me know your price

291. WTB: 815 drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: patrice MULLER <atari.fr@wanadoo.fr>
Message-ID: <772rcj$2ma$7@platane.wanadoo.fr>
Source record: 56560

```
let me know your price
```

292. Re: Keeping it all on topic :-) (Blake's 7 anyone?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <369af685.21601247@news.demon.co.uk>
Source record: 56561

The other Day "David J. Robbins" <David@robbins.freeserve.co.uk> wrote:

>Hello Nathan,
>
> The person you are thinking of is Soolin played by Glynis Barber.
>
>David J. Robbins
>
>P.S. Why are there not any groups for Blake's 7?

There probably are but I can promise you that they aint called
comp.sys.atari.8bit
--
Paul..

"Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"

- Secret recording between Clive Sinclair and Alan Sugar...

ICQ No: 105793

293. Re: Keeping it all on topic :-) (Blake's 7 anyone?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: "David J. Robbins" <David@robbins.freeserve.co.uk>
Message-ID: <772vph$cs8$1@news5.svr.pol.co.uk>
Source record: 56562

Hello Paul,

Blake's 7 is on-topic because they used an Atari for computer displays.

Thanks,

David
Paul Irvine wrote in message <369af685.21601247@news.demon.co.uk>...
>The other Day "David J. Robbins" <David@robbins.freeserve.co.uk> wrote:
>
>>Hello Nathan,
>>
>> The person you are thinking of is Soolin played by Glynis Barber.
>>
>>David J. Robbins
>>
>>P.S. Why are there not any groups for Blake's 7?
>
>There probably are but I can promise you that they aint called
>comp.sys.atari.8bit
>--
>Paul..
>
>"Alan, I got all those mugs to buy the Spectrum, next year we do them with
the GX4000"
>
>- Secret recording between Clive Sinclair and Alan Sugar...
>
>ICQ No: 105793

294. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: Night Owl <billmccord@hotmail.com>
Message-ID: <773096qfg1@remarQ.com>
Source record: 56563

AMEN !!!!

I think that whatever we decide to talk about, wether it be Emulators,
Games, or even actually programming on a 8-bit, it is all considered good.
I'm proud to own an Atari ! I have a 800, 800XL, 130XE, and a 600XL on the
way...
I like a place where if I have a question or comment, I can make it with out
being critized!!
Wether some one is looking for a certain piece of Atari hardware or wants to
wants to sell one, I think it is welcome here.
But this is all just MY opinion.....
I hope Atari will live forever........
BTW, M.U.L.E. Rocks !!!

Night Owl
danver@halcyon.com wrote in message <772nfs$1ee$1@nnrp1.dejanews.com>...
>In article <mcurrent-0601991938530001@refdesk.library.carleton.edu>,
> mcurrent@carleton.edu (Michael Current) wrote:
>> In article <915659883@stackbbs.xs4all.nl>, sysop.fox-1@stackbbs.xs4all.nl
>> (Sysop Fox-1) wrote:
>>
>> >It seems like 80% of the message's are about emulators. Nothing wrong
>> >(well...) with that, but almost every discussion about it, is about the
>> >PC-set-up, settings, processor-speed, soundblaster-compatibility, AMD,
>> >Cyrix, Pentium, etc...
>>
>> When the emulators first hit the scene, that bugged me a lot. But I've
>> long since gotten over it.
>> The emulators just don't interest me much.
>
>I'm finally learning 6502 Assember after all these years on real Atari's,
and
>I absolutely agree -- there's nothing like the real thing. However, in
many
>situations you will catch me in an emulator...
>
>like at work (I'm a Win32 developer, ok I'm out of the closet) many times
>I'll fire up Atari800Win in the dinky windowed mode and code a few lines of
>6502 while no ones lookin' ;). Of course I do have a spare 800XL sitting
>right next to me at work, currently connected (via APE -- now there is one
>awesome emulator worth talking about) to the company's nation-wide LAN.
>
>I use 'em all the time, but mainly for fun... programming, games, showing
>off. The network administrator was absolutely stunned when I had him start
>his stop watch, flipped on my 800XL, and check out a directory of an NT

>server on the LAN in under 5 seconds (Now try that on a P-II 450). I don't
>think the emulators hinder the Atari hardware, nor this newsgroup, but
rather
>enhance it.
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

295. Re: biggest cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <3695087F.7EB1@netmagic.net>
Source record: 56564

Mathy Van.nisselroy wrote:
>
> Howdy folks
>
> Re: biggest size cartridge for the 8
> bit Atari
>
> Page 103 of the BEST Electronics
> catalog (rev.10) mentions (first item
> under the blue column):
>
> Atari XE 512K Super Bank Selecting
> Cartridge Kit.
>
> Guess that means 512K would/should be
> possible.
>
> CU Mathy van Nisselroy
>
> PS if this catalog is getting any
> bigger, Brad should call it
> encyclopedia....
>
> Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
> ---
> ï¿½
Mathy, I have in the past added several things to the cartridge port,
6551, 6520, various 74lsXXx latches.

Never really figured out what the best way of doing it would be, went so
far as to buy ~256k CMOS RAM, but latching the memory addresses is
really simple. For instance, if you want to just tie the cart select
line to the !CS line of a 6520, you just tie the other lines of the
exactly as you would the existing 6520 in the system. Only exception is
the IRQ line which isn't in the cart port.

IIRC, you can tie one of the 6520's !CS or CS lines to the 8th bit of
the address buss. That makes the 6520 appear in either the upper or
lower half of the $D5XX page<?>. If you really wanted too, you could
decode the bottom 1/2 of the $D500 page to add 32 6520s which would give
you more then enough latches to do 512 extended address lines.

What I was thinking was along the lines of having the RAM appear from
$D580 to $DFFF or 128 bytes with the 6520 toggling 16 bits of address
for potiential of an 8 meg persistant RAM disk. Then real life got in

the way<grin>.

296. Re: Alpha version of Dir2Atr with SpartaDOS support

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: stack@xs4all.nl
Message-ID: <36951117.1253928@news.xs4all.nl>
Source record: 56565

On Wed, 06 Jan 1999 19:58:47 GMT, jmelbo@pressenter.com (Jon Melbo)
wrote:

>On Wed, 06 Jan 1999 01:13:56 GMT, stack@xs4all.nl (Bo Schreurs) wrote:
>
>>Iï¿½ve just updated my Atari XL/XE homepage.
>>You can find a new version of DIR2ATR here,
>>This alpha version 5.00 supports SpartaDOS disks as well now.
>>Well.... As far as I can tell of course. Maybe you can give it a try
>>and reports the bugs to me.
>>
>>Remember this is just an alpha version. Just wanted to know
>>what you think of it, and if it is stable enough.
>
>Bo... once again do you need any of the official SpartaDOS specs? I
>have pretty much all of the info.
>
Yes, please!
I already replied on your message, but I guess it got lost somewhere
along the line...

Bo.

297. Re: Alpha version of Dir2Atr with SpartaDOS support

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: stack@xs4all.nl
Message-ID: <369611a9.1400401@news.xs4all.nl>
Source record: 56566

On Wed, 06 Jan 1999 19:59:40 GMT, jmelbo@pressenter.com (Jon Melbo)
wrote:

>On Wed, 06 Jan 1999 01:13:56 GMT, stack@xs4all.nl (Bo Schreurs) wrote:
>
>>Homepage: www.xs4all.nl\~stack\atarixle.htm
>
>Also... this page does not seem to exist.

Sorry ï¿½bout that...

Email: stack@xs4all.nl
Homepage: http://www.xs4all.nl/~stack/atarixle.html
Or download the alpha version directly from:
http://www.xs4all.nl/~stack/dir2atra.zip

Bo.

298. Dir2atr, ahum, already updated version

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: stack@xs4all.nl
Message-ID: <369712b6.1669656@news.xs4all.nl>
Source record: 56567

Hi,

I discovered a small bug in the Dir2atr alpha version.
It didnï¿½t support the double density (256 bytes/sector) correctly.
The new version has solved this problem.
If you like you can download the updated version here:
http://www.xs4all.nl/~stack/dir2atra.zip

Thanks,
Bo.

299. Re: Atari add-ons for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: John j Boyle <magrep@northnottsmag.freeserve.co.uk>
Message-ID: <7734j9etg1@news6.svr.pol.co.uk>
Source record: 56568

what price black box and 320xe
magrep@northnottsmag.freeserve.co.uk

jeking@NOSPAM.COM wrote in message <7728kdcev2@news.xmission.com>...
>Mark Statzer <mstatz@net66.com> wrote:
>
>> What price are you looking for on a XEP80?
>
>I'd take $25-30 +shipping.
>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>

300. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: "Derek R. Pizzagoni" <drp@aval.com>
Message-ID: <36951715.FE2A88D9@aval.com>
Source record: 56569

Can someone tell me, what is M.U.L.E.?

--
Derek R. Pizzagoni
Information Technology Manager
Aval Communications, Inc.
URL: http://www.aval.com

Night Owl wrote:

> AMEN !!!!
>
> I think that whatever we decide to talk about, wether it be Emulators,
> Games, or even actually programming on a 8-bit, it is all considered good.
> I'm proud to own an Atari ! I have a 800, 800XL, 130XE, and a 600XL on the
> way...
> I like a place where if I have a question or comment, I can make it with out
> being critized!!
> Wether some one is looking for a certain piece of Atari hardware or wants to
> wants to sell one, I think it is welcome here.
> But this is all just MY opinion.....
> I hope Atari will live forever........
> BTW, M.U.L.E. Rocks !!!
>
> Night Owl
> danver@halcyon.com wrote in message <772nfs$1ee$1@nnrp1.dejanews.com>...
> >In article <mcurrent-06019919385300001@refdesk.library.carleton.edu>,
> > mcurrent@carleton.edu (Michael Current) wrote:
> >> In article <915659883@stackbbs.xs4all.nl>, sysop.fox-1@stackbbs.xs4all.nl
> >> (Sysop Fox-1) wrote:
> >>
> >> >It seems like 80% of the message's are about emulators. Nothing wrong
> >> >(well...) with that, but almost every discussion about it, is about the
> >> >PC-set-up, settings, processor-speed, soundblaster-compatibility, AMD,
> >> >Cyrix, Pentium, etc...
> >>
> >> When the emulators first hit the scene, that bugged me a lot. But I've
> >> long since gotten over it.
> >> The emulators just don't interest me much.
> >
> >I'm finally learning 6502 Assember after all these years on real Atari's,
> and
> >I absolutely agree -- there's nothing like the real thing. However, in
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> >situations you will catch me in an emulator...

> >
> >like at work (I'm a Win32 developer, ok I'm out of the closet) many times
> >I'll fire up Atari800Win in the dinky windowed mode and code a few lines of
> >6502 while no ones lookin' ;). Of course I do have a spare 800XL sitting
> >right next to me at work, currently connected (via APE -- now there is one
> >awesome emulator worth talking about) to the company's nation-wide LAN.
> >
> >I use 'em all the time, but mainly for fun... programming, games, showing
> >off. The network administrator was absolutely stunned when I had him start
> >his stop watch, flipped on my 800XL, and check out a directory of an NT
> >server on the LAN in under 5 seconds (Now try that on a P-II 450). I don't
> >think the emulators hinder the Atari hardware, nor this newsgroup, but
> rather
> >enhance it.
> >
> >-----------== Posted via Deja News, The Discussion Network ==----------
> >http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

301. Re: Keeping it all on topic :-) (Blake's 7 anyone?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36990b10.1947476@news.demon.co.uk>
Source record: 56570

The other Day "David J. Robbins" <David@robbins.freeserve.co.uk> wrote:

>Hello Paul,
>
> Blake's 7 is on-topic because they used an Atari for computer displays.
>
>Thanks,

Must have been the best bit then :)

Ok then, lets talk about the Atari used in Blake's 7..

Yeah........Like that's not going to slip into the same channel as the
other one, next will be nude binaries of the Liberator!!!

:)
--
Paul..

"Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"

- Secret recording between Clive Sinclair and Alan Sugar...

ICQ No: 105793

302. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <369526CC.8AAE3402@erols.com>
Source record: 56571
Cross-posted to: c,comp.sys.atari.8bit
Body handling: HTML body converted to readable text

```
Nathan Wain wrote:
>
> On Wed, 6 Jan 1999, Brian Watson wrote:
>
> > There seem to be two choices if they continue:
> >
> > (a) report them to their ISPs
>
> Oooh, ooh ooh!!!! Please report me to my ISP. Pretty please!
>
> I'd just *love* to see the shock and dismay they'll display when
> they find out one of their subscribers has _posted_ _off_ _topic_!
>
> Maybe they'll shut down my account. Maybe they'll report my
> actions to the rest of the ISP's in Christchurch! Maybe it'll
> even appear on my criminal record! I'll be marked for life!

Maybe all of this is off-topic, including this reply. Maybe I don't, or
shouldn't (when did that stop me?) like the fact that it's off topic.
But if it brings out good writing, I'd be inclined to let it pass.
```

303. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <36952BB8.EC985C10@erols.com>
Source record: 56572

Night Owl wrote:
>
> AMEN !!!!
>
> I think that whatever we decide to talk about, wether it be Emulators,
> Games, or even actually programming on a 8-bit, it is all considered good.
> I'm proud to own an Atari ! I have a 800, 800XL, 130XE, and a 600XL on the
> way...

Hmmmm, so far, so good ...

> I like a place where if I have a question or comment, I can make it with out
> being critized!!

Now, that's where you begin to sound like some maturity's missing. I
comment here. If I'm correct, I like to see agreement, although I can
live without it. If I'm incorrect, and somebody points it out, hey,
I've learned something.

> Wether some one is looking for a certain piece of Atari hardware or wants to
> wants to sell one, I think it is welcome here.
> But this is all just MY opinion.....
> I hope Atari will live forever........
> BTW, M.U.L.E. Rocks !!!

Emulators are on-topic. Getting into an NT network with an 800xl
connected via A.P.E. is also on-topic. F/S, F/T, WTB, F/A messages are
on-topic. Dr. Who? Well, some guys are trying to find a connection,
and I guess I can tolerate that thread when I'm in a good mood.

304. Re: Keeping it all on topic :-) (Blake's 7 anyone?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: "David J. Robbins" <David@robbins.freeserve.co.uk>
Message-ID: <773avejca1@news6.svr.pol.co.uk>
Source record: 56573

Hello Paul,

Actually I lied, it was a commodore 64 featuring 18 com. systems from season four but never mind. Anywhere I wasn't the one who started this thread.

David
Paul Irvine wrote in message <36990b10.1947476@news.demon.co.uk>...
>The other Day "David J. Robbins" <David@robbins.freeserve.co.uk> wrote:
>
>>Hello Paul,
>>
>> Blake's 7 is on-topic because they used an Atari for computer displays.
>>
>>Thanks,
>
>Must have been the best bit then :)
>
>Ok then, lets talk about the Atari used in Blake's 7..
>
>Yeah........Like that's not going to slip into the same channel as the
>other one, next will be nude binaries of the Liberator!!!
>
>:)
>--
>Paul..
>
>"Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"
>
>- Secret recording between Clive Sinclair and Alan Sugar...
>
>ICQ No: 105793

305. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: Night Owl <billmccord@hotmail.com>
Message-ID: <773d7ersa1@remarQ.com>
Source record: 56574

Only the best 4 player game made for the Atari 800
Don't know what it stands for, but it is a good 8-bit game !!

Night Owl

Derek R. Pizzagoni wrote in message <36951715.FE2A88D9@aval.com>...
>Can someone tell me, what is M.U.L.E.?
>
>--
>Derek R. Pizzagoni
>Information Technology Manager
>Aval Communications, Inc.
>URL: http://www.aval.com
>
>
>Night Owl wrote:
>
>> AMEN !!!!
>>
>> I think that whatever we decide to talk about, wether it be Emulators,
>> Games, or even actually programming on a 8-bit, it is all considered
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>> I'm proud to own an Atari ! I have a 800, 800XL, 130XE, and a 600XL on
the
>> way...
>> I like a place where if I have a question or comment, I can make it with
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to
>> wants to sell one, I think it is welcome here.
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>> danver@halcyon.com wrote in message <772nfs$1ee$1@nnrp1.dejanews.com>...
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>> >> (Sysop Fox-1) wrote:
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>> >> >(well...) with that, but almost every discussion about it, is about
the
>> >> >PC-set-up, settings, processor-speed, soundblaster-compatibility,
AMD,
>> >> >Cyrix, Pentium, etc...
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>> >> When the emulators first hit the scene, that bugged me a lot. But
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>> >> long since gotten over it.
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Atari's,
>> and
>> >I absolutely agree -- there's nothing like the real thing. However, in
>> many
>> >situations you will catch me in an emulator...
>> >
>> >like at work (I'm a Win32 developer, ok I'm out of the closet) many
times
>> >I'll fire up Atari800Win in the dinky windowed mode and code a few lines
of
>> >6502 while no ones lookin' ;). Of course I do have a spare 800XL sitting
>> >right next to me at work, currently connected (via APE -- now there is
one
>> >awesome emulator worth talking about) to the company's nation-wide LAN.
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>> >off. The network administrator was absolutely stunned when I had him
start
>> >his stop watch, flipped on my 800XL, and check out a directory of an NT
>> >server on the LAN in under 5 seconds (Now try that on a P-II 450). I
don't
>> >think the emulators hinder the Atari hardware, nor this newsgroup, but
>> rather
>> >enhance it.
>> >
>> >-----------== Posted via Deja News, The Discussion Network ==----------
>> >http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>

306. Re: Keeping it all on topic :-) (Blake's 7 anyone?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36994035.15527036@news.demon.co.uk>
Source record: 56575

The other Day "David J. Robbins" <David@robbins.freeserve.co.uk> wrote:

>Hello Paul,
>
> Actually I lied, it was a commodore 64 featuring 18 com. systems from
>season four but never mind. Anywhere I wasn't the one who started this
>thread.

Ooooooooh...touchy :)
--
Paul..

"Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"

- Secret recording between Clive Sinclair and Alan Sugar...

ICQ No: 105793

307. Re: ATR/XFD to ATARI on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: Ken Siders <ksiders@columbus.nospam.rr.com>
Message-ID: <tgcl2.2417$hE2.15422242@storm.twcol.com>
Source record: 56576

LWhite6497 wrote in message <19990107052033.04589.00009256@ng101.aol.com>...
>>It can use drives and RS232 ports.
>>In any combination. It supports D1:
>>and R1: through D9: and R9:.
>>
>
>Hi Mathy-
>Did it have any documentation? I am curious
>about the RS232. What does it do with RS232?
It is used with a null modem cable. It will read a floppy and send it
to another computer which via a terminal program can save it to
an XFD. It can do the reverse and receive ATR or XFD images.
It only does image tranfers and not file transfers. It can only handle
standard single, enhanced, or double density sizes. (not sure how
it will handle smaller images). Mega-images weren't commonly
used at the time it was created.
>Converting the ATR or XFD is fairly easy,
>probably the most troublesome part is writing
>out the 3 SD sectors from a DD image. The
>only way that I could devise to read the directory is to read the file
right up
>to the
>directory sectors. Not bad on a HD, but that
>would be a bear on a floppy.
>Larry

The bad news is: It doesn't support XModem CRC but only XModem
with checksums. (Actually it might receive Ok. but not send since it
incorrectly answers the receivers request for CRC.) Receiving
double density ATRs may not work - don't think I took 128 bytes sectors
for the first 3 into account. It doesn't actually look at ATR headers but
generally uses filesizes (or asks for the type). The reason being is I
couldn't
find the specs back then. Someday I have to dig out the source and
fix some things and update it.

A file extract utility would have the problems you mentioned above but
would be feasable.

--Ken Siders
http://home.columbus.rr.com/ksiders/atari.htm

308. Re: Blind as a bat (Was Re: Keeping it all on topic :-) (Blake's 7 anyone?))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <48C0D8B6AC%news@youmustbejoking.demon.com.uk>
Source record: 56577
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In message <Pine.LNX.3.96.990107154137.1366A-100000@shell.caverock.co.nz>
Nathan Wain <nathan@caverock.net.nz> wrote:

> On Thu, 7 Jan 1999, dgs wrote:
>> What about the groups in which most people aren't interested in 8-bit
>> machines, to which you're also cross-posting?

> Um, now let's see:
[snip]

> And the acorn group keeps disappearing... Though it also keeps
> reappearing... don't know why...

> So where are you talking about?

Of the groups in which the posting to which dgs followed up appeared, only
one isn't specifically for a certain brand of 8-bit machine. And only one
keeps disappearing and reappearing - I wonder, could it be the same one? ;-)

--
| Darren Salt anti-UCE | Spectrum +3, | nr. Ashington,
| ds@youmustbejoking,demon | Risc PC, A3010, | Northumberland
| arcsalt@spuddy,mew,co,uk | BBC Master 128 | Toon Army
| How many recently-released games fit in 16K?

stress(n): doing a tight U-turn at Warp 9.5.

309. Re: atari8-l mailing list

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: pop_corn@postoffice.swbell.net
Message-ID: <369577B7.FBD15992@postoffice.swbell.net>
Source record: 56578

I would be interested in membership. Please explain more to me. Sounds like fun
Atari8-1 mailing list
Popcorn

maciej grzeszczuk wrote:

> echlo
>
> i'd like to invite all of you to atari8-l mailing list.
>
> it's probably the biggest mailing list in the world - connected bidirectionally
> to old list at MARIST, and gatewayed to the FidoNet international echo ATARI8-L.
>
> for now it has about a 100 subscribers, from all around the world. the list
> is free from all the F/S messages, and other off-topic discussions, so
> you can find there pure atari8 related stuff... all the messages comes right
> to your email account, so there is no need to contact a newsserver, there
> is no old-messages deleting, and so on... my wish is that all atari users
> would be subscribed, so the atari community stay together and grow in
> strenght.
>
> to subscribe, please send the message to majordomo@zwieracz.ideefixe.nom.pl
> with the following line in the body (not the subject) of your message:
>
> subscribe atari8-l
>
> the language we use is, of course, english. the list is fast, reliable,
> regularily maintained.
>
> please, share this message with all people that are interested in atari8
> topics you know.
>
> 2924
> --
> = krap@ideefixe.nom.pl = phone +48-602-339173 = InterNIC: MKG5 =
> = 2:480/70 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
> = finger me or mail a message with subject: 'get-pgpkey' for pgp key =

310. Re: biggest cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <STfl2.42$l5.900@newsfeed.slurp.net>
Source record: 56579

Jeffery Thomas wrote in message ...
>Fascinating, but is that the limit of the bank switching capability, or
>could it go further? Could more memory be handled?
>

The real question is how to properly utilize memory in this manner since it can only be accessed in blocks at a time rather than one contiguous block. Too much bank switching can end up slowing down the 6502, the same as too many DLI programs. Have certain routines per 16K memory block? And have a table-driven kernel that evaluates whether any given command (ie BASIC command/function) is within which block according to its indices, then call it up... this would provide an excellent possibility for a programming language (similar was BASIC XE's cart-based product, I'm sure). The same method will be useful in developing PHOENIX, so that I can use "active" RAM for better purposes while leaving much of the interpreter in a bank-switching kernel.

Is it practical for anything other than a RAMdisk to have a 512K cart? if the programmer cannot access the banks easily? Can the BASIC XE access more than a 128K machine's banks of RAM? Yes, the Atari can probably handle the 1088K XL upgrade, but... same question. And I was reading in either De Re Atari or the Technical Ref Manual that the way the memory is set up, a person could install numerous additional ANTIC chips, PIA chips, etc into the system and have them all accessible because the internal one only uses 4 bits of the several memory addresses assigned for accessing them. Now, what might a person do with even one additional ANTIC chip installed into the system? Are we talking about suddenly being able to run multiple monitor displays like Win98? Or how about multiple POKEY chips? A truer sound system? Midi capability? Why wasn't this avenue ever explored? Even now, why hasn't anyone considered the possibilities???

311. Re: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <rOiTUCAaWQI2EwMK@steverosie.demon.co.uk>
Source record: 56580
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

In article <OTksd2ZO#GA.295@nih2naac.prod2.compuserve.com>, Richard
Owers <100714.41@CompuServe.COM> writes
>Can anyone help?....I ahve just retrieved my wonderful 130xe and
>a box of disks full of games and I have all the connectors except
>the one between the conputer and the TV!!!!
>Can anyone advise / help I would be most grateful
>0 >Many thanks!
>0 >Richard Owers
>

You should be able to use a standard connection as used with the 2600,
SNES, Megadrive, Jaguar, CD32, ST, Ameaba (oops! Amiga) etc...

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

312. The taller of the two individuals whom I mentioned earlier (Was Re: Keeping it all on topic :-) (Blake's 7 anyone?))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: dgs <dgs@argonet.co.uk>
Message-ID: <48c0d3d90adgs@argonet.co.uk>
Source record: 56581
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <772n4r$7ji$1@news5.svr.pol.co.uk>,
David J. Robbins <David@robbins.freeserve.co.uk> wrote:

> Hello Nathan,

> The person you are thinking of is Soolin played by Glynis Barber.

Was he related to the taller friend of the other one?

> David J. Robbins

> P.S. Why are there not any groups for Blake's 7?
> >
> >PS: Who was the cute blonde on Blake's 7 that they found after
> > the Liberator was lost?
> >

--
dgs@argonet.co.uk

Manchester Acorn User Group - http://www.acorn.manchester.ac.uk/
RPC x86 Card Info Pages - http://acorn.cybervillage.co.uk/pccard/

"Your machine is NOT dead until it stops working" - Ian Gledhill

313. Lead frames on glass windows, and their effects (Was Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: dgs <dgs@argonet.co.uk>
Message-ID: <48c0d7127edgs@argonet.co.uk>
Source record: 56582
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
In article <GerTFIAxk+k2Ewgz@lutefisk.demon.co.uk>,
Chris Owen <chriso@lutefisk.demon.co.uk> wrote:
> In article <17338-antic.imc@comlab.ox.ac.uk>, Ian Collier
> <imc@comlab.ox.ac.uk> writes
> >Gippah entertained comp.sys.sinclair with the following story:
> >>Actually, the way glass is normally, it is actually in somewhat of a
> >>semi-solid state. If you look at glass in windows that have been around
> for
> >>several hundred years (or even less than that), you'll find that it is
> >>thicker at the bottom than at the top. This is because it flows slowly
> over
> >>time.
> >
> >Yawn. Just in case this isn't a troll: this is false and the archives on
> the
> >subject can be found at: <http://www.heimbaugh.com/science/glass.flow/>.

> If it's true, do you think we should let the British Museum know that
> their Roman glassware should have melted by now?

The effect is mitigated if windows are enclosed in lead frames,
incidentally.

--
dgs@argonet.co.uk

Manchester Acorn User Group - http://www.acorn.manchester.ac.uk/
RPC x86 Card Info Pages - http://acorn.cybervillage.co.uk/pccard/

"Your machine is NOT dead until it stops working" - Ian Gledhill
```

314. BlackBox/Floppyboard

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <916014336@stackbbs.xs4all.nl>
Source record: 56583

```
< BB-EPROM / FB-EPROM >
Mathy,

My most recent black-box has the ROM Rev. 2.16 and is able to support the
FloppyBoard, if one is connected of-course...

It's the so called "Task-Master" ROM, and has also the FB-formatter build
in, which can also be used to format serial diskdrives, in either My-Dos-
or Sparta-Dos format...

I don't have a FloppyBoard connected, but the Black-Box runs great on my
"non-BBS" Atari 130XE. On the BBS is a Black-Box with an older ROM
installed (1.41?) without task-master, and without FloppyBoard support...

Both BB's have the Hardware-Flow-Control and "D9:" support of-course (not
supported in older ROM revisions).

Sysop Fox-1 (fox- AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
---
```

315. Blind as a bat (Was Re: Keeping it all on topic :-) (Blake's 7 anyone?))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: dgs <dgs@argonet.co.uk>
Message-ID: <48c0697341dgs@argonet.co.uk>
Source record: 56685
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <Pine.LNX.3.96.990107120227.32685D-100000@shell.caverock.co.nz>,
Nathan Wain <nathan@caverock.net.nz> wrote:

> On Tue, 5 Jan 1999, Paul Irvine ranted:

> > Do I give a monkeys that you find Dr Who fun, Im sure its very nice and
> > sexual to some but its ISN'T everyones cup of tea.
> >
> > You would all be up in arms if I started a "your 8bit computer is s**t"
> > thread. Perhaps not, since it is more ontopic than this rambling thread.
> >
> > Bleedin messers, get back in your boxes before I get the cattle prod
> > out!!! :)

> Now now, this is why the good lord invented killfiles.

> Besides, things like Dr. Who and Blake's 7 etc. are just the
> kind of thing most of us 8-bitters grew up with... so why
> shouldn't the bounds of on-topicness be stretched a little
> when it's something so common to us all.

What about the groups in which most people aren't interested in
8-bit machines, to which you're also cross-posting?

> (Hell, it's about the only thing that us 8-bitters can discuss
> without getting into a fight.) :-)

> Nathan.

> PS: Who was the cute blonde on Blake's 7 that they found after
> the Liberator was lost?

--
dgs@argonet.co.uk

Manchester Acorn User Group - http://www.acorn.manchester.ac.uk/
RPC x86 Card Info Pages - http://acorn.cybervillage.co.uk/pccard/

"Your machine is NOT dead until it stops working" - Ian Gledhill

316. Re: Atari SX212

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: K'orris <korris@NOSPAM-hotmail.com>
Message-ID: <7714un$45a@bgtnsc03.worldnet.att.net>
Source record: 56686

How about connecting the xm301 modem up to a PC!!!

;P

Doctor Clu wrote in message <3693339D.14C1@geocities.com>...
>Daniel Gibson wrote:
>>
>> Just for a lark, I just hooked up my sx212 modem to my Pentium, and
>> dialed my ISP. Amazingly, the email and newsreader on Netscape are not
>> too slow in retrieving data!
>>
>> 1200 bps it may be, but at least one piece of my Atari hardware is on
>> the Internet!!!
>>
>> Dan
>>
>> --
>> Daniel and Kathy Gibson
>> http://users.cyberzone.net/dgibson
>> "Kate's Track Shack - Home of the 75 cent 8-track!!"
>
> Amazing! I had difficulty getting my SX212 to work with my Mac...
>maybe I'll have to try again.
>
> Doc Clu

317. Re: Page 6 magazine (UK) cover disks.

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-07 00:00:00 UTC
From: ASI Industries <ASIIndustries@usa.net>
Message-ID: <01be39e5$b6940300$LocalHost@default>
Source record: 56687

New Atari User
Page 6
PO Box 54
Stafford
ST16 1DR
England

Tel: UK 01785 41153

Tel: International +44 0785 41153

318. FA: Atari Software Catalog 1984 (400+ Pages) 2600/400/600/800/1200/1450

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: Steverd@cet.com
Message-ID: <7741ufqig1@usenet49.supernews.com>
Source record: 56438

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=53841067

Atari Software 1984

This is a 'MUST' of any Atari collector
This book/catalog covers the Atari 2600/5200/400/800
Also some Atari 600/1200XL/1450XLD
Cartridge, disk and cassette games
It is 429 Pages and is an Awesome Book
Each Game is reviewed plus this info for each game

Company that made the game
Language it's programed in
Hardware required to play the game
Game catagory: Educational, Entertainment, etc
Sugguested retail price
Availabilty
Format: Disk, tape, or cartridge
Overall Rating
Game concept
Creativity
Game Depth
Ease of USe
Skill Involved
Challenge
Graphics
Error Handling
Documentation
Holds Interest
Value for your money

Also there are B/W of some of the games
This book is just Amazing and in Very Good condition

Steve
(330+ ebay rating)

Steverd@cet.com
http://prowlers.net/beanies (Beanie Babies Page)
http://prowlers.net/stever (Classic Cartridges)
http://prowlers.net/pekes (the Pekingese Page)
---

319. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990108000149.05282.00009349@ng11.aol.com>
Source record: 56439

> The floppy board was meant to be the >incentive to buy the whole thing.
>> Last time I checked, they were not in. I am >>sure he has some runs made periodically.

For folks with a BB and *no* Floppy Board,
a ZIP drive has proved to be a very good
alternative for me. An internal SCSI Zip
can be found for ~$99 w/o the PC card. An
external can be used, but requires an
adapter.

On my hardware (w/FB):
1) In native Atari mode, good 1.44's are about
99% reliable. Not as reliable as a 1.44 on a PC, and not as reliable as a 720K A8 mode.

2) Using 1.44's to move files from a PC to the
A8 has proved to be quite unreliable. 10-20%
of the disks that I try to move produce errors,
stopping the process. Again 720's work very
well. I mention the file moving, since that is one of main reasons I bought a FB. I now
use SIO2PC/APE.

3) A FB with 1.44's in A8 mode is as fast as it
gets with an Atari floppy, definitely faster than
Ultra Speed using a converted XF551 w/720K,
but not as fast as a ZIP. The ZIP
is just slightly slower than a hard drive.

I'm not minimizing the FB, but this does seem
to be a very viable alternative.

Larry

320. XEP80 & JAM!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990108000959.05282.00009352@ng11.aol.com>
Source record: 56440

It's been a while since this came up.
Although the XEP80 leaves a lot to
be desired for 80 column display,
until something better is published,
it's what some of us are stuck with.
I had no luck getting my XEP80 to
work with the JAM!! Has anyone else
tried and had any better luck? It
probably would not take to much
tweaking of the XEP output to get it
to work (speculation..) Likewise,
did anyone else run into a problem
with the Super Video upgrade in a
130XE and the JAM!! as I did. I had
to rip out the upgrade to get it to work.
Larry

321. Re: XEP80 & JAM!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: Brent Buescher <buescher@tiki-lounge.com>
Message-ID: <m2ogoab15p.fsf@caligula.srv.net>
Source record: 56441

What is the JAM!!?

Brent

322. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: bbuehrig@hannover.sgh-net.de
Message-ID: <3695c3a9.2803898@news.hannover.sgh-net.de>
Source record: 56442

On Thu, 07 Jan 1999 20:20:37 +0000, "Derek R. Pizzagoni"
<drp@aval.com> wrote:

>Can someone tell me, what is M.U.L.E.?
>
>--
>Derek R. Pizzagoni
>Information Technology Manager
>Aval Communications, Inc.
>URL: http://www.aval.com
>

Yes, sure!!!! You don't know one of the best games called M.U.L.E.???
Shame on you! So,please download and play it!!!!!!!

You get it here (only as ATR):
http://homepages.ihug.co.nz/~aaronat/atari.html

Enjoy it!

OSon ####
bizarre arts ## AMIGA 1230/50/34/580
morons / HAR ## ATARI 130XE/1Mb/4 OS/Gumby
ICQ 19640932 ## bbuehrig@hannover.sgh-net.de
################ ##############################

http://www.aatari-computer.de/har/
http://come.to/bzr/

323. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: Fitzhugh <kfitzhugh@nospam_ea.com>
Message-ID: <3695f59d.0@159.153.58.247>
Source record: 56443

I've been playing AR using Atari800Win v2.4 with no problems.

I can't remember where I got the ATRs from though - I can post them to
alt.binaries.comp.atari8bit if anyone wants them?

Karl
---
rojasdelap@yahoo.com wrote in message <772n5k$10a$1@nnrp1.dejanews.com>...
>I'm shure Phillip Price made AR PD some time ago, the problem is that the
>images don't work with XLit, i've run them in a real A8 without any
problem.
>Perhaps somebody knows if they work with one of the current emulators...
>
>Javier
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

324. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <774u19ila1@nets3.rz.RWTH-Aachen.DE>
Source record: 56444

Howdy folks

Larry wrote:

>On my hardware (w/FB):
>1) In native Atari mode, good 1.44's are about
>99% reliable. Not as reliable as a 1.44 on a PC, and not as reliable as a
720K
>A8 mode.

I had problems when the I connected too many drives to one wire in my switched power supply and when I had a bad contact between crimp on connector and BlackBox. That's all the problems I can remember I had with the FloppyBoard.

>2) Using 1.44's to move files from a PC to the
>A8 has proved to be quite unreliable. 10-20%
>of the disks that I try to move produce errors,
>stopping the process. Again 720's work very
>well. I mention the file moving, since that is one of main reasons I bought a
>FB. I now
>use SIO2PC/APE.

I have no problems what so ever. Only time I had problems was when I tried to read 720kB 3.5" disks formatted (in PC format) with the FloppyBoard and BBXFER. The XT just wouldn't read them. Heck, it formatted these disks and told me it had lots of bad errors, I then toke them over to the FloppyBoard and they formatted OK. Some PC/drive combinations seem to be VERY picky.

>3) A FB with 1.44's in A8 mode is as fast as it
>gets with an Atari floppy, definitely faster than
>Ultra Speed using a converted XF551 w/720K,
>but not as fast as a ZIP. The ZIP
>is just slightly slower than a hard drive.

The FB is fast all right. The ZIP is faster. Don't know if it is slower then the harddisk I have. Sometimes it takes longer for the ZIP drive to access data because if you don't access it for a couple of minutes, the motor will stop running. But most software (maybe even all) have enough patience. It would be nice if you could store the partition list on a ZIP disk though.

If anybody ever wants to rewrite BBXFER please include the following:

- ZIP drive support so we can read ZIP disks that are in PC format.
- copy PC disk to PC disk
- maybe even a simple diskeditor (to change filenames/unerase files/restore directories/FATs)

>I'm not minimizing the FB, but this does seem
>to be a very viable alternative.

I like my ZIP, but I couldn't live without my FloppyBoard. Heck, if I save a message from Email, csa8 or download a file from the net on one of the computers here at the university, I take the disks home, start up BBXFER17 and copy them to my trusty XE.

CU Mathy van Nisselroy

325. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <774utg$j51$1@nets3.rz.RWTH-Aachen.DE>
Source record: 56445

Howdy all

>What Curt does not seem to understand is that despite the fact that CSS
>has never STOPPED selling Black Boxes and Floppy boards, they don't ALWAYS
>have stock.

Didn't Bob drop the price of a BlackBox to $149.something a couple of years
ago. And nowadays, the enhancer seems to be standard equiptment.

>Warranty? If it breaks, Bob will fix it for a price....just
>like if mine breaks. Tech support? What tech support is needed?

Sorry. Bob fixed/replaced my BB&FB twice. Can't remember what he wanted the
first time, second time he just asked if I could cover the postage (which I
still have to do. I'm a student plus sending money to the USA is expensive if
you send small amounts (expensive compared to the amount you're sending). I'll
send him the money as soon as I get it. He NEVER asked for it. He didn't get
angry with me when I told him the fault was not in the BB-FB but in the cable I
had made (it had developed a bad connection over time).

What tech support?

I asked him about the possibility to add extra PBI devices (more then one
device one the bus, one of them being a BB). He told me he would have to look
that up. I asked him about MyDOS. He tried to help.

>Simple. Curt is just pissed because I wont agree that an offer of $200 for
>a BB/FB/CASE/HD is reasonable.

$200 is a good price for it. HD's are cheap nowadays and BB cases were never
worth the money Bob had to ask (in my opinion).

I'm not trying to piss anybody off. Not even you Willy :-))

CU Mathy van Nisselroy

326. 1050 cases?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: vinnie5757@aol.com
Message-ID: <19990108075642.15297.00009010@ng96.aol.com>
Source record: 56446

Anyone have the top and bottom shells for 1050 disk drives? I have 2 that I painted years ago to match my 800.... now they look dingy! I'd like to re-do 'em... would like them in good condition... with the nameplate...

Anyone have them, let me know... no emergency though!
thanks... and Happy New Year...
Vinnie

327. Re: Page 6 magazine (UK) cover disks.

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <774vd5$j51$2@nets3.rz.RWTH-Aachen.DE>
Source record: 56447

Howdy folks

>Tel: UK 01785 41153
>
>Tel: International +44 0785 41153

Hey, it's good to know that you English folks drop the second number of the area code. Dutch Telecom always tells us to drop the first character of the area code when calling international. Ofcourse, if you call to the USA this isn't true either (don't drop a thing).

Why is it "Telecom" isn't spelled "Teledumb"?

Either they don't know what you want or they tell you the wrong thing. Halve a year ago, the newspaper overhere publised an article inwhich the told us Dutch Telecom had told them that the European way to put letters on phone was different from the American system. "they start at the 1 button, we can't do that, so we now have to redesign the system" Only thing they REALLY did was add the Q (inbetween PRS) and the Z (same button as WXY).

CU Mathy van Nisselroy

328. Re: BlackBox w/Adaptec 4000a

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <774vkl$j51$3@nets3.rz.RWTH-Aachen.DE>
Source record: 56448

In article <7728hccev1@news.xmission.com>, jeking@NOSPAM.COM says...
>
>Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
>
>> Have you tried the Parity PAL that CSS sells for the BlackBox. It wouldn't
>> recognise my ZIP drive either, till I got this PAL for $15.
>
>Never even heard of it. Is this a solder in modification?

It's ONE chip. You either solder it on top of the LS640 (close to the SCSI port) or (if you have a floppyboard and therefore not enough room) underneath the BB. It's 9 wires if I remember correctly. I had Bob do it while my BB was at CSS. Give Bob a call, he'll probably know if you need one.

CU Mathy van Nisselroy

329. Re: biggest cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <775042$j51$4@nets3.rz.RWTH-Aachen.DE>
Source record: 56449

Howdy folks

>On Sat, 2 Jan 1999, Mathy Van.nisselroy wrote:
>
>> Howdy folks
>>
>> Re: biggest size cartridge for the 8
>> bit Atari
>>
>> Page 103 of the BEST Electronics
>> catalog (rev.10) mentions (first item
>> under the blue column):
>>
>> Atari XE 512K Super Bank Selecting
>> Cartridge Kit.
>>
>> Guess that means 512K would/should be
>> possible.
>>
>Years ago I saw an ad for a 1 mb RAM cartridge. I believe the company was
>Canoe (something) in Edmonton CA and the ad was probably in ANALOG.
>
>John

It was. I read the same ads. Magna also promised us memory upgrades. Anybody know if these companies still exist? Or know where we can get info on these things?

CU Mathy van Nisselroy

330. Re: biggest cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7750gc$j51$5@nets3.rz.RWTH-Aachen.DE>
Source record: 56450

Howdy folks

>Hi Mathy-
>Did you by any chance talk to Brad?

Yes, but not about this. :-(

>I bought
>a couple of these same carts (I think they were the same) several years ago,
>and my recollection is that the 512K is 512 Kbits
>(64KB) not 512 KB. Mine have 2ea. 28 Pin
>sockets. I would also presume this is Kbits,
>since Eproms are normally referenced by the
>number of bits, e.g. 27128 = 16KB.

I thought so to. But the cartridges mentioned on the same page say 8 and 16
kByte, so I thought....

>I read/heard the the Flight Simulator is
>the largest that Atari actually made and was 64KB.

I heard/read it was 128kB. Since I have only one of those (I have two XEGS,
one was/is broken, I went back, exchanged it, bought it back of 5 bucks, but it
missed the FSII cart. So I'm one FSII cart short.)

>I also believe that Sparta Dos X is 64KB,
>and maybe the Gem-like O.S. whose name
>escapes me at the moment.
>Larry

DIAMOND GOS. It's 64kB. It's easy to open. It says 27512. If I ever find
the guy I bought it from, I'll do the same to him. (He was mentioned in Analog
as being in negotiations with ATARI. I should have read between the lines.)

CU Mathy van Nisselroy

331. Re: biggest cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7750m3$j51$6@nets3.rz.RWTH-Aachen.DE>
Source record: 56451

Howdy folks

>: BEST Electronics
>: catalog (rev.10)

>: PS if this catalog is getting any
>: bigger, Brad should call it
>: encyclopedia....
>
>Sounds like I need to get a copy of that book/catalog. It's begining to
>sound like a real desk reference.

It is. Same on you for not having it already. :-)

That goes for all of you out there.

CU Mathy van Nisselroy

332. Re: RED screen on XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <775118$j51$7@nets3.rz.RWTH-Aachen.DE>
Source record: 56452

Howdy folks

>To Mathy in special...
>My XEGS did exactly the same when I got it. I think I have one of the
>same run as you have, the Italian I think...

Yep, Italian.

>After having replaced the O.S.Rom (800XL-Rom) and one RAM-chip it worked
>again, uhh, not again, the thing has probably never worked since it came
>right out of the box and has never worked, even it was a new one!

Same here. But I want the XEGS to have an Missile Command. Even if I never
use it. Hmmm, maybe we could something else inthere. Is strip poker 8kB?!?
:-))

>The dis-advantage I have now, is that I can't use the internal BASIC
>anymore. Also Missle-Command is of course not available in the installed
>800XL-Rom...

WHat's an XEGS without internal BASIC and Missile Command.

Looked at the motherboard of the XEGS yesterday. Looks like I'll have to
desolder two pins of the Freddy for my upgrade (or find a way to make it work
without the co25953 - gate array. I like co25953's).

CU Mathy van Nisselroy

333. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7751fb$j51$8@nets3.rz.RWTH-Aachen.DE>
Source record: 56453

Howdy folks, Robert

>Also, it seems very common to quote almost EVERYTHING when replying to a
>message. Is it really necessary to quote a 5Kb message, when only writing
>"I agree", or even "No" as the actual reply ?
>
>Am I the only one with this opinion ? If so, o.k. to me, I'm not the
>moderator of course, just a reader...

I agree on the part about the contents of this NG too, but the stuff right here is what pisses me off to. Sometimes it's hard to even find WHERE the author placed his remarks/reply. SO, you're not alone. I've written simular messages about the endless quoting people do...

CU Mathy van Nisselroy

PS have you ever thought about how much the size of ALL the mail on the internet would shrink if people used the delete button a bit more? And how FAST the net would become.

334. Re: XEP80 & JAM!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7751vu$j51$9@nets3.rz.RWTH-Aachen.DE>
Source record: 56454

Howdy folks, Larry

>Although the XEP80 leaves a lot to
>be desired for 80 column display,
>until something better is published,
>it's what some of us are stuck with.

If there ever was a device the Tramiels f***ed up it's the XEP80. The NS405 that is inside can do colors. And it should have had twice the amount of memory it has now. It has a 16 bit bus, with the "extra" memory, you could have given each character an other atribute (upside down, inverse, etc.) and more stuff like that. Heck, I bet if they would have done the job they were supposed to do, you wouldn't have to see the data that is being send to the printer go via the TV screen.

CU Mathy van Nisselroy

PS yes I'm a weeee bit p***** about this.
Maybe that's because I've got three of them, wanna upgrade them, but don't know how. (Mr. Woolley's TTL connector is already connected)

335. OS Listings

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <hOol2.249$l5.6685@newsfeed.slurp.net>
Source record: 56455

Does anyone know whether someone has posted this to the web as a similar reference as the Mapping the Atari site and the De Re Atari and the Atari Technical Reference Manuals?

336. Re: How to hook up many systems to a computer with TV tuner card?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: bond@clark.net
Message-ID: <7758vmnbh1@clarknet.clark.net>
Source record: 56456
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.ti,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.nintendo,rec.games.video.sega,bit.listserv.coco

In article <76teg9$7v6$4@news.iwaynet.net>,
Daniel Klugh <dklugh@iwaynet.net> wrote:

>Actually the SNES,Genesis,Ultra 64 and Jaguar all support RGB.
>You can buy the "CatBox" from ICD which gives you headphone jacks and RGB &
>composite video.

Just don't buy it (or anything else) *from* ICD directly. You'd likely be
better off sending your money to </insert negative analogy here>.

Check www.eta.org/catbox for information (updated 1-7-99).
--
-=-
My ISP is forcing out longtime shell users. My email address is thusly
changing effective Dec. 11, 1998. Forwarding is in effect for 90 days.
NEW = mailto:bond@clark.net -=-=- OLD = mailto:bond@access.digex.net

337. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be3b26$656582a0$a5374382@vidar>
Source record: 56457

Doesn't it stand for something like Multiple Use Labor Equipment ? I am not
all too sure, but I seem to remember something along that line

Night Owl <billmccord@hotmail.com> wrote in article
<773d7ersa1@remarQ.com>...
> Only the best 4 player game made for the Atari 800
> Don't know what it stands for, but it is a good 8-bit game !!
>
> Night Owl
>
>
> Derek R. Pizzagoni wrote in message <36951715.FE2A88D9@aval.com>...
> >Can someone tell me, what is M.U.L.E.?
> >
> >--
> >Derek R. Pizzagoni
> >Information Technology Manager
> >Aval Communications, Inc.
> >URL: http://www.aval.com
> >
> >
> >Night Owl wrote:
> >
> >> AMEN !!!!
> >>
> >> I think that whatever we decide to talk about, wether it be Emulators,
> >> Games, or even actually programming on a 8-bit, it is all considered
> good.
> >> I'm proud to own an Atari ! I have a 800, 800XL, 130XE, and a 600XL
on
> the
> >> way...
> >> I like a place where if I have a question or comment, I can make it
with
> out
> >> being critized!!
> >> Wether some one is looking for a certain piece of Atari hardware or
wants
> to
> >> wants to sell one, I think it is welcome here.
> >> But this is all just MY opinion.....
> >> I hope Atari will live forever.....
> >> BTW, M.U.L.E. Rocks !!!
> >>

> >> Night Owl
> >> danver@halcyon.com wrote in message
<772nfs$1ee$1@nnrp1.dejanews.com>...
> >> >In article <mcurrent-0601991938530001@refdesk.library.carleton.edu>,
> >> > mcurrent@carleton.edu (Michael Current) wrote:
> >> >> In article <915659883@stackbbs.xs4all.nl>,
> sysop.fox-1@stackbbs.xs4all.nl
> >> >> (Sysop Fox-1) wrote:
> >> >>
> >> >> >It seems like 80% of the message's are about emulators. Nothing
> wrong
> >> >> >(well...) with that, but almost every discussion about it, is
about
> the
> >> >> >PC-set-up, settings, processor-speed, soundblaster-compatibility,
> AMD,
> >> >> >Cyrix, Pentium, etc...
> >> >>
> >> >> When the emulators first hit the scene, that bugged me a lot. But
> I've
> >> >> long since gotten over it.
> >> >> The emulators just don't interest me much.
> >> >
> >> >I'm finally learning 6502 Assember after all these years on real
> Atari's,
> >> and
> >> >I absolutely agree -- there's nothing like the real thing. However,
in
> >> many
> >> >situations you will catch me in an emulator...
> >> >
> >> >like at work (I'm a Win32 developer, ok I'm out of the closet) many
> times
> >> >I'll fire up Atari800Win in the dinky windowed mode and code a few
lines
> of
> >> >6502 while no ones lookin' ;). Of course I do have a spare 800XL
sitting
> >> >right next to me at work, currently connected (via APE -- now there
is
> one
> >> >awesome emulator worth talking about) to the company's nation-wide
LAN.
> >> >
> >> >I use 'em all the time, but mainly for fun... programming, games,
> showing
> >> >off. The network administrator was absolutely stunned when I had him
> start
> >> >his stop watch, flipped on my 800XL, and check out a directory of an
NT

> >> >server on the LAN in under 5 seconds (Now try that on a P-II 450). I
> don't
> >> >think the emulators hinder the Atari hardware, nor this newsgroup,
but
> >> rather
> >> >enhance it.
> >> >
> >> >-----------== Posted via Deja News, The Discussion Network
==----------
> >> >http://www.dejanews.com/ Search, Read, Discuss, or Start Your
Own
> >
>
>
>

338. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: Night Owl <billmccord@hotmail.com>
Message-ID: <775f45$3tm$1@remarQ.com>
Source record: 56458

Yup, I think that is what it stood for !!
I still think that was one of the greatest 4 player games written !!!

Night Owl

>Doesn't it stand for something like Multiple Use Labor Equipment ? I am not
>all too sure, but I seem to remember something along that line
>

339. Re: Page 6 magazine (UK) cover disks.

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0801991340360001@refdesk.library.carleton.edu>
Source record: 56459

I just learned of this e-mail address as well:

mailto:page6@wolfsong.globalnet.co.uk

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

340. Re: 1050 cases?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <369660DD.4C944E74@arn.net>
Source record: 56460

My dad has a leftover case for when we re-built a defective 1050. I'll
have to ask him if it has the name plate on it or not though.

Laters,

antbaker@arn.net

VINNIE5757 wrote:
>
> Anyone have the top and bottom shells for 1050 disk drives? I have 2 that I
> painted years ago to match my 800.... now they look dingy! I'd like to re-do
> 'em... would like them in good condition... with the nameplate...
>
> Anyone have them, let me know... no emergency though!
> thanks... and Happy New Year...
> Vinnie

341. Re: De Re Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: "Stephen C. Johnson" <scjohnson@bigfoot.com>
Message-ID: <3696656A.B0202340@bigfoot.com>
Source record: 56461

Hi Guys--

There's a cool utility called WEBZIP that can archive a web site into a single (zip) file for you, allowing you to browse it on your local machine. I use it alot for the situations you talk about. Have a look at it-- maybe it will work for you too :)

Cheers,
Steve

Robert S Ely wrote:

> > Night Owl wrote:
> >
> > I was wondering if anyone has taken the DeRe Atari and scanned it into
> > a file.
> > I was gonna start it as a project, but thought maybe someone might
> > have started it.
> > Thanks,
> > Bill
>
> Bill,
> I see in another post that it is available on-line in HTML format.
> However, Having this in a file on a local drive would have its
> advantages. Please scan it in as a single file. Manuals I've done were
> saved in a couple of formats. ATASCII, ASCII and Winword formats.
>
> --
> Robert S Ely --- Communications Systems Technician
> rsely@dhs.state.nj.us -or- rely@ix.netcom.com
> ====|||====Atari 8-bit user since 1982====|||=====
> ===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

342. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: William Moeller <af332@hwcn.org>
Message-ID: <Pine.GSO.4.05.9901081529440.29568-100000@james.hwcn.org>
Source record: 56462

On Fri, 8 Jan 1999, Mathy Van Nisselroy wrote:

> Howdy all
>
> >What Curt does not seem to understand is that despite the fact that CSS
> >has never STOPPED selling Black Boxes and Floppy boards, they don't ALWAYS
> >have stock.
>
> Didn't Bob drop the price of a BlackBox to $149.something a couple of years
> ago. And nowadays, the enhancer seems to be standard equiptment.

Not that I am aware. The enhancer is still more money.

>
> $200 is a good price for it. HD's are cheap nowadays and BB cases were never
> worth the money Bob had to ask (in my opinion).
>
> I'm not trying to piss anybody off. Not even you Willy :-))
>

Sure. But, he is saying that what CSS is asking is OK, but not what I was.
Whatever. I am not interested in discussing this further.

343. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <369777b8.2042480@news.pressenter.com>
Source record: 56463

On 8 Jan 1999 12:34:49 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
Van Nisselroy) wrote:

>Larry wrote:
>
>>On my hardware (w/FB):
>>1) In native Atari mode, good 1.44's are about
>>99% reliable. Not as reliable as a 1.44 on a PC, and not as reliable as a
>720K
>>A8 mode.

>>2) Using 1.44's to move files from a PC to the
>>A8 has proved to be quite unreliable. 10-20%
>>of the disks that I try to move produce errors,
>>stopping the process. Again 720's work very
>>well. I mention the file moving, since that is one of main reasons I bought a

>I have no problems what so ever. Only time I had problems was when I tried to
>read 720kB 3.5" disks formatted (in PC format) with the FloppyBoard and BBXFER.
>The XT just wouldn't read them. Heck, it formatted these disks and told me it
>had lots of bad errors, I then toke them over to the FloppyBoard and they
>formatted OK. Some PC/drive combinations seem to be VERY picky.
>
>>3) A FB with 1.44's in A8 mode is as fast as it
>>gets with an Atari floppy, definitely faster than
>>Ultra Speed using a converted XF551 w/720K,
>>but not as fast as a ZIP. The ZIP
>>is just slightly slower than a hard drive.

In regard to all these floppy problems between you two... could you
tell me if you were trying use 1.44MB disks as if they were 720KB
disks? Lots of people mistakenly think that because the 1.44 is
designed to hold more, that it is more than fit to use as a 720.
This is completely false. You will get errors up the butt doing that.
They are apples and oranges, not high quality oranges and lesser
quality oranges.

344. Re: 33.6 Modem for Atari 8-Bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36967640.1666486@news.pressenter.com>
Source record: 56464

On Thu, 07 Jan 1999 10:21:05 -0500, clyde@obwon.kodak.com wrote:

>Anthony Baker wrote:
>>
>> I have two modems, one is an external 33.6 SupraExpress Mac modem that I
>> don't use anymore and another one is a 33.6 US Robotics Internal Modem
>> for Wintels.
>>
>> I was wondering, Is there a way I could get the 33.6 external modem
>> hooked up to the Atari? Or better yet, is there a way I could take out
>> the stuff out of my 1200 BPS Atari modem and put the internal in there
>> w/ special hookups to connect to the part that normally hooks in the PCI
>> card slot and have an adaptor on the other end for RS232?
>>
>> Ermm...I just realized how unpractical and hard the above statement
>> would be. What about the Mac modem?
>>
>> Also, is anyone selling a SIO2PC cable that I can buy?
>>
>> Laters,
>>
>> antbaker@arn.net
>
>At home,
>I have an IBM external 28.8 using hayes command set runs 19.2 on the
>130XE and Bob's Black Box parrell bus interface w/ floppy drive opt.
>
>Greg
Bob's Black Box only does 19.2Kbps MAX (and then only reliably with a
proper handler which uses hardware handshaking lines). I still say
the best bet is to use a 14.4Kbps modem with compression. That should
easily provide 19.2Kbps throughput. Or, as an alternative, use a 28.8
modem and limit it to 19.2Kbps with no compression.

Anything more is okay but a waste of money or resources.

345. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36987936.2424350@news.pressenter.com>
Source record: 56465

On 8 Jan 1999 12:49:52 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>$200 is a good price for it. HD's are cheap nowadays and BB cases were never >worth the money Bob had to ask (in my opinion).

You got that right. I think I paid like $30 for my BB case (site unseen). What a piece of trash. Flimsy, doesn't even fit together properly. I have no doubt that due to Bob's smaller type operation, and that I'm sure he had to job out the production (unless he has his own injection molders which I doubt) that is the reason for the cost. In other words like you hint at, Bob probably had to ask that much due to what it cost him to have them made. Doesn't change the fact that they are crap. The BB itself is wonderful and I praise Bob for that. The BB is after all the important part.

So, to anyone considering a BB or whatever... do not pay more than $5 for a case.

346. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: "Stephen C. Johnson" <scjohnson@bigfoot.com>
Message-ID: <36968E81.A8E6A34C@bigfoot.com>
Source record: 56466

I agree

(couldn't resist)
--Steve

Mathy Van Nisselroy wrote:

> Howdy folks, Robert
>
> >Also, it seems very common to quote almost EVERYTHING when replying to a
> >message. Is it really necessary to quote a 5Kb message, when only writing
> >"I agree", or even "No" as the actual reply ?
> >
> >Am I the only one with this opinion ? If so, o.k. to me, I'm not the
> >moderator of course, just a reader...
>
> I agree on the part about the contents of this NG too, but the stuff right here
> is what pisses me off to. Sometimes it's hard to even find WHERE the author
> placed his remarks/reply. SO, you're not alone. I've written simular messages
> about the endless quoting people do...
>
> CU Mathy van Nisselroy
>
> PS have you ever thought about how much the size of ALL the mail on the
> internet would shrink if people used the delete button a bit more? And how
> FAST the net would become.

347. Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: Mike Uhl <ShoeLeather_Express@RadioLink.net>
Message-ID: <Mike.Uhl.199901081707@ShoeLeather.Express>
Source record: 56467
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

```
On Thu, 7 Jan 1999, Graham Goring
wafted these smoke signals into the breeze:
> In article <Mike.Uhl.199901061050@ShoeLeather.Express>, Mike Uhl
> <ShoeLeather_Express@RadioLink.net> writes
> >And, as I said, I am much more careful, now. I dump the xover list
> >first, give it the once-over, delete the undesireables, then download
> >from the modified list. It really doesn't take all that much time.
>
> I vet all my e-mail via demon's web proxy server thingy at work before
> I go home and download it all. Cheeky.

Hey, whatever works. That's pretty neat, actually. Do all the grunt
work while at work. Then go home and enjoy the fruits of your "labor".
Do you fetch your newsgroups that way, too?

--
[,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
"There is a simple, straight-forward solution to this mess."
"Any clues as to what that might be?"
```

348. Re: Binaries (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <7765es$6vb$1@news.iwaynet.net>
Source record: 56468
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.atari.8bit Mike Uhl <ShoeLeather_Express@RadioLink.net> wrote:
> On 5 Jan 1999, (Daniel Klugh)
> wafted these smoke signals into the breeze:
> > In comp.sys.atari.8bit Mike Uhl <ShoeLeather_Express@RadioLink.net> wrote:
> > > the whole mess and look at it later -- until one day I downloaded a
> > > 50MB spam-bomb. Since I didn't even have a tenth of that space
> > > available, it screwed up the whole download and locked up the
> > > computer. When I discovered it some few hours later, the modem still
> > >
> > That's strange.How would that lock up your computer?

> My comm program has a wee bug in it. If I run out of disk space while
> downloading, it freezes. Actually, I wasn't even aware of the bug
> until "The Dark Day of the 50MB Spam-Bomb".
> from the modified list. It really doesn't take all that much time.

I remember when I was over at a friend's house and we decided to play DOOM
via network cards rather than the usual MODEM connection.So we put a card
in and ran the auto-installer for the networks software and then got
a "EXE header corupt" (or some such) error.It turned out that I had ran
out of disk space and the installer hadn't even noticed.It had blindly written
out the files without checking the "number of bytes actually written" number.
(MS-DOS works like the Atari in this respect but no error is actually returned)

And Net-Tamer,a jack of all trades sort of programme to get on the Internet
via PPP,won't return *ANY* error at all when you try to write a file to a
sub-directory file.(which would return the catch-all "ACCESS DENIED" error)

I find that most MS-DOS programmes either give some vague,meaningless
indication that something went wrong,simply say "File not Found" for all
errors,or don't indicate errors at all.
(of course the same goes for Lynx,but that has to do with the WWW,which has to
do with GUIs,so Lynx is inherently cursed.Thank GOD that I use WWWOFFLE!)

349. Re: biggest cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <776akp$5ds$1@news.storm.ca>
Source record: 56469

morloc <morloc@acd.net> wrote in message
news:STfl2.42$l5.900@newsfeed.slurp.net...

>Is it practical for anything other than a RAMdisk to have a 512K cart? if
>the programmer cannot access the banks easily? Can the BASIC XE access more
>than a 128K machine's banks of RAM? Yes, the Atari can probably handle the
>1088K XL upgrade, but... same question. And I was reading in either De Re
>Atari or the Technical Ref Manual that the way the memory is set up, a
>person could install numerous additional ANTIC chips, PIA chips, etc into
>the system and have them all accessible because the internal one only uses
4
>bits of the several memory addresses assigned for accessing them. Now, what
>might a person do with even one additional ANTIC chip installed into the
>system? Are we talking about suddenly being able to run multiple monitor
>displays like Win98? Or how about multiple POKEY chips? A truer sound
>system? Midi capability? Why wasn't this avenue ever explored? Even now,
why
>hasn't anyone considered the possibilities???

Actually, the Gumby upgrade grafts a second POKEY into your system, giving
stereo sound with 4 voices per channel. Another upgrade (from AIM magazine)
put a second PIA into your system, for a parallel interface or additional
memory.

But none of these mods have achieved widespread acceptance, so programming
for them is rare - why write software that only few people can run?

David P.

350. Re: Keeping it all on topic :-) (Blake's 7 anyone?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: "Robert Parratt (FoodHawk)" <robert@DIESPICEDHAM!parratt.freeserve.co.uk>
Message-ID: <7786cectf5@news6.svr.pol.co.uk>
Source record: 56470
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Your keyboard may be shite; mines a true IBM AT keyboard and is therefore
beat the 12 shades out of everything else.

--
DeathcaM(TM)

**|
robert@parratt.freeserve.co.uk
www.doldev.freeserve.co.uk
Remove DIESPICEDHAM! to reply

Sam. wrote in message <36b062be.18793096@158.152.254.70>...
>On Thu, 07 Jan 1999 10:42:55 GMT, NukeEmUp@ThePentagon.com (David
>Cantrell) sprachen:
>
>>comp.sys.amstrad.8bit
>
>HA! Knew it! So, what about the CPC+'s shitty graphics chip then? I
>reckon if Amstrad had marketed it better, it would have beaten the
>NES, SMS, SNES and Sony Playstation. And we'd all be typing away on
>those wanky cheap keyboards today if it wasn't for Microsoft poisoning
>people's minds. And even though the Speccy was about 500 times more
>fun, and everyone who had one was really ace, our computer was
>technically better by the miniscule standards of the mid-80s, so that
>really matters. Halcion days eh?
>
>--
>
>The person who said he was a crap presenter knows nothing because compared
>to the outwardly camp stuart miles, speech impediment Katy Hill and nothing
>upstairs Konnie Huq, he was a true professional. Heh heh heh.

351. Re: biggest cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: cv436@torfree.net
Message-ID: <F57uzD.Aqo.0.queen@torfree.net>
Source record: 56584

Mathy Van.nisselroy (mathy.van_nisselroy@stackbbs.xs4all.nl) wrote:
: Howdy folks
:
: Re: biggest size cartridge for the 8
: bit Atari
:
: Page 103 of the BEST Electronics
: catalog (rev.10) mentions (first item
: under the blue column):
:
: Atari XE 512K Super Bank Selecting
: Cartridge Kit.
:
: Guess that means 512K would/should be
: possible.
:

Fascinating, but is that the limit of the bank switching capability, or could it go further? Could more memory be handled?

:
: PS if this catalog is getting any
: bigger, Brad should call it
: encyclopedia....

Sounds like I need to get a copy of that book/catalog. It's begining to sound like a real desk reference.

Later...

352. 5200 joystic adapter

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: dhubbins@sonic.net
Message-ID: <773vk8$9$1@ultra.sonic.net>
Source record: 56585

anybody know which joystic goes with the joustick adapter that came with the wico joystic adapter it has a 9pin make plug

but wont work with a 2600 stick

maybe a 7800 or an apple?

353. FA: Atari 400/800 Disk Set 'NINE' Titles -Games- (ends 1/10)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: Steverd@cet.com
Message-ID: <77422rqig2@usenet49.supernews.com>
Source record: 56586

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=53834803

Atari 400/800 Disks

You will get these diskettes:

Abuse
Baja Buggies by Gamestar
Crossword Magic
Cyborg by Sentient Soft.
Entounter at Questar IV by Artworx Soft.
Fractions (2 Disks)
Party Ware (C64 version Also inc.)
Pathfinder
Prism by ISM

Steve
(330+ ebay rating)

Steverd@cet.com
http://prowlers.net/beanies (Beanie Babies Page)
http://prowlers.net/stever (Classic Cartridges)
http://prowlers.net/pekes (the Pekingese Page)
---

354. FA: Atari 400/800 'Five' Games & Utilities (ends 1/10)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-08 00:00:00 UTC
From: Steverd@cet.com
Message-ID: <77427uqig3@usenet49.supernews.com>
Source record: 56587

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=53851803

Atari APX diskette group

Included are:

Eastern Front with Manual (32K)
(1-player war)simulation

Galahad and the Holy Grail with Manual (32k)
(this is a graphic adventure with almost 100 rooms!)

Gridiron Glory with Manual (32K)
(Couch your favorite football team to victory)

Utility Diskette II with manual (24K)
(This includes: Lister, Compare, Hexdump, Sort)

Weekly Planner with manual (32K)

Steve
(330+ ebay rating)

Steverd@cet.com
http://prowlers.net/beanies (Beanie Babies Page)
http://prowlers.net/stever (Classic Cartridges)
http://prowlers.net/pekes (the Pekingese Page)
---

355. 130XE modification

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990109091114.26068.00003035@ng43.aol.com>
Source record: 56288

I bought another 130XE the other day and took it apart for case cleaning (my standard for new purchases) and noticed soething strange around the SIO port. there are what appear to be diodes or resistor soldered to the bottom row of pins on the back of the SIO port and then they are soldered to the strip where the RF shielding attatches. What benefit does this give the SIO port, or what the heck was the previous owner trying to do?

thought i remembered reading about sio mods before but can't remember were to verify, any help, or the site describing these mods would be appreciated

Brent

356. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <777u02nqi1@mohawk.hwcn.org>
Source record: 56289

Anthony Baker (antbaker@arn.net) wrote:
: I may be a little naive when it comes to 8-bit upgrades, but what in the
: hell is the black box and floppy board you guys are arguing about and
: why does it cost so much.

: Also, how would it help the 8-bits? Is it like extra mem.? Is it a RAM
: drive? What?

: Laters,

: antbaker@arn.net

The black box allows you to hook up SCSI drives, 14.4 modems,
printers....some models have a printer buffer and there is a menu which
has some utilities with the "Black Box Enhancer"....the enhancer comes
with the Floppy board or is an extra 50 bucks. It allows you to do sector
edits, floppy backups etc. The Floppy Board is a device that plugs into
the BB, and allows floppy drives such as 1.4, 1.2, 360k 720k even 8 inch
floppies to be used with the BB. There is also a utility to read/format
IBM floppies but I seldom use it.

All in all, it is a nice piece of kit. Why does it cost so much? It is
custom built and ordered in small batches. Oh yeah, there is a real
expensive cheesy case for it too that many are pissed about buying when
they buy it....otherwise it is open to the elements.

Hope that answers your question.

Willy

357. Atari 8 bit books for sale (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <778163$h9t$1@epos.tesco.net>
Source record: 56290

Re my last advert, I now have a list of books available, let me know if you want a copy sent please.

A few items of hardwrae are still left unwanted.

Richard

358. Re: Reset vector on 800B

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36973386.641244@news.demon.co.uk>
Source record: 56291

The other Day dklugh@iwaynet.net (Daniel Klugh) wrote:

>Paul Irvine <mclane@dellos.demon.co.uk> wrote:
>
>> Sorry folks to break the Dr Who trend <spit>
>
>> I can't remember if the Atari 400/800's could be made reset proof. I
>> know the XL's could by setting one location with a 1 or a 0 and pointing
>> another location to the code run address.
>
>It should work the same on all Ataris.

Yep, just looked in my Mapping the Atari book and its universal.

>
>> The reason I ask is that all the versions of the A800 emu do the same,
>> if you find a reset proofed program in XL mode and hit F5 it just reruns
>> the program and does not reboot. Try the same thing in 800A or B mode
>> and reboot..
>
>uh,what's F5???

You must have missed the first msg Daniel, I'm trying to figure out if
the Atari emu's are not resetting correctly. The F5 is the reset key on
the PC versions.

I know you run a real Atari and so do I but not an 800, mines a 130XE.

>(There are only four Atari function keys)
>Well when you press RESET the OS ROM is switched back in so there's really
>nothing to be done for it.The 800 OS gets replaced with the built-in one.

What should happen on the emu in 800 mode is that if 244 is set and C,D
contain the pointer to the code then a WARMSTART should rerun your code,
on the emu's its causing a full Coldstart and jumping thru $E477..

Hence the question since I cannot test the 800 mode on a real machine
--
Paul..

"Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"

- Secret recording between Clive Sinclair and Alan Sugar...

ICQ No: 105793

359. Re: Atari 8 bit books for sale (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <fTMl2.500$Yy.24302@newsfeed.slurp.net>
Source record: 56292

Yup. Would like a list.

Especially looking for:

Atari OS Source Listing
Programming the 6502
Mapping the Atari (Revised XL/XE Edition)
Atari BASIC Source Book
BASIC XE Manual

Richard Daley wrote in message <778163$h9t$1@epos.tesco.net>...
>Re my last advert, I now have a list of books available, let me know if you
>want a copy sent please.
>
>A few items of hardwrae are still left unwanted.
>
>Richard
>
>

360. Re: 2600 converter for 5200

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: dhubbins@sonic.net
Message-ID: <7789ua$gm9$3@ultra.sonic.net>
Source record: 56293

i have one but it only works in the 5200 with 2 controllers not the 4 controller one

so if you want it its yours for $30 shipped yes it works but you need to have a 2600 joystick

Doctor Clu (clu-da-bard@geocities.com) wrote:
: Hey folks, I was amazed recently to find out that the Atari 5200 had a
: 2600 game adapter. Since I have been thinking how cool it would be to
: get 2600 game carts working on a Atari 8-bit, I was wondering if anyone
: could tell me ANYTHING about it.
:
: How it works, if they had one and what it was like, if they've ever
: taken it apart... ANYTHING.
:
: I would like to build a 8-bit version.
:
: Thanks!
:
: The man who is now blissfully browsing past the Dr. who discussion
: area.... :)
:
: Doctor Clu

361. Re: 2600 converter for 5200

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <3697B514.4425@netmagic.net>
Source record: 56294

Doctor Clu wrote:
>
> Hey folks, I was amazed recently to find out that the Atari 5200 had a
> 2600 game adapter. Since I have been thinking how cool it would be to
> get 2600 game carts working on a Atari 8-bit, I was wondering if anyone
> could tell me ANYTHING about it.
>
> How it works, if they had one and what it was like, if they've ever
> taken it apart... ANYTHING.
>
> I would like to build a 8-bit version.
>
> Thanks!
>
> The man who is now blissfully browsing past the Dr. who discussion
> area.... :)
>
> Doctor Clu
If it is what I think it is, it is almost a full blown 2600 in there. I
think it has a 6507 etcetera, only parts I think they eliminated were a
few things like the power supply since they use the exiting 5200's
supply IIRC.

362. XEGS Schematics

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: Tony <tony@embeddedmicro.com>
Message-ID: <3697C935.8B7E9D07@embeddedmicro.com>
Source record: 56295

Are the schematics for the XEGS available on the web somewhere?

tony

363. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: Graham Goring <graham@dukeVOMITtastrophy.demon.co.uk>
Message-ID: <6MWLmSA$70l2Ewvg@duketastrophy.demon.co.uk>
Source record: 56296
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

```
In article <Mike.Uhl.199901081707@ShoeLeather.Express>, Mike Uhl
<ShoeLeather_Express@RadioLink.net> writes
>> I vet all my e-mail via demon's web proxy server thingy at work before
>> I go home and download it all. Cheeky.
>
>Hey, whatever works. That's pretty neat, actually. Do all the grunt
>work while at work. Then go home and enjoy the fruits of your "labor".
>Do you fetch your newsgroups that way, too?

Considering that doing the mail is against company rules, I haven't
dared to expand into the realms of usenet yet. :)

Graham Goring

--

/=====================================================================\
| If you'd like to see a game with the depth of gameplay of Elite and |
| Frontier on the PlayStation, then please sign the petition by |
| sending a mail headed "Elite/Frontier Petition", including your |
| FULL name and E-Mail address to: petition@duketastrophy.demon.co.uk |
\===========Or do you *really* want another Wing Commander?===========/

To reply please clean the VOMIT from my return address...
```

364. Re: Daleks (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: Graham Goring <graham@dukeVOMITtastrophy.demon.co.uk>
Message-ID: <98pKaVAA90l2EwtQ@duketastrophy.demon.co.uk>
Source record: 56297
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

```
In article <77688b$6vb$4@news.iwaynet.net>, Daniel Klugh
<dklugh@iwaynet.net> writes
>In comp.sys.atari.8bit gippah <gippah@spyvspy.com> wrote:
>
>> dgs wrote in message <48bda80cc0dgs@argonet.co.uk>...
>> >In article <368CBB07.3C2F@geocities.com>,
>> > Doctor Clu <clu-da-bard@geocities.com> wrote:
>> >
>> >> Well said! I would say the Borg are actually a mix between the
>> >> cybermen and the daleks. Borg look like Cybermen, even move like
>> >> Cybermen. But they seem to act like daleks.
>
>And they are kind of like the Cenobites from the Hellraiser movies.
>And after Hellraiser 3 introduced the more skin-coloured Cenobites,
>the second TNG movie gave us those "rotten corpse" Borg.
>And the Cenobites are led by a big giant metal cube...

It's not giant. It's about 3"x3". Unless you mean that big spinning
thing in Hellraiser 2, and that's diamond shaped.

Graham Goring

--

/=====================================================================\
| If you'd like to see a game with the depth of gameplay of Elite and |
| Frontier on the PlayStation, then please sign the petition by |
| sending a mail headed "Elite/Frontier Petition", including your |
| FULL name and E-Mail address to: petition@duketastrophy.demon.co.uk |
\===========Or do you *really* want another Wing Commander?===========/

To reply please clean the VOMIT from my return address...
```

365. Ongoing..online discussion!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3698237F.4928@geocities.com>
Source record: 56298

Anyone who reads this message at 9:31 PM Central Standard time (right now), is invited to join our new Atari discussion area that we're testing out. Keep the conversation going at...

http://www.atariusers.com/aunt

Just click on "chat" on the far left side of the screen. :)

See you there!

Doctor Clu / Greg

366. Re: Ongoing..online discussion!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <3698311E.E9B9C4CF@ix.netcom.com>
Source record: 56299

I jumped on, you were talking to a "Lonnie" when I showed up. I posted several messages, and saw mine posted, but I didn't see any messages from anyone else. I don't know if I got there just as everyone left, or if it wasn't working right with my browser.

Jeff

Doctor Clu wrote:

> Anyone who reads this message at 9:31 PM Central Standard time (right
> now), is invited to join our new Atari discussion area that we're
> testing out. Keep the conversation going at...
>
> http://www.atariusers.com/aunt
>
> Just click on "chat" on the far left side of the screen. :)
>
> See you there!
>
> Doctor Clu / Greg

367. Re: De Re Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <3696a430.781819@corp.supernews.com>
Source record: 56471

Olav sent it to me in one big file. I will put it up asap. I don't
know why that didn't occur to me in the first place.

On Fri, 08 Jan 1999 15:07:06 -0500, "Stephen C. Johnson"
<scjohnson@bigfoot.com> wrote:

>Hi Guys--
>
>There's a cool utility called WEBZIP that can archive a web site into a single
>(zip) file for you, allowing you to browse it on your local machine. I use it
>alot for the situations you talk about. Have a look at it-- maybe it will
>work for you too :)
>
>Cheers,
>Steve
>
>Robert S Ely wrote:
>
>> > Night Owl wrote:
>> >
>> > I was wondering if anyone has taken the DeRe Atari and scanned it into
>> > a file.
>> > I was gonna start it as a project, but thought maybe someone might
>> > have started it.
>> > Thanks,
>> > Bill
>>
>> Bill,
>> I see in another post that it is available on-line in HTML format.
>> However, Having this in a file on a local drive would have its
>> advantages. Please scan it in as a single file. Manuals I've done were
>> saved in a couple of formats. ATASCII, ASCII and Winword formats.
>>
>> --
>> Robert S Ely --- Communications Systems Technician
>> rsely@dhs.state.nj.us -or- rely@ix.netcom.com
>> ====|||====Atari 8-bit user since 1982====|||=====
>> ===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
>

368. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <7766rs$6vb$3@news.iwaynet.net>
Source record: 56472

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
> Howdy folks, Robert

> >Also, it seems very common to quote almost EVERYTHING when replying to a
> >message. Is it really necessary to quote a 5Kb message, when only writing
> >"I agree", or even "No" as the actual reply ?
> >
> >Am I the only one with this opinion ? If so, o.k. to me, I'm not the
> >moderator of course, just a reader...

There *IS* no moderator of this newsgroup.

> PS have you ever thought about how much the size of ALL the mail on the
> internet would shrink if people used the delete button a bit more? And how
> FAST the net would become.

Well since mail directly goes from the sender to the receiver and then just
sits on their UNIX host taking up room,I don't much see your point.
It doesn't go all over the place like news does.

369. Re: Reset vector on 800B

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <776695$6vb$2@news.iwaynet.net>
Source record: 56473

Paul Irvine <mclane@dellos.demon.co.uk> wrote:

> Sorry folks to break the Dr Who trend <spit>

> I can't remember if the Atari 400/800's could be made reset proof. I
> know the XL's could by setting one location with a 1 or a 0 and pointing
> another location to the code run address.

It should work the same on all Ataris.

> The reason I ask is that all the versions of the A800 emu do the same,
> if you find a reset proofed program in XL mode and hit F5 it just reruns
> the program and does not reboot. Try the same thing in 800A or B mode
> and reboot..

uh,what's F5???
(There are only four Atari function keys)
Well when you press RESET the OS ROM is switched back in so there's really
nothing to be done for it.The 800 OS gets replaced with the built-in one.

370. Re: XEP80 & JAM!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990108224615.13598.00009493@ng06.aol.com>
Source record: 56474

>What is the JAM!!?

The JAM!! is a composite video to VGA
convertor that is AMAZING. It changes the
fuzzy, grainy, lined color composite image
into a beautiful VGA image that is oh-so-much
better. It's made by AIM labs, and retails
for ~$80.00. It is sold at some Electronic
Botique shops. It has provisions for regular
composite input or S-Video for the best image.
Larry

371. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990108223906.13598.00009491@ng06.aol.com>
Source record: 56475

>So, to anyone considering a BB or whatever... do not pay more than $5
>for a case.

I have a "virgin" BB case for sale if anyone wants it. IMHO the case has
negative value
if you use a FB, since the BB and FB sit
chip to chip (not quite touching) on top of
each other. Heat is a problem, and containing
that heat inside the shell is a very bad idea.
Larry

372. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990108230753.13598.00009515@ng06.aol.com>
Source record: 56476

>In regard to all these floppy problems between you two... could you
>tell me if you were trying use 1.44MB disks as if they were 720KB
>disks?

Nope. HD is 1.44 and DD is 720. The problem most likely is the 1772-02-02 FDC
which is over-extended to do 1.44's. As I
understand it, many will, some won't. Note
that in my post, the 720 is the "good" not the
"bad". Nor do I use 720's as 1.44's, although
I did years ago with my PC, and found that
only the SONY disks that I used at that time were reliable in doing so. Most
720's
would not eve format.

In my case, (HD) disks formatted to 1.44 on the FB normally can't be read on
(several) PC
floppies.

So why don't I replace the FDC? Well, it's
soldered in, and since I use my ZIP...

Mathy is absolutely right about the BBXFER
program. If someone knows how read the
PC disks and would convert that to read
ZIP's, it would be a very worth-while project.

Larry

373. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <cvBl2.1196$Ge3.6102089@news.itd.umich.edu>
Source record: 56477
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- kendric 596 Jan 5 04:47 ./8bit/00.CHANGES
-rw-r--r-- kendric 531 Jan 5 04:46 ./8bit/00.CHANGES.98.12.11
-rw-r--r-- kendric 259 Jan 5 04:43 ./8bit/Magazines/Zmag/z861115.blurb
-rw-r--r-- kendric 370 Jan 5 04:43 ./8bit/Magazines/Zmag/z861122.blurb
-rw-r--r-- kendric 351 Jan 5 04:43 ./8bit/Magazines/Zmag/z861129.blurb
-rw-r--r-- kendric 417 Jan 5 04:43 ./8bit/Magazines/Zmag/z861206.blurb
-rw-r--r-- kendric 245 Jan 5 04:43 ./8bit/Magazines/Zmag/z861209.blurb
-rw-r--r-- kendric 344 Jan 5 04:43 ./8bit/Magazines/Zmag/z861215.blurb
-rw-r--r-- kendric 241 Jan 5 04:43 ./8bit/Magazines/Zmag/z870602.blurb
-rw-r--r-- kendric 370 Jan 5 04:43 ./8bit/Magazines/Zmag/z890209.blurb
-rw-r--r-- kendric 480 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag033.blurb
-rw-r--r-- kendric 334 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag034.blurb
-rw-r--r-- kendric 375 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag035.blurb
-rw-r--r-- kendric 401 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag036.blurb
-rw-r--r-- kendric 384 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag037.blurb
-rw-r--r-- kendric 355 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag038.blurb
-rw-r--r-- kendric 428 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag039.blurb
-rw-r--r-- kendric 489 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag040.blurb
-rw-r--r-- kendric 445 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag041.blurb
-rw-r--r-- kendric 352 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag042.blurb
-rw-r--r-- kendric 409 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag043.blurb
-rw-r--r-- kendric 233 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag044.blurb
-rw-r--r-- kendric 195 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag045.blurb
-rw-r--r-- kendric 205 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag046.blurb
-rw-r--r-- kendric 241 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag047.blurb
-rw-r--r-- kendric 287 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag048.blurb
-rw-r--r-- kendric 318 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag049.blurb
-rw-r--r-- kendric 429 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag050.blurb
-rw-r--r-- kendric 341 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag051.blurb
-rw-r--r-- kendric 453 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag052.blurb
-rw-r--r-- kendric 284 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag053.blurb
-rw-r--r-- kendric 382 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag054.blurb
-rw-r--r-- kendric 178 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag055.blurb
-rw-r--r-- kendric 426 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag056.blurb
-rw-r--r-- kendric 270 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag057.blurb
-rw-r--r-- kendric 266 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag058.blurb
-rw-r--r-- kendric 307 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag059.blurb
-rw-r--r-- kendric 350 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag060.blurb
-rw-r--r-- kendric 322 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag061.blurb
-rw-r--r-- kendric 363 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag062.blurb
-rw-r--r-- kendric 240 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag063.blurb
-rw-r--r-- kendric 253 Jan 5 04:43 ./8bit/Magazines/Zmag/zmag064.blurb
-rw-r--r-- kendric 217325 Jan 5 04:49 ./8bit/atari8.qif
```

```
-rw-r--r-- kendric 1031 Jan 5 04:43 ./8bit/Languages/Assembly/atasm.blurb
-rw-r--r-- kendric 141822 Jan 5 04:43 ./8bit/Languages/Assembly/atasm90.zip
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

374. Re: Atari SX212

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <7773nsrkh1@nnrp1.dejanews.com>
Source record: 56478

XM301 on a pc? i dont think it could handle all that speed.... only an 8bit could handle all that power.... ;')
i remember getting an xmm301 when they first came out.... and i remember when it first connected to a bbs and the text started scrolling down the screen.... didnt need drugs.... the high lasted..... i think its been 14(?) years now.... but i also remember atari screwed up.... they didnt use all the sio wires, and didnt trim them so they tickled anything they pleased inside... including shorting out the machine :'(

sloopy.

In article <7714un$45a@bgtnsc03.worldnet.att.net>,
"K'orris" <korris@NOSPAM-hotmail.com> wrote:
> How about connecting the xm301 modem up to a PC!!!
>
> ;P
>
> Doctor Clu wrote in message <3693339D.14C1@geocities.com>...
> >Daniel Gibson wrote:
> >>
> >> Just for a lark, I just hooked up my sx212 modem to my Pentium, and
> >> dialed my ISP. Amazingly, the email and newsreader on Netscape are not
> >> too slow in retrieving data!
> >>
> >> 1200 bps it may be, but at least one piece of my Atari hardware is on
> >> the Internet!!!
> >>
> >> Dan
> >>
> >> --
> >> Daniel and Kathy Gibson
> >> http://users.cyberzone.net/dgibson
> >> "Kate's Track Shack - Home of the 75 cent 8-track!!"
> >
> > Amazing! I had difficulty getting my SX212 to work with my Mac...
> >maybe I'll have to try again.
> >
> > Doc Clu
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

375. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <3697035C.C62D1723@arn.net>
Source record: 56479

I may be a little naive when it comes to 8-bit upgrades, but what in the hell is the black box and floppy board you guys are arguing about and why does it cost so much.

Also, how would it help the 8-bits? Is it like extra mem.? Is it a RAM drive? What?

Laters,

antbaker@arn.net

LWhite6497 wrote:
>
> >So, to anyone considering a BB or whatever... do not pay more than $5
> >for a case.
>
> I have a "virgin" BB case for sale if anyone wants it. IMHO the case has
> negative value
> if you use a FB, since the BB and FB sit
> chip to chip (not quite touching) on top of
> each other. Heat is a problem, and containing
> that heat inside the shell is a very bad idea.
> Larry

376. 2600 converter for 5200

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36971D8F.50F9@geocities.com>
Source record: 56480

Hey folks, I was amazed recently to find out that the Atari 5200 had a 2600 game adapter. Since I have been thinking how cool it would be to get 2600 game carts working on a Atari 8-bit, I was wondering if anyone could tell me ANYTHING about it.

How it works, if they had one and what it was like, if they've ever taken it apart... ANYTHING.

I would like to build a 8-bit version.

Thanks!

The man who is now blissfully browsing past the Dr. who discussion area.... :)

Doctor Clu

377. Re: Atari add-ons for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36971EB6.AC3@geocities.com>
Source record: 56481

jeking@NOSPAM.COM wrote:
>
> 1 x 256k 800xl
> 1 x BlackBox w/power supply & docs (no case)
> 1 x ATR8000 with docs and cables (no CPM software)

So what are you asking for each of the above?

Doctor Clu

378. New Atari Website!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <369720DB.152B@geocities.com>
Source record: 56482

Just wanted to invite you to the ATARI USERS OF NORTH TEXAS' website,
complete with a discussion area, chat room, cool links, and articles
from our newsletter!

Check us out at:

http://www.atariusers.com/aunt

/|\ A computer is not dead till it no longer works...
A computer that no longer works and be fixed. /|\

379. Re: ATARI COMPANY STILL EXISTS??

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <36972724.EAD719FB@classic-games.com>
Source record: 56483

Jon Melbo wrote:
> Did warner ever sell the Atari Games division (arcade stuff)? That
> was not sold to Jack when he got the computer division. Did I hear
> Williams or someone bought it?

You probably did, since that's what happened :) Recent games include
Mace, SF Rush, and Area 51.
--
http://www.classic-games.com/
If Bill Clinton doesn't have to obey the law, neither do you.
*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***

380. Re: ATARI COMPANY STILL EXISTS??

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <36972824.6B365AEA@classic-games.com>
Source record: 56484

Doctor Clu wrote:
> Atari Game Systems:
> The Atari Jaguar, being the most recent 64 bit gaming system,
> is still being supported by some third party vendors. A game
> called something to the effect of "Battle Sphere" is the
> current rage, allowing gamers to make use of the cat box,
> making it possible to link several Jags together for a good
> multiplayer session. To date there are few games that take
> advantage of this great gaming ability, however, Battle Sphere
> will be another one besides Doom to do so. The new game
> should be coming out soon.

Last I heard, it was complete but couldn't be released because Hasbro
wouldn't dig through the stuff they'd bought in order to provide 4Play
with the encryption info needed to release the game.

>
> The Atari 2600 is a hit amoungst emulation circles, with
> programmers finding it fun to create 4K games to play on
> emulators such as Stella and others similar. Last year
> a new game for the 2600, "Alfred's Challenge" was released in
> physical cartridge form at a Atari expo. The game sold out
> quickly, thus showing that the VCS format is still a hit
> 20 years after it's initial release!

Actually, most of the programming has to be done with real 2600s via the
Supercharger, as the emulators tend to be far to forgiving to use for
testing.

>
> The Atari 8-bit scene is very strong as a world wide
> community. Though not supported for well over a decade, the

I just wish we had as much activity as the C64 guys.

--
http://www.classic-games.com/
If Bill Clinton doesn't have to obey the law, neither do you.
*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***

381. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <36972A73.844A8F94@classic-games.com>
Source record: 56485

rojasdelap@yahoo.com wrote:
>
> I'm shure Phillip Price made AR PD some time ago, the problem is that the
> images don't work with XLit, i've run them in a real A8 without any problem.
> Perhaps somebody knows if they work with one of the current emulators...

Well, not PD, but freeware. He still owns the rights to the AR
properties, since Alternate Reality Online is in the works. I gave up on
XL-It! when it stopped working on my computer (around 0.17). Anyway, AR
is tricky to use on an emulator due to the custom serial IO, display
lists, etc.
--
http://www.classic-games.com/
If Bill Clinton doesn't have to obey the law, neither do you.
*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***

382. Re: Atari 2000

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <776ecb$cj1$1@news.iwaynet.net>
Source record: 56486
Body handling: HTML body converted to readable text

I really *MUST* remember to always run "fold -s".

morloc wrote:

> Daniel Klugh wrote in message <76thsj$bd1$1@news.iwaynet.net>...
> >This is truly bizarre.HTML with nameless links in it.Why do you have
> USEMAPs (i.e. "image maps") with only one href (i.e. hyper-link) to them.Why
> not just use normal anchors links (the "A" tag)?
> >And why use pictures of words rather than the words them selves?
> >

> I smiled when I seen all the "WHYs" you had in your message! Lots of good
> questions and the first person to give me any kind of "negative" feedback
> regarding my page. But to show that I can take critique, here are my
> replies:

> The program I used in designing Atari 2000 was quick and painless, and I had
> the initial pages (the ones that are online now) set up and uploaded to the
> web in less than 2 hours' time. Most of that time was spent in layout. As
> for the USEMAPs that you are referring to, those were used by the web design
> program in certain parts in order to maintain the layout. Not all browsers
> can handle tables, either, so I had to decide which of the lesser evils I
> was going to succumb to for now. That does not mean, however, that it will
> always be so at Atari 2000. When previewing the pages as they'd appear when
> someone approached the site, I was very disappointed in how the program set
> up the links page, if not mildly irritated, since my goal is to have Atari
> 2000 serve as a "portal" for Atari devotees, and that mapping stuff just
> ain't gonna do it! So, that is my secondary concern (the primary concern
> being PHOENIX). So, in response to your "Why?" I will be changing the USEMAP
> of the links page to "proper" html code in the near future to better serve
> my goals with Atari 2000.

Oh,never use those auto-HTML generators.Netscape's version changes your
HTML tags into what the tag would produce when viewed by Netscape.
So it would change into and into .Of course &
look different under Lynx...
Just look at what is does to my poor HTML test file.
()

> Before proceeding, though, I want to ask you what you use for a web browser.
> It's great to have the feedback, but you should have offered something like
> "the page is incompatible with Lynx browsers, dude!" or something that would
> tell me how best to correct the situation. I've tested Atari 2000 with IE4.0
> and Netscape Communicator 4.5. The music of the main page only works under
> IE4.0, but I'll adjust the code so that Netscape can play the "theme" music,

> too. Under those two browsers, it appears fine aside from my concerns with
> the mapped grafix, which I loathe.

Well Lynx,of course.What else would a self-respecting Atarian use?
I just now tried it with Netscape and I can see why people would miss the
features list.It's so tiny!

> >And why would you need a 9600bps MODEM for Phoenix?

> Ah, this was an arbritrary choice of mine. If as PHOENIX comes along, I find
> that it'll work with less bps-power, than that'll be fine, too. But my
> concern right now is with the streaming of html code that any given web page
> may have. I'm sure that a 300 bps modem will work (albeit slowly) in
> browsing the web, but I'm not sure if *all* ISPs will alllow a 300 baud
> connection to their service, so I chose 9600bps as the requirement. At the
> same time, I think I also recommended an APE/SIO2PC cable so that an Atari
> can utilize a PC's modem if the user doesn't have access to an 850 interface
> or the like. the SX212 modem (1200bps) may work, but again, will the ISP
> allow a 1200 baud connection??? Why bother with an APE/SIO2PC cable to
> connect your Atari to your PC when you can just use your PC to connect to
> the internet? Because you could get away with an older PC (XT/286/386)
> system to connect your Atari to for simply its modem, I guess. I want that
> route available simply so I can browse the web on my Atari at times. And we
> can spend the newsgroups' time in debating the back and forth of whether
> this is a waste or not, I suppose... but I'd rather not. Simply put: you may
> want to have an 850 device or compatible to use PHOENIX, okay?

300BPS is more than enough if you simply want to stay in contact with someone
with Internet mail.

There's plenty of Internet programmes for IBM PC/XTs and PC/ATs.
And PS/2s and other 80386 systems can just run Linux or Net-Tamer 386.
(and the IBM-DOS Lynx)

> >And certainly Gr.8 will be useless for displaying most pictures.Better to
> just use a FT-80 type 80-column text mode.But since this is Atari and not
> IBM,we can use FT-80 mode for text and HIP for pictures.And border-colour
> (1-colour) lines for horizontal rules.But we'd really be talking about
> pictures being designed for the Atari to see unless Phoenix is really going
> to be able to convert GIF to HIP and APAC pictures.Of course GIF only works
> for 256 (per image) colours so that leaves out ColorView Gr.15 mod
> >e (16-level RGB;4096 combinations).

> I'm not sure if you skipped the features list or just could not view it, but
> PHOENIX is going to be a web browser that supports TEXT-ONLY. The
> mathematical demands of decompressing graphics is outside the scope of an
> 8bit that will be busy doing other things. Blame it on the FPU, blame it on
> the MHz... but don't blame me. So, all this discussion about how am I going
> to display graphics of any given web page is immaterial. PHOENIX is going to
> simply throw the html code out for the pix in the long run. No converting to
> HIP or APAC or whatever (as if I know what HIP and APAC is!). Although it
> probably could be done, the end result on Gr. 8 mode or Gr. 7.5 would be

> disappointing to say the least.

What FPU?

Why not just use mode 2 (Gr.0) if it's just going to be text anyway.Much
faster that way.And easier to see.

> Again, it would prove quite useful if I knew what browser/means you used to
> access the site, so I can evaluate the situation. But I won't be updating

I don't understand why you didn't test it with Lynx,the de facto standard
for Atarians.
(not to mention FreeNetters)

> the page again until I have the first phase of PHOENIX done, because I don't
> want to spend my time refining the page when I could be busy writing code on
> my Atari.

It doesn't take that long!
I don't know why you were talking about tables but HTML 2.0 is pretty
simplistic.I simply don't understand why there are classes for learning
HTML.Even the 3.2 tables seemed easy to understand from what I saw.
(but beeing a Lynx user,I obviously don't have much interest in them,
though I'm beginning to look in to Elvis for more HTML-viewing related
uses)

383. Re: Daleks (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-09 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <77688b$6vb$4@news.iwaynet.net>
Source record: 56487
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.atari.8bit gippah <gippah@spyvspy.com> wrote:

> dgs wrote in message <48bda80cc0dgs@argonet.co.uk>...
> >In article <368CBB07.3C2F@geocities.com>,
> > Doctor Clu <clu-da-bard@geocities.com> wrote:
> >
> >> Well said! I would say the Borg are actually a mix between the
> >> cybermen and the daleks. Borg look like Cybermen, even move like
> >> Cybermen. But they seem to act like daleks.

And they are kind of like the Cenobites from the Hellraiser movies.
And after Hellraiser 3 introduced the more skin-coloured Cenobites,
the second TNG movie gave us those "rotten corpse" Borg.
And the Cenobites are led by a big giant metal cube...

384. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <369803A2.87842D0B@worldnet.att.net>
Source record: 56300

No Will,

A BB & FB & HD & Case all together IS reasonable, however you want $200 just for the Black Box, another $150 for the floppy controller and whatever else for the rest. That I find unreasonable for USED equipment that you buy for NEW for the same price.

Curt

William Moeller wrote:

> Cvendel (cvendel@aol.com) wrote:
> : What Will doesn't seem to under is CSS "IS" still selling Black Boxes and
> : Floppy Boards on a order by order basis, plus you get a warantee and tech
> : support from Bob all for the same price this guy is charging, so these are
> : products still being sold today. Don't believe me, then stop by the CSS
> : website:
>
> : http://www.nleaudio.com/css/index.htm
>
> : Curt
>
> What Curt does not seem to understand is that despite the fact that CSS
> has never STOPPED selling Black Boxes and Floppy boards, they don't ALWAYS
> have stock. Ever wonder why CSS tells you to call first before ordering a
> Floppy Board? Warranty? If it breaks, Bob will fix it for a price....just
> like if mine breaks. Tech support? What tech support is needed? And, yes,
> I was/am selling my BB/FB for the same price.....but mine comes with an
> Adaptec and HD mech. Curt, you are fully welcome to spend your Money at
> CSS and then try and get source your own HD and controller. No one is
> stopping you.
>
> However, if one of you people find you really want a Floppy Board, and
> find CSS is once again out of stock, (pretty common) come and talk to me.
>
> Simple. Curt is just pissed because I wont agree that an offer of $200 for
> a BB/FB/CASE/HD is reasonable.

385. Re: biggest cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36980589.D3FCC953@worldnet.att.net>
Source record: 56301

Hi Larry,

The Gem like OS was Diamond OS from Reevesoft, also OASIS Terminal program which was a little known terminal program released in Stackable-cart format like SDX and Diamond OS and had a nice pull-down menu system.

Curt

LWhite6497 wrote:

> >Guess that means 512K would/should be
> >possible.
>
> Hi Mathy-
> Did you by any chance talk to Brad? I bought
> a couple of these same carts (I think they were the same) several years ago,
> and my recollection is that the 512K is 512 Kbits
> (64KB) not 512 KB. Mine have 2ea. 28 Pin
> sockets. I would also presume this is Kbits,
> since Eproms are normally referenced by the
> number of bits, e.g. 27128 = 16KB. I read/heard the the Flight Simulator is
> the
> largest that Atari actually made and was 64KB.
> I also believe that Sparta Dos X is 64KB,
> and maybe the Gem-like O.S. whose name
> escapes me at the moment.
> Larry

386. Re: WTB: 815 drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <3698062A.916D8574@worldnet.att.net>
Source record: 56302

send email to:

strong@ee.utah.edu

Tell Chris I sent you to him, he has about a dozen Atari 815's.

Curt

patrice MULLER wrote:

> let me know your price

387. Re: 1050 cases?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36980684.CB6BE22@worldnet.att.net>
Source record: 56303

HI Vinnie,

Call BRAD at Best electronics, he had cases: 408-243-6950

Curt

VINNIE5757 wrote:

> Anyone have the top and bottom shells for 1050 disk drives? I have 2 that I
> painted years ago to match my 800.... now they look dingy! I'd like to re-do
> 'em... would like them in good condition... with the nameplate...
>
> Anyone have them, let me know... no emergency though!
> thanks... and Happy New Year...
> Vinnie

388. Re: XEP80 & JAM!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <369807BA.213A57F9@worldnet.att.net>
Source record: 56304

I'm more pissed that they didn't make the damned things PBI/ECI interfacable. That joystick port kludge is a joke!!! If they had made it PBI, the drivers could have autoloaded and it would have been all ready to go. In fact the original idea was to have the Atari XM128 12" monocrome 80 column monitor have the XEP80 built in and plug into the XE (which way, they never specified, no work was even started on the XM128 except to give it a name and description). I'm disappointed that noone simple came out with a nice big empty metal box with a couple of slots like the 1090XL was supposed to be and then just built cards to plug into it, thats way the 8-bit really needed, or even better, an 8-bit motherboard 800XL/130XE with PBI slots on it for PBI device cards.

Curt

Mathy Van Nisselroy wrote:

> Howdy folks, Larry
>
> >Although the XEP80 leaves a lot to
> >be desired for 80 column display,
> >until something better is published,
> >it's what some of us are stuck with.
>
> If there ever was a device the Tramiels f***ed up it's the XEP80. The NS405
> that is inside can do colors. And it should have had twice the amount of
> memory it has now. It has a 16 bit bus, with the "extra" memory, you could
> have given each character an other atribute (upside down, inverse, etc.) and
> more stuff like that. Heck, I bet if they would have done the job they were
> supposed to do, you wouldn't have to see the data that is being send to the
> printer go via the TV screen.
>
> CU Mathy van Nisselroy
>
> PS yes I'm a weeee bit p***** about this.
> Maybe that's because I've got three of them, wanna upgrade them, but don't know
> how. (Mr. Woolley's TTL connector is already connected)

389. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36980864.A355A23D@worldnet.att.net>
Source record: 56305

The Black box is one of the few Atari 8-bit enhancements still being sold. It gives an Atari 800XL or 130XE the ability to use SASI/SCSI hard drives, IBM standard disk drives (using the Floppy drive board) which are much faster then the standard SIO disk drives, 19.2k baud modem interface, buffered parallel port interface, built menu'ing system and debugger, its a very powerful and useful interface.

Curt

Anthony Baker wrote:

> I may be a little naive when it comes to 8-bit upgrades, but what in the
> hell is the black box and floppy board you guys are arguing about and
> why does it cost so much.
>
> Also, how would it help the 8-bits? Is it like extra mem.? Is it a RAM
> drive? What?
>
> Laters,
>
> antbaker@arn.net
>
> LWhite6497 wrote:
> >
> > >So, to anyone considering a BB or whatever... do not pay more than $5
> > >for a case.
> >
> > I have a "virgin" BB case for sale if anyone wants it. IMHO the case has
> > negative value
> > if you use a FB, since the BB and FB sit
> > chip to chip (not quite touching) on top of
> > each other. Heat is a problem, and containing
> > that heat inside the shell is a very bad idea.
> > Larry

390. GUi

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Hellspot@idirect.com
Message-ID: <Hellspot-1001990320030001@ts7-63t-44.idirect.com>
Source record: 56306

Is there any gui's for an atari XE. Is it possible for someone to burn it onto a rom? how do i put more memory on it? and does anyone have a whole bunch of carts for sale?

391. TST.s

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Hellspot@idirect.com
Message-ID: <Hellspot-1001990321570001@ts7-63t-44.idirect.com>
Source record: 56307

```
sigma
```

392. Re: Binaries (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36983305.10118742@news.pressenter.com>
Source record: 56308
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

On 8 Jan 1999 23:47:40 GMT, dklugh@iwaynet.net (Daniel Klugh) wrote:

>I find that most MS-DOS programmes either give some vague,meaningless
>indication that something went wrong,simply say "File not Found" for all
>errors,or don't indicate errors at all.

I tend to agree, I am pretty sure MSDOS, PCDOS etc, and Win HAVE lots
of error returning mechanisms but I think they are not used by coders
as much as they should be. Especially with Win. It's like the
attitude is that the operator shouldn't be unduely confused or
frightened by too much information (especially of the error variety).
That's one of the things I really appreciate about most software for
the Atari8, it lets the operator (oh yeah now a days it called a USER)
know what the status of things are.

Jon

393. Re: GUi

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36984121.16D27E55@worldnet.att.net>
Source record: 56309

There used to be a Gui for the 8-bits called Diamond which looked just like a low-res ST desktop. There is a software package called SAM (Screen Aided Manager) which is an 80 column desktop which isn't bad at all, its sold for $19.95, do a search around the web and you should be able to find it.

Curt

Hellspot@idirect.com wrote:

> Is there any gui's for an atari XE. Is it possible for someone to burn it
> onto a rom? how do i put more memory on it? and does anyone have a whole
> bunch of carts for sale?

394. XL OS + XEP 80

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Jason Duerstock <jasond@cdc.net>
Message-ID: <774E00664BFCC0C0.6B6D5D02E7888C36.88EB8A596674B1E0@library-proxy.airnews.net>
Source record: 56310

Does anyone have any documentation about the XL OS and how the different SIO poll types were supposed to work? I've been doing some disassembly and I've figured out part of it but I would like to know if there are any specs for the peripheral handler loader and how it does relocations.

I'm also interested in seeing if there are any specs on how the XEP 80 works. I'd like to see about emulating it in the atari800 emulator...

Any info would be appreciated.

Jason

395. Re: ATARI COMPANY STILL EXISTS??

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3698724B.336C@geocities.com>
Source record: 56311

Greg Miller wrote:
> > community. Though not supported for well over a decade, the
>
> I just wish we had as much activity as the C64 guys.
>

Honestly... I'm just glad we have activity... :)

Doc Clu

396. Montezuma's Revenge sequel

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <36986EBD.9F6D3A90@classic-games.com>
Source record: 56312

So how'd I miss the fact that MR was getting a sequel on the PC?
--
http://www.classic-games.com/
If Bill Clinton doesn't have to obey the law, neither do you.
*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***

397. Re: 2600 converter for 5200

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36987346.54F3@geocities.com>
Source record: 56313

Well David, thanks! I'll let you know if I want to get that. I would like to find out more about it soon.

Actually you've both told me a lot, and now.. where can I find out the pin out of a 5200 cartridge?

Doc Clu

398. Re: XL OS + XEP 80

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990110031310.17756B-100000@vtn1>
Source record: 56314

The peripheral handler loader is just code to relocate device handlers and
install them in HATABS. It's fairly well documented in the comments of my
OS disassembly. If you want the whole disassembly, let me know.

John

On 10 Jan 1999, Jason Duerstock wrote:

> Does anyone have any documentation about the XL OS and how the different SIO
> poll types were supposed to work? I've been doing some disassembly and
> I've figured out part of it but I would like to know if there are any specs
> for the peripheral handler loader and how it does relocations.
>
> I'm also interested in seeing if there are any specs on how the XEP 80 works.
> I'd like to see about emulating it in the atari800 emulator...
>
> Any info would be appreciated.
>
> Jason
>
>

399. Re: Atari 8 bit books for sale (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Tim Denning <tim@timsplace.freeserve.co.uk>
Message-ID: <99X+ZCAD8Jm2EwEY@timsplace.freeserve.co.uk>
Source record: 56315

```
In article <fTMl2.500$Yy.24302@newsfeed.slurp.net>, morloc
<morloc@acd.net> writes
>Yup. Would like a list.
>
>Especially looking for:
>
>Atari OS Source Listing
>Programming the 6502
>Mapping the Atari (Revised XL/XE Edition)
>Atari BASIC Source Book
>BASIC XE Manual
>
>Richard Daley wrote in message <778163$h9t$1@epos.tesco.net>...
>>Re my last advert, I now have a list of books available, let me know if you
>>want a copy sent please.
>>
>>A few items of hardwrae are still left unwanted.
>>
>>Richard
>>
>>
>
>
if Richard does not have it I have the Programming the 6502 book if you
want ? what is it worth ?

--
Tim Denning
```

400. Re: Keeping it all on topic :-) (Blake's 7 anyone?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Niall Tracey <niallt@dai.ed.ac.uk>
Message-ID: <Pine.SOL.3.95.990110140440.13535E-100000@loki.dai.ed.ac.uk>
Source record: 56316
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

> Besides, things like Dr. Who and Blake's 7 etc. are just the
> kind of thing most of us 8-bitters grew up with... so why
> shouldn't the bounds of on-topicness be stretched a little
> when it's something so common to us all.
>
We might as well talk about trainers then, 'cos I'm sure we've all worn
'em at some point. Yeah, Nike are well overprice, like. Discuss.

> (Hell, it's about the only thing that us 8-bitters can discuss
> without getting into a fight.) :-)
>
What about the inferiority of the PC..?

Niall T

401. Dualling Cannons, type in progam.....

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990110101849.24536.00010929@ng142.aol.com>
Source record: 56317

could some one send me the Basic listing for this game that was in Compute magazine i think, I wish to type it in the oldfasioned way, no ATR's please. Or atlease point me to a place i can get the code for this.

thanks
BG

402. Wanted: SpartaDOS X / DIAMOND GOS / SWEET-16

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <915982525.22885.0.rover.d4ee0f47@news.demon.nl>
Source record: 56318

Hi,

Please send to e-mail: wanted_atari_hardware@underground.demon.nl

Gtx,
Sysop*TXG

403. 800XL System For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: David Olshan <davidol@mediaone.net>
Message-ID: <mQ3m2.4317$Yq5.73782716@news2.pompano.net>
Source record: 56319

```
Cleaning out the closet and selling the following:
Atari 800XL
1050 Disk Drive
850 Interface
1027 Printer
1200 bd SuperModem
Lots of disks (contents unknown)

E-mail with offer.

davidol@mediaone.net
```

404. Numeric Keypad

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3698E1A5.6F65@geocities.com>
Source record: 56320

Recently picked up a numberic keypad, and it will make a nice matching edition to the Atari 800 I have. :) So, I'm wondering how to make this work since I didn't get any instructions. It has a joystick connector and that's it.

Curiously

Doctor Clu

405. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Jason Duerstock <jasond@cdc.net>
Message-ID: <6609894D6F1DE5A2.57E34544F3D5E44E.36F25A7B75C2FD29@library-proxy.airnews.net>
Source record: 56321

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

> If anybody ever wants to rewrite BBXFER please include the following:

> - ZIP drive support so we can read ZIP disks that are in PC format.
> - copy PC disk to PC disk
> - maybe even a simple diskeditor (to change filenames/unerase files/restore
> directories/FATs)

Anyone want to campaign to convince Bob to release his source code? :D

Jason

406. Atari 8 bit books

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <77apq2bjp1@epos.tesco.net>
Source record: 56322

Sorry I did'nt leave my e-mail address re the book list

Included are Compute's first and second books and De Re Atari

Richard

richard.daley@tesco.net

407. Re: GUi

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01be3cc4$4304d7c0$094e08c3@comgar-w95-001>
Source record: 56323

We sell SAM. Info on our web site at: http://www.dgs.clara.net

Dean Garraghty

Curt Vendel <cvendel@worldnet.att.net> wrote in article
<36984121.16D27E55@worldnet.att.net>...
> There used to be a Gui for the 8-bits called Diamond which looked just
like a
> low-res ST desktop. There is a software package called SAM (Screen
Aided
> Manager) which is an 80 column desktop which isn't bad at all, its sold
for
> $19.95, do a search around the web and you should be able to find it.
>
>
> Curt
>
>
>
> Hellspot@idirect.com wrote:
>
> > Is there any gui's for an atari XE. Is it possible for someone to burn
it
> > onto a rom? how do i put more memory on it? and does anyone have a
whole
> > bunch of carts for sale?
>
>

408. New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Jason Whorton <jason@microxl.com>
Message-ID: <77ar6tbpr1@remarQ.com>
Source record: 56324
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

```
Hello. Today is the 10th of January and the new postal rates are in effect,
so please keep the following prices in mind when buying or selling some old
computer goodies. I have listed the 1st Class (Priority Mail) shipping
prices for packages, with weight listed first, then the new shipping price:

2 pounds and less - $3.20
over 2, less than 3 - $4.30
over 3, less than 4 - $5.40
over 4, less than 5 - $6.50
over 5, less than 6 - $6.60
over 6, less than 7 - $6.70
over 7, less than 8 - $6.80
over 8, less than 9 - $6.90
over 9, less than 10 - $7.00

Trying to help out a little bit,
Jason Whorton
www.microxl.com/oldcomputers/main.html
www.microxl.com/oldcomputers/Model60.html
```

409. Re: Numeric Keypad

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990110110846.3334A-100000@vtn1>
Source record: 56325

On Sun, 10 Jan 1999, Doctor Clu wrote:

> Recently picked up a numberic keypad, and it will make a nice matching
> edition to the Atari 800 I have. :) So, I'm wondering how to make this
> work since I didn't get any instructions. It has a joystick connector
> and that's it.
>
> Curiously
>
> Doctor Clu
>
>
You need an installed handler to convert the joyport readings to keyboard
codes and stuff them into the CH register. It pretty well has to be done
during the vblank as the joyport cannot produce an interrupt.

If this doesn't get you on your way, let me know as I wrote such a handler
years ago and can probably still find the code.

John

410. Re: 1050 cases?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990110145506.22132.00009519@ng119.aol.com>
Source record: 56326

```
>
> Call BRAD at Best electronics, he had cases: 408-243-6950

I know Curt... he wants about 25 bucks a set...

He's just too much money... Thanks! I've come across a few guys with junked
1050's...
B'rgds,
Vinnie

"Can't means don't want to!"
```

411. Re: Numeric Keypad

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <369909BE.E34C661A@worldnet.att.net>
Source record: 56327

You'll need the keypad handler to activate it. You may want to call B&C
Atari Sales, they have sell the cx-85 handler diskette.

530-295-9270
or
www.myatari.com

Curt

Doctor Clu wrote:

> Recently picked up a numberic keypad, and it will make a nice matching
> edition to the Atari 800 I have. :) So, I'm wondering how to make this
> work since I didn't get any instructions. It has a joystick connector
> and that's it.
>
> Curiously
>
> Doctor Clu

412. Re: 1050 cases?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <btk6lv4y.fsf@erols.com>
Source record: 56328

vinnie5757@aol.comnospam (VINNIE5757) writes:

> >
> > Call BRAD at Best electronics, he had cases: 408-243-6950
>
> I know Curt... he wants about 25 bucks a set...
>
> He's just too much money... Thanks! I've come across a few guys with junked
> 1050's...
> B'rgds,
> Vinnie
>
> "Can't means don't want to!"

Peek the joystick input port and you can map the values to the keys, they come in the normal joystick inputs. Or, maybe puzzle out the stick() values. A handler is certainly a better idea, but more complicated.

IIRC, you might have to look at the strig() inputs as well.

Just a little infinite loop that prints the contents of stick(0) is a good start.

I wrote a cricket scoring program while at school, using one of the keypads for data entry. Man, the residence hall manager was really pissed at us, seeing all the dart holes on the door on which we hung the dartboard!!!

Gregm

413. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <77bcf2$864$1@nnrp1.dejanews.com>
Source record: 56329

wow looks like i am gonna have tofind a copy of this game to try it out.... i
wasnt much for games when i have my 8bit (yeah i know... what did i do?!??!)
but my favs were seven cities of gold, archon, autoduel, flt sim...

sloopy.

In article <775f45$3tm$1@remarQ.com>,
"Night Owl" <billmccord@hotmail.com> wrote:
> Yup, I think that is what it stood for !!
> I still think that was one of the greatest 4 player games written !!!
>
> Night Owl
>
> >Doesn't it stand for something like Multiple Use Labor Equipment ? I am not
> >all too sure, but I seem to remember something along that line
> >
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

414. Atari 130xe free to a good home

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: JTalley <jtalley@jeffco.k12.co.us>
Message-ID: <77b705$6t7$1@news-2.csn.net>
Source record: 56330

If you pay shipping, you get an Atari 130 xe and a 5.25 floppie.

email me.

JT

415. Cubase Score FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Charles Sahagian <csahagian@integrityonline.com>
Message-ID: <3698D3C4.4F4A@integrityonline.com>
Source record: 56331

```
Cubase Score 2.0 for Atari ST/TT/Falcon for sale.
Make me an offer.

Chuck
csahagian@integrityonline4.com
```

416. Help: Edilon failure

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: "\"Please Send Your Spam To This Address\"" <spam@xmission.com>
Message-ID: <3699444F.62AB@xmission.com>
Source record: 56332

I just finished making an SIO2PC converter box so that I can use the APE ProSystem to back up all my 8-bit floppies. After copying the disks, I tested out the copies and they all appeared to be good except for the Edilon, which would show the Lucasfilm banner and then wind up with a black screen playing all sorts of random notes.

I thought this might have been a bad copy, so I tried loading the game from the original disk. Again it failed in exactly the same way! I know this game was working before (as least for the first 6 levels -- after that I got wothing), so I feared that the original disk has gone bad.

I searched one of the game archives on the web and downloaded the Eidolon from there, but when I checked the downloaded ATR image against the one I had made using ProSystem, they turn out to be exactly the same. So maybe the disk was still good after all.

But why doesn't it finish loading any more?
--
Trevin Beattie
*** Due to the large volume of SPAM I am receiving,
my email address will no longer be posted publicly in any form.

417. Re: Keeping it all on topic :-) (Blake's 7 anyone?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: gippah <gippah@spyvspy.com>
Message-ID: <#8gORxPP#GA.317@news2.texas.rr.com>
Source record: 56333
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Niall Tracey wrote in message ...

>What about the inferiority of the PC..?

Hm.

418. ST Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <prXUpxE.tandrews16@delphi.com>
Source record: 56334

Does anybody know anything about the last version of ST Xformer? I now have a Mega ST4 as my main computer and I have a few XE programs I'd just as soon port over. Personalized business applications, mostly. I need BASIC to run, Turb BASIC would be even better, and Compiled Turbo BASIC would be fantastic. I don't care too much about speed or about games. I still have my XE, but some things would be more convenient on the ST.

Anybody know where I can get the last version? If I remember correctly, the author put it into PD when he quit working on improvements.

TJ

419. WTB book: Atari Graphics and Arcade Game Design

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-10 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <77btqrccq1@remarQ.com>
Source record: 56335

The subject just about line says it all: I'm looking for the book "Atari Graphics and Arcade Game Design". If you have a copy to sell, e-mail me.

-Kevin Savetz

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com

420. Re: 2600 converter for 5200

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <77bgv5bsh1@nnrp1.dejanews.com>
Source record: 56336

hey doc,

i can tell you a few things..... it is basically a 2600 in a small case, it wont run 100% of all 2600 games (i dont know why or which...), and last but not least... i have on in box with manuals i would be willing to sell or trade... (the unit itself is in nm condition and the box is in good condition.... i got it because i figured it was kinda rare (i had seen them before tho') and i could either keep it if i decided to collect vcs stuff or trade it for 8bit stuff....

sloopy.

In article <36971D8F.50F9@geocities.com>,
clu-da-bard@geocities.com wrote:
> Hey folks, I was amazed recently to find out that the Atari 5200 had a
> 2600 game adapter. Since I have been thinking how cool it would be to
> get 2600 game carts working on a Atari 8-bit, I was wondering if anyone
> could tell me ANYTHING about it.
>
> How it works, if they had one and what it was like, if they've ever
> taken it apart... ANYTHING.
>
> I would like to build a 8-bit version.
>
> Thanks!
>
> The man who is now blissfully browsing past the Dr. who discussion
> area.... :)
>
> Doctor Clu
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

421. Re: Binaries (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: Rudi Niemeijer <rudi.niemeijer@testconsultancy.nl>
Message-ID: <77bbv1$kc7$1@news.Zwolle.NL.net>
Source record: 56337
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

```
>>I find that most MS-DOS programmes either give some vague,meaningless
>>indication that something went wrong,simply say "File not Found" for all
>>errors,or don't indicate errors at all.

Everything is better than "10/10" the ZX-81 uses to say. I haven't seen my
Speccy saying "File not found" in a very long time now...

Rudi
```

422. Re: Reset vector on 800B

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <77bihu$d9d$1@nnrp1.dejanews.com>
Source record: 56388

i am using a 1200xl, but i have an 800 in easy reach if you send me email with details of what you want done i will try it out on the real metal....

sloopy.

In article <36973386.641244@news.demon.co.uk>,
mclane@dellos.demon.co.uk wrote:
> The other Day dklugh@iwaynet.net (Daniel Klugh) wrote:
>
> >Paul Irvine <mclane@dellos.demon.co.uk> wrote:
> > >
> > >> Sorry folks to break the Dr Who trend <spit>
> > >
> > >> I can't remember if the Atari 400/800's could be made reset proof. I
> > >> know the XL's could by setting one location with a 1 or a 0 and pointing
> > >> another location to the code run address.
> > >
> > >It should work the same on all Ataris.
> >
> > Yep, just looked in my Mapping the Atari book and its universal.
> > >
> > >> The reason I ask is that all the versions of the A800 emu do the same,
> > >> if you find a reset proofed program in XL mode and hit F5 it just reruns
> > >> the program and does not reboot. Try the same thing in 800A or B mode
> > >> and reboot..
> > >
> > >uh,what's F5???
> >
> > You must have missed the first msg Daniel, I'm trying to figure out if
> > the Atari emu's are not resetting correctly. The F5 is the reset key on
> > the PC versions.
> >
> > I know you run a real Atari and so do I but not an 800, mines a 130XE.
> >
> > >(There are only four Atari function keys)
> > >Well when you press RESET the OS ROM is switched back in so there's really
> > >nothing to be done for it.The 800 OS gets replaced with the built-in one.
> >
> > What should happen on the emu in 800 mode is that if 244 is set and C,D
> > contain the pointer to the code then a WARMSTART should rerun your code,
> > on the emu's its causing a full Coldstart and jumping thru $E477..
> >
> > Hence the question since I cannot test the 800 mode on a real machine
> > --
> > Paul..

>
> "Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"
>
> - Secret recording between Clive Sinclair and Alan Sugar...
>
> ICQ No: 105793
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

423. Re: Reset vector on 800B

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36a252c2.17316977@news.demon.co.uk>
Source record: 56389

The other Day sloopy_m@my-dejanews.com wrote:
>
>i am using a 1200xl, but i have an 800 in easy reach if you send me email with
>details of what you want done i will try it out on the real metal....

Will do...
--
Paul..

"Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"

- Secret recording between Clive Sinclair and Alan Sugar...

ICQ No: 105793

424. Does anyone buy Atari 8 bit Stuff?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: cardman51@aol.com
Message-ID: <19990110204144.01059.00009005@ng-cd1.aol.com>
Source record: 56390

I have quite a bit of Atari 8 bit stuff that I want to get rid of.....
800 computer
400 computer
2 disk drives
modem
tape player
cartridges, etc.

If anyone is interested, e-mail me at cardman51@aol.com
Thanks,
Jim

425. ATARI ON AUCTION-NO RESERVE-LOW STARTING BID-HURRY ENDS SOON!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: baloo76@my-dejanews.com
Message-ID: <77brao$k83$1@nnrp1.dejanews.com>
Source record: 56391
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.sony

Atari 2600 with 16 carts. Set includes console, 2 joysticks, 1 set of paddles, 1 video game pad, power supply and 16 game carts. Games include Pac-man Super Cobra, Star Raiders, Frogger, Combat (includes Tank, Tank-Pong, Invisible-Tank, Biplane, & Jet Fighter), Strawberry Shortcake, Swordquest, Basketball, Amidar, Asteroids, Missle Command, Star Wars- Jedi Arena, Spiderman, Human Cannonball, Kool-Aid Man, and Backgammon. Also includes all manuals except for Frogger and Amidar. Buyer pays shipping. Happy Bidding.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=55785711

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

426. Re: XEP80 & JAM!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <77bs0t$l0b$1@nnrp1.dejanews.com>
Source record: 56392

i think the joystick port was reasonable.....what about all of us with 800's
and 1200xl's? you want slots? thw 800 had 3 slots.... what they should have
done was made the 800xl more like the 800 (3 ram slots a cpu slot, and a rom
slot) and leave the 600xl they way it was as a 'beginners' or non-power usrs
machine. i made a drawing of what i thought the 800xl should have been, but i
did not work for atari so it is just another drawing...but yes i agree the
xep80 could have been better done... (i did acustom homebrew board (6502, 2-
6532's 1-6551 16- 6520's 16k ROM 16kRAM) for a freinds train setup and used a
xep80 for the video when it wasnt hooked to a terminal....) it could have
done color and why does everyone put parallel ports on everything? why not a
serial? with the sio it would be so easy its not funny....

sloopy.

In article <369807BA.213A57F9@worldnet.att.net>,
cvendel@worldnet.att.net wrote:
> I'm more pissed that they didn't make the damned things PBI/ECI interfacable.
> That joystick port kludge is a joke!!! If they had made it PBI, the drivers could
> have autoloaded and it would have been all ready to go. In fact the original
> idea was to have the Atari XM128 12" monocrome 80 column monitor have the XEP80
> built in and plug into the XE (which way, they never specified, no work was even
> started on the XM128 except to give it a name and description). I'm disappointed
> that noone simple came out with a nice big empty metal box with a couple of slots
> like the 1090XL was supposed to be and then just built cards to plug into it, thats
> way the 8-bit really needed, or even better, an 8-bit motherboard 800XL/130XE with
> PBI slots on it for PBI device cards.
>
> Curt
>
> Mathy Van Nisselroy wrote:
>
> > Howdy folks, Larry
> >
> > >Although the XEP80 leaves a lot to
> > >be desired for 80 column display,
> > >until something better is published,
> > >it's what some of us are stuck with.
> >
> > If there ever was a device the Tramiels f***ed up it's the XEP80. The NS405
> > that is inside can do colors. And it should have had twice the amount of
> > memory it has now. It has a 16 bit bus, with the "extra" memory, you could
> > have given each character an other atribute (upside down, inverse, etc.) and
> > more stuff like that. Heck, I bet if they would have done the job they were
> > supposed to do, you wouldn't have to see the data that is being send to the
> > printer go via the TV screen.

> >
> > CU Mathy van Nisselroy
> >
> > PS yes I'm a weeee bit p***** about this.
> > Maybe that's because I've got three of them, wanna upgrade them, but don't know
> > how. (Mr. Woolley's TTL connector is already connected)
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

427. Re: Binaries (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <77bspj$lk3$1@nnrp1.dejanews.com>
Source record: 56393
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

In article <36983305.10118742@news.pressenter.com>,
jmelbo@pressenter.com (Jon Melbo) wrote:
> On 8 Jan 1999 23:47:40 GMT, dklugh@iwaynet.net (Daniel Klugh) wrote:
>
> >I find that most MS-DOS programmes either give some vague,meaningless
> >indication that something went wrong,simply say "File not Found" for all
> >errors,or don't indicate errors at all.
>
> I tend to agree, I am pretty sure MSDOS, PCDOS etc, and Win HAVE lots
> of error returning mechanisms but I think they are not used by coders
> as much as they should be. Especially with Win. It's like the
> attitude is that the operator shouldn't be unduely confused or
> frightened by too much information (especially of the error variety).
> That's one of the things I really appreciate about most software for
> the Atari8, it lets the operator (oh yeah now a days it called a USER)
> know what the status of things are.
>
> Jon
>

i always thought that using the system was so slow in dos/win that most
programmers just coded things themselves..... and the error mech being done
last and they wanting the program done so skimp on it..... (with win i can
really understAnd it..... it coined the term 'same day service' with its
int's... ;') but with the atari's simplicity errors are easier to handle.....

sloopy.

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

428. Neglected Atari 1200XL just boots up to green screen: possibilities for repair?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: bmw3@cec.wustl.edu
Message-ID: <369968e7.3409027@newsreader.wustl.edu>
Source record: 56394

After about 5 years of storage in my attic, I unpacked my 1200XL and tried to fire it up. On the first power-up, with no cartidge plugged in and with the 1050 floppy drive attached but no disk in it, I saw a blue screen with a small white box in the upper left corner. I vaguely remember this screen showing up whenever I booted from a diskette (when the Atari was working). However, the rainbow logo image never appeared, as used to happen whenever I turned the computer on without any cartridge or disk inserted. I turned the computer off and tried turning it back on with a cartridge inserted, and this time a pure green screen came up. Subsequent power-cycles with various other cartidges and disks seemed to have no effect. Even after disconnecting and reconnecting the power supply, disk drive, TV, and controller, I couldn't get anything but a green screen.

Would anybody have any ideas as to what could be wrong (i.e. fuse blown), or where I could at least start looking?

Many Thanks.

429. Re: Keeping it all on topic :-) (Blake's 7 anyone?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <77c2ac$q5c$1@nnrp1.dejanews.com>
Source record: 56395
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm

In article <#8gORxPP#GA.317@news2.texas.rr.com>,
"gippah" <gippah@spyvspy.com> wrote:
>
> Niall Tracey wrote in message ...
>
> >What about the inferiority of the PC..?
>
> Hm.
>
>

whats to think about? even a C64 is better than a pc (please note my 8bit preference is atari) i mean come on with the c64 you get a response in a few seconds... the pc is like the dry cleaners... same day service... in by 9 out by 5.....

(just could NOT resist.....)

sloopy.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

430. Re: Montezuma's Revenge sequel

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <77bvhi$fss@bgtnsc03.worldnet.att.net>
Source record: 56396

Getting?? and already gone!! it's $20 on clearance at most Electronic
Boutiques... and includes some emulator, and one of the original versions...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Greg Miller wrote in message <36986EBD.9F6D3A90@classic-games.com>...
>
>So how'd I miss the fact that MR was getting a sequel on the PC?
>--
>http://www.classic-games.com/
>If Bill Clinton doesn't have to obey the law, neither do you.
>*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***

431. Re: BlackBox/Floppyboard

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36998edd.777683@news.pressenter.com>
Source record: 56397

On Thu, 07 Jan 1999 10:35:00 GMT, sysop.fox-1@stackbbs.xs4all.nl
(Sysop Fox-1) wrote:

>I don't have a FloppyBoard connected, but the Black-Box runs great on my
>"non-BBS" Atari 130XE. On the BBS is a Black-Box with an older ROM
>installed (1.41?) without task-master, and without FloppyBoard support...
>
>Both BB's have the Hardware-Flow-Control and "D9:" support of-course (not
>supported in older ROM revisions).

Ahhhh.... IO was wondering about that. I picked up on the fact that
the BB supports hardware flow control. I even got Len Spencer's
handler for it that uses the flow control. I have my BB hooked up to
my PC using a null modem adapeter and I have a LED status light
adapter hooked in as well so I can see what signals are doing what. I
thought it odd that I saw no activity on CTS/RTS and that my best CPS
rate when doing transfers from the 800XL to the PC was around 1700CPS.
Theoretically, it should be 1920CPS or slightly less to allow for
prtocol overhead. Now I see this message and look over at MY BB. I
guess I have an old bugger cuz my ROM has a white sticker on it with
"BB 1.2" on it.

What is the D9 you are talking about? Are you refering to a Dshell 9
pin com port? My BB has a card edge connector that I made a robbon
cable serial cable for.

432. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <pReXB-P.rldetlefsen@delphi.com>
Source record: 56398

Sysop Fox-1 <sysop.fox-1@stackbbs.xs4all.nl> writes:

>Is there anyone outthere who's really USING an Atari 8-bitter in stead of
>only owning one, or even haven't got one (anymore) ???

I have three 8 bits usually running..one with a project going-
hardware or software(I have lots of those these days), one with
Paperclip, and one with a disk utils, Bobterm, or a game going.
I don't have any A8 emulators. My website is for the real thing.
While I sometimes agress that the emulator or For sale traffic
can overwhelm the NG, I'd rather have it here that have to hunt a
ll over the place for any info I need, or to be able to help
those I can.

Rick D.

433. Re: ATARI COMPANY STILL EXISTS??

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F5E5qB.6DI@cix.compulink.co.uk>
Source record: 56399

In article <36972724.EAD719FB@classic-games.com>,
gmiller@classic-games.com (Greg Miller) wrote:

> You probably did, since that's what happened :) Recent games include
> Mace, SF Rush, and Area 51.
Area 51 used a modifed jaguar board! It had extra RAM and a hard disk I
believe.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

434. Re: UNIX for 6502....

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: yhavinga@cs.utwente.nl
Message-ID: <77cmtf$5o3$1@pandora.cs.utwente.nl>
Source record: 56400

A LONG time ago I made a dispatcher that could divide CPU time over two or more separate programs. Funny when the OS got e.g. 5% of the time and a simple endless loop the remaining 95%: the cursur click was now a sort of a one second farth. :)
The dispatcher was made for a planned but never finished music player with a constant CPU usage in each frame. It used IRQ's from the sound chip (forgot how they are called) or DLI's for the timing.
A context switch switched A,X and Y and the zero page.

Problem with running 'normal' programs:
- they should be 'relocated'
- or each program should not use > 4 16K banks, and switching could be done using extra memory banks. This would result in a very slow context switch though (1 second or more)

Or (forgive me because I am VERY rusty at this) was it the case that when changing banks, memory became available in the right place (3 banks <48K) and no copy is needed? In this case also the ZP doesn't need to be copied.

If anyone is interested in this dispatcher (working source in ATMAS II) I could dig it up and post a copy. (Hmm, but I do not have a SIO2PC sort of thing) So you should REALLY want it.

regards
Yeb Havinga

Christof Odenthal (Odenthal@AnySIM.de) wrote:
: hi,
: Unix started long ago on computers which had no more than
: 64 k of memory (e.g. the PDP-11) and i doubt if anyone of
: them had virtual memory or any protection.
: There is currently a Linux clone in development for the
: 8086/8088 16 bit-CPU called "ELKS" and there are already
: several Unix clones for the Commodore C64 (e.g. Lunix, look
: at http://www.heilbronn.netsurf.de/~dallmann/c64.html). And
: i have found the C sources of a Unix clone called UZI for
: CP/M computers (Z80 + 8085 - CPU) - so why shouldn't it be
: possible on the Atari ?! The Atari is even faster than the
: C64 ! You only have to fiddle around with the stack and the
: zero page.

: And if you wish you can make a kind of 6502-emulator which runs
: on your Atari (a 6502 emulating a 6502...) and which checks each
: memory access of the program it emulates before permitting it -
: so you can protect your tasks/processes. Using this method you
: can even simulate virtual memory, e.g. through new mnemonics.

: The disadvantage is the slow down of the execution speed.

: If this is to slow for you then you could try this method: You
: have to write a special C compiler which everybody has to use to
: make programs for this Unix clone and which accesses memory only
: through calls to a memory manager. The memory manager takes care
: of the segment boundaries of the current task and stops each task
: which wants to access a memory cell it doesn't own. Here the
: disadvantage *may* be less protection against a crashing task.

: By the way: I've heared that the C64 freaks are even planning to
: make a TCP/IP connection and a WEB BROWSER !

: bye,
: Christof.
: (member of the ABBUC)
: --
: \ | /
: (-O-O-)
: -----oooO--(_)--Oooo-----

: mailto: a) Odenthal@AnySIM.de
: b) odin_70@hotmail.com
: c) Christof.Odenthal@muenchen.org
: homepg: http://homepages.muenchen.org/bm347689/
: --
: "Where do WE want YOU to go today" - Microsoft
: --

435. Re: FS: 8 bit Hardware & Software

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: Guy Bolton King <guy@birchcrown.demon.co.uk>
Message-ID: <3699E91A.97F68638@birchcrown.demon.co.uk>
Source record: 56401

Last week I posted this:

> Last posted this 2.5 months ago, but prospective buyer vanished into
> thin air, and I didn't keep any other replies, so here it is again:
>
> For sale:
>
> - Atari 130XE
> XC11 Tape drive
> 1050 Disk drive
> Joysticks (1 Kempston, 1 obscure nasty thing that looks like a tap)
> Star Raiders Cartridge!!!
> Tons of games, many in orig. boxes w/instructions.
> Manuals:
> Mapping the Atari (Compute!)
> De Re Atari (Atari Program Exchange)
> Hardware reference (Atari)
> OS Source Listing (Atari)
> Misc. Basic programming books.
>
> - Atari VCS games console
> Games cartridges: Ms Pacman, Pole Position & the ubiquitous Combat
> cartridge.
> 1 Joystick (rubber handle cover missing, but otherwise works fine).
>
> All in full working order.
>
> Buyer collects/pays shipment from Edinburgh, Scotland. Make me an
> offer...

I'd like to emphasise that I would like to get rid of this lot as a bundle, rather than flog off separate bits. However, I've received several requests about what the "Tons of games" are, so:

Boxed:

- A huge number, which I won't list, of UK budget titles (Mastertronic, Virgin etc.) on cassette (there's approx. 30--40 of these things);

- LucasArts titles: Rescue on Fractalus (disk), The Eidolon (disk), Koronis Rift (disk) and Ballblazer (tape).

- Star Raiders II (final edition).

- Ultima IV

- Infocom's Hitch Hiker's Guide to the Galaxy, with fluff, peril-sensitive sunglasses and microscopic space fleet (includes Invisiclues hint book, but with clues revealed).

Unboxed:

- Several compendium disks, including things like Spyhunter, Chuckie Egg, Original (US) version of Star Raiders II, Spindizzy, etc.

Again, make me an offer _for_the_lot_ please. It's all boxed up and ready to go---all it wants is a home, and all I want is some money and postage on it.

Guy Bolton King.

436. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <77d39d$as2$1@mohawk.hwcn.org>
Source record: 56402

Curt Vendel (cvendel@worldnet.att.net) wrote:
: No Will,

: A BB & FB & HD & Case all together IS reasonable, however you want $200 just
: for the Black Box, another $150 for the floppy controller and whatever else for
: the rest. That I find unreasonable for USED equipment that you buy for NEW for
: the same price.

: Curt

No one is stopping you from buying it new if you can.

437. Re: WTB book: Atari Graphics and Arcade Game Design

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <4Cpm2.30413$el4.42662458@c01read02.service.talkway.com>
Source record: 56403

I just wanted to mention that is the best book I have ever used or read
for programming the atari. I never got around to typing in the code to
most of the big examples. Does anybody out there have source typed in
for the defender type game from the book?
Thanks
Mark

On Sun, 10 Jan 1999 20:17:48 -0800 "Kevin Savetz"
<savetz@northcoast.com> wrote:
> The subject just about line says it all: I'm looking for the book "Atari
> Graphics and Arcade Game Design". If you have a copy to sell, e-mail me.
>
> -Kevin Savetz
>
> --
> Kevin Savetz <savetz@northcoast.com>
> Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
> http://www.atarimagazines.com
--
Surf Usenet at home, on the road, and by email -- always at Talkway.
http://www.talkway.com

438. WTB: POKEY

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: Brendan Keith <brendan.keith@wilcom.com>
Message-ID: <369A24E7.3E25@wilcom.com>
Source record: 56404

Does anyone have a recent source for POKEYs or any carts
containing them? I need up to 6 pieces.

Thanks.
--
Brendan Keith
Same old Email Address: Brendan.Keith@wilcom.com
New Informative sig: Yes, there is a JAMMA cocktail.

439. Re: Help: Edilon failure

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <_Jpm2.30417$el4.42665256@c01read02.service.talkway.com>
Source record: 56405

My original disk is safe away while my happy drive backed it up. But
then I found another disk in my collection that said eidolon that works
just as well and also made a suitable .ATR file
I have had some success using a sector copier through APE and my SIO2PC
to make disk images. Works better than my happy or usdoubled 1050's

Mark

On Sun, 10 Jan 1999 17:22:39 -0700 "\"Please Send Your Spam To This
Address\"" <spam@xmission.com> wrote:
> I just finished making an SIO2PC converter box so that I can use the APE
> ProSystem to back up all my 8-bit floppies. After copying the disks, I
> tested out the copies and they all appeared to be good except for the
> Edilon, which would show the Lucasfilm banner and then wind up with a
> black screen playing all sorts of random notes.
>
> I thought this might have been a bad copy, so I tried loading the game
> from the original disk. Again it failed in exactly the same way! I
> know this game was working before (as least for the first 6 levels --
> after that I got wothing), so I feared that the original disk has gone
> bad.
>
> I searched one of the game archives on the web and downloaded the
> Eidolon from there, but when I checked the downloaded ATR image against
> the one I had made using ProSystem, they turn out to be exactly the
> same. So maybe the disk was still good after all.
>
> But why doesn't it finish loading any more?
> --
> Trevin Beattie
> *** Due to the large volume of SPAM I am receiving,
> my email address will no longer be posted publicly in any form.
--
Surf Usenet at home, on the road, and by email -- always at Talkway.
http://www.talkway.com

440. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: Mike Uhl <ShoeLeather_Express@RadioLink.net>
Message-ID: <Mike.Uhl.199901110618@ShoeLeather.Express>
Source record: 56406
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

```
On Sat, 9 Jan 1999, Graham Goring
wafted these smoke signals into the breeze:
> In article <Mike.Uhl.199901081707@ShoeLeather.Express>, Mike Uhl
> <ShoeLeather_Express@RadioLink.net> writes
> >> I vet all my e-mail via demon's web proxy server thingy at work
> >> before I go home and download it all. Cheeky.
> >
> >Hey, whatever works. That's pretty neat, actually. Do all the grunt
> >work while at work. Then go home and enjoy the fruits of your
> >"labor". Do you fetch your newsgroups that way, too?
>
> Considering that doing the mail is against company rules, I haven't
> dared to expand into the realms of usenet yet. :)

Ahh, come on. You can do it! Figure a way!

Some people have jobs where monitoring usenet is essential. I'm not
that lucky, but hey, I'm writing this at work right now, and the boss
knows about it! ;-)

Of course, I don't have 'Net access here, but I can't complain! I go
home and pack my disks with gzipped usenet and come back to work and
do what I'm doing now.

--
[,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
"There is a simple, straight-forward solution to this mess."
"Any clues as to what that might be?"
```

441. Re: 130XE modification

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <369A325C.8E2139EA@postoffice.pacbell.net>
Source record: 56407

I think those are capacitors. I've seen a number of 130XEs either way. Usually that kind of stuff is RF suppression.

Bob

BGarvey355 wrote:

> I bought another 130XE the other day and took it apart for case cleaning (my
> standard for new purchases) and noticed soething strange around the SIO port.
> there are what appear to be diodes or resistor soldered to the bottom row of
> pins on the back of the SIO port and then they are soldered to the strip where
> the RF shielding attatches. What benefit does this give the SIO port, or what
> the heck was the previous owner trying to do?
>
> thought i remembered reading about sio mods before but can't remember were to
> verify, any help, or the site describing these mods would be appreciated
>
> Brent

442. Re: Neglected Atari 1200XL just boots up to green screen: possibilities for repair?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <369A348E.D3057B04@postoffice.pacbell.net>
Source record: 56408

The best way to start is by replacing the LSI (the big ones) chips one at a time. Actually, the PAL chip - CO60609 is a good start. At least all of the chips are socketed..... If you get a blue screen and a white, square cursor, the memory, ANTIC, GTIA and CPU are probably good.

Bob

Benjamin Matthew West wrote:

> After about 5 years of storage in my attic, I unpacked my 1200XL and
> tried to fire it up. On the first power-up, with no cartidge plugged
> in and with the 1050 floppy drive attached but no disk in it, I saw a
> blue screen with a small white box in the upper left corner. I
> vaguely remember this screen showing up whenever I booted from a
> diskette (when the Atari was working). However, the rainbow logo
> image never appeared, as used to happen whenever I turned the computer
> on without any cartridge or disk inserted. I turned the computer off
> and tried turning it back on with a cartridge inserted, and this time
> a pure green screen came up. Subsequent power-cycles with various
> other cartidges and disks seemed to have no effect. Even after
> disconnecting and reconnecting the power supply, disk drive, TV, and
> controller, I couldn't get anything but a green screen.
>
> Would anybody have any ideas as to what could be wrong (i.e. fuse
> blown), or where I could at least start looking?
>
> Many Thanks.

443. Re: Binaries (Was Re: Tits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: imc@comlab.ox.ac.uk
Message-ID: <17412-wherever.imc@comlab.ox.ac.uk>
Source record: 56409
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

Rudi Niemeijer entertained comp.sys.sinclair with the following story:
>Everything is better than "10/10" the ZX-81 uses to say.

Not really, since if it says "5/80" you know that the error is on line
80 of your program and you can look up error 5 in the manual to get the
explanation of precisely what is wrong.
--
---- Ian Collier : imc@comlab.ox.ac.uk : WWW page (including Spectrum section):
------ http://www.comlab.ox.ac.uk/oucl/users/ian.collier/imc.html

444. Re: XEP80 & JAM!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <369A3178.8CCC8E93@postoffice.pacbell.net>
Source record: 56410

actually, it is even worse than that, I think. the controller comes with an internal font on ROM which looks like it is trashed. I suspect that Atari picked these up as junk devices that had bad programming..... nice.

Bob

Mathy Van Nisselroy wrote:

> Howdy folks, Larry
>
> >Although the XEP80 leaves a lot to
> >be desired for 80 column display,
> >until something better is published,
> >it's what some of us are stuck with.
>
> If there ever was a device the Tramiels f***ed up it's the XEP80. The NS405
> that is inside can do colors. And it should have had twice the amount of
> memory it has now. It has a 16 bit bus, with the "extra" memory, you could
> have given each character an other atribute (upside down, inverse, etc.) and
> more stuff like that. Heck, I bet if they would have done the job they were
> supposed to do, you wouldn't have to see the data that is being send to the
> printer go via the TV screen.
>
> CU Mathy van Nisselroy
>
> PS yes I'm a weeee bit p***** about this.
> Maybe that's because I've got three of them, wanna upgrade them, but don't know
> how. (Mr. Woolley's TTL connector is already connected)

445. Re: Montezuma's Revenge sequel

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <369c3d72.17500589@news.demon.co.uk>
Source record: 56411

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>Getting?? and already gone!! it's $20 on clearance at most Electronic
>Boutiques... and includes some emulator, and one of the original versions...

Its got a custom version of Xl-it running the old game..
--
Paul..

"Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"

- Secret recording between Clive Sinclair and Alan Sugar...

ICQ No: 105793

446. Re: XEP80 & JAM!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <369A3FEA.FBB56CF8@arn.net>
Source record: 56412

Do you have a .GIF or .JPEG scan of that drawing you could post on here
or e-mail me?

Laters,

antbaker@arn.net

sloopy_m@my-dejanews.com wrote:
>
> i think the joystick port was reasonable.....what about all of us with 800's
> and 1200xl's? you want slots? thw 800 had 3 slots.... what they should have
> done was made the 800xl more like the 800 (3 ram slots a cpu slot, and a rom
> slot) and leave the 600xl they way it was as a 'beginners' or non-power usrs
> machine. i made a drawing of what i thought the 800xl should have been, but i
> did not work for atari so it is just another drawing...but yes i agree the
> xep80 could have been better done... (i did acustom homebrew board (6502, 2-
> 6532's 1-6551 16- 6520's 16k ROM 16kRAM) for a freinds train setup and used a
> xep80 for the video when it wasnt hooked to a terminal....) it could have
> done color and why does everyone put parallel ports on everything? why not a
> serial? with the sio it would be so easy its not funny....
>
> sloopy.
>
> In article <369807BA.213A57F9@worldnet.att.net>,
> cvendel@worldnet.att.net wrote:
> > I'm more pissed that they didn't make the damned things PBI/ECI interfacable.
> > That joystick port kludge is a joke!!! If they had made it PBI, the drivers could
> > have autoloaded and it would have been all ready to go. In fact the original
> > idea was to have the Atari XM128 12" monocrome 80 column monitor have the XEP80
> > built in and plug into the XE (which way, they never specified, no work was even
> > started on the XM128 except to give it a name and description). I'm disappointed
> > that noone simple came out with a nice big empty metal box with a couple of slots
> > like the 1090XL was supposed to be and then just built cards to plug into it, thats
> > way the 8-bit really needed, or even better, an 8-bit motherboard 800XL/130XE with
> > PBI slots on it for PBI device cards.
> >
> > Curt
> >
> > Mathy Van Nisselroy wrote:
> >
> > > Howdy folks, Larry
> > >
> > > >Although the XEP80 leaves a lot to
> > > >be desired for 80 column display,
> > > >until something better is published,

> > > >it's what some of us are stuck with.
> > >
> > > If there ever was a device the Tramiels f***ed up it's the XEP80. The NS405
> > > that is inside can do colors. And it should have had twice the amount of
> > > memory it has now. It has a 16 bit bus, with the "extra" memory, you could
> > > have given each character an other atribute (upside down, inverse, etc.) and
> > > more stuff like that. Heck, I bet if they would have done the job they were
> > > supposed to do, you wouldn't have to see the data that is being send to the
> > > printer go via the TV screen.
> > >
> > > CU Mathy van Nisselroy
> > >
> > > PS yes I'm a weeee bit p***** about this.
> > > Maybe that's because I've got three of them, wanna upgrade them, but don't know
> > > how. (Mr. Woolley's TTL connector is already connected)
> >
> >
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

447. FA: 800XL & Games

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: Paul-David <Pauldb@voyager.cris.com>
Message-ID: <77dktu$1id@journal.concentric.net>
Source record: 56413

55656832: Atari 800XL with 6 games
Bidding starts at: $4.00
Auction ends on: 01/17/99 14:46:01 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=55656832

54627579: Brown Intellivision ECS Computer Module
Current bid: $51.00
Auction ends on: 01/11/99 20:02:37 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=54627579

54632280: Modified Commodore 64 computer
Current bid: $9.99
Auction ends on: 01/11/99 20:12:46 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=54632280

52978203: Hot Wheels Super Charger Sprint(redline)
Current bid: $31.00
Auction ends on: 01/14/99 17:46:10 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=52978203

52982504: commodore Amiga 500 with External disk drive
Current bid: $76.00
Auction ends on: 01/14/99 18:02:49 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=52982504

55472790: Coleco Colecovision / Atari 2600 adaptor more
Current bid: $4.00
Auction ends on: 01/16/99 21:16:53 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=55472790

55659976: commodore or Amiga 14.4 modem & rs-232 cable
Current bid: $4.00
Auction ends on: 01/17/99 14:54:42 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=55659976

55663906: Five boxed commodore 64 games
Bidding starts at: $9.99
Auction ends on: 01/17/99 15:03:46 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=55663906

55474936: Seven WWF Hasbro wrestling Figures
Current bid: $10.50
Auction ends on: 01/16/99 21:24:54 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=55474936

55476220: Four RARE WWF Hasbro wrestling Figures
Current bid: $16.50

Auction ends on: 01/16/99 21:28:57 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=55476220

55656832: Atari 800XL with 6 games
Bidding starts at: $4.00
Auction ends on: 01/17/99 14:46:01 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=55656832

448. Re: Numeric Keypad

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <369A67B4.25DB41A1@erols.com>
Source record: 56414

There are drivers for the CX-85 numeric keypad around. Some might be at UMICH. I remember typing in tons of ml listings using one of them.

Now that I think of it, Frank Walters, an OHAUG member, wrote some specialized CX-85 drivers to work with TextPro and BCalc, and they can be customized for other uses, as well. Since you're an OHAUG member too, just contact our disk librarian (snail mail unless he gives out his e-mail address and ask for them.)

Doctor Clu wrote:
>
> Recently picked up a numberic keypad, and it will make a nice matching
> edition to the Atari 800 I have. :) So, I'm wondering how to make this
> work since I didn't get any instructions. It has a joystick connector
> and that's it.
>
> Curiously
>
> Doctor Clu

449. Re: ST Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <369A6985.7E77216E@erols.com>
Source record: 56415

I don't know if it's the latest version, but I beleive there's a copy of
it on Pook Disk Too. How to get it to you in ST format is another
question. I do have a PC, but no 720K floppies.

Can anyone else help? Is it available for d/l at UMICH?

Thomas J. Andrews wrote:
>
> Does anybody know anything about the last version of ST Xformer? I now have a
> Mega ST4 as my main computer and I have a few XE programs I'd just as soon port
> over. Personalized business applications, mostly. I need BASIC to run, Turb
> BASIC would be even better, and Compiled Turbo BASIC would be fantastic. I
> don't care too much about speed or about games. I still have my XE, but some
> things would be more convenient on the ST.
>
> Anybody know where I can get the last version? If I remember correctly, the
> author put it into PD when he quit working on improvements.
>
> TJ

450. Re: XEP80 & JAM!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <369A73BC.A36F79D8@worldnet.att.net>
Source record: 56416

Actually I have the original prototypes of these beasties, I'll pull them out, take some close up shots and put them up on the Atari Historical Society website in the Atari XE section, I'll do it this comming weekend. Its true about the XEP80's they are just crippled kludges. Why oh why couldn't the Tramiels have done just one or two things right with XE line, such a waste....

Curt

rwoolley@postoffice.pacbell.net wrote:

> actually, it is even worse than that, I think. the controller comes with an
> internal font on ROM which looks like it is trashed. I suspect that Atari picked
> these up as junk devices that had bad programming..... nice.
>
> Bob
>
> Mathy Van Nisselroy wrote:
>
> > Howdy folks, Larry
> >
> > >Although the XEP80 leaves a lot to
> > >be desired for 80 column display,
> > >until something better is published,
> > >it's what some of us are stuck with.
> >
> > If there ever was a device the Tramiels f***ed up it's the XEP80. The NS405
> > that is inside can do colors. And it should have had twice the amount of
> > memory it has now. It has a 16 bit bus, with the "extra" memory, you could
> > have given each character an other atribute (upside down, inverse, etc.) and
> > more stuff like that. Heck, I bet if they would have done the job they were
> > supposed to do, you wouldn't have to see the data that is being send to the
> > printer go via the TV screen.
> >
> > CU Mathy van Nisselroy
> >
> > PS yes I'm a weeee bit p***** about this.
> > Maybe that's because I've got three of them, wanna upgrade them, but don't know
> > how. (Mr. Woolley's TTL connector is already connected)

451. Re: Numeric Keypad

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <369a8d7c.3319818@news.pressenter.com>
Source record: 56417

On Mon, 11 Jan 1999 16:05:56 -0500, Alan Sharkis <asharkis@erols.com>
wrote:

If memory serves me Alan Reeves of ReeveSoft wrote some a very nice
driver for the CX85 which made it usable under even toughies like
SynCalc. Anybody have that? I THINK I MIGHT somewhere. Won't know
for a while.

452. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <369b8e23.3487587@news.pressenter.com>
Source record: 56418
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

On Sun, 10 Jan 1999 12:30:02 -0600, "Jason Whorton"
<jason@microxl.com> wrote:

>Hello. Today is the 10th of January and the new postal rates are in effect,
>so please keep the following prices in mind when buying or selling some old
>computer goodies. I have listed the 1st Class (Priority Mail) shipping
>prices for packages, with weight listed first, then the new shipping price:
>
>2 pounds and less - $3.20
>over 2, less than 3 - $4.30
>over 3, less than 4 - $5.40
>over 4, less than 5 - $6.50
>over 5, less than 6 - $6.60
>over 6, less than 7 - $6.70
>over 7, less than 8 - $6.80
>over 8, less than 9 - $6.90
>over 9, less than 10 - $7.00
>
>Trying to help out a little bit,

Thanks for the info. Now to pick a nit... what happens if you have a
package that is EXACTLY 2, 3, 4, 5, 6, 7, 8 or 9 pounds? Are those
free or don't they ship packages of that weight?

Hehe. Just messin' with ya.

453. Re: WTB book: Atari Graphics and Arcade Game Design

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <369c8f4f.3786880@news.pressenter.com>
Source record: 56419

On Mon, 11 Jan 1999 16:25:36 GMT, "8bitz" <8bitz@my-dejanews.com>
wrote:

>I just wanted to mention that is the best book I have ever used or read
>for programming the atari. I never got around to typing in the code to
>most of the big examples. Does anybody out there have source typed in
>for the defender type game from the book?
>Thanks
>Mark
>
>
>On Sun, 10 Jan 1999 20:17:48 -0800 "Kevin Savetz"
><savetz@northcoast.com> wrote:
>> The subject just about line says it all: I'm looking for the book "Atari
>> Graphics and Arcade Game Design". If you have a copy to sell, e-mail me.
>>
>> -Kevin Savetz
>>
>> --
>> Kevin Savetz <savetz@northcoast.com>
>> Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
>> http://www.atarimagazines.com

I have some very nice book on that and related subjects as well. I do
not have that particular title, but i do have some good books. Drop
me a line if you are interested enough to know what I have. I would
probably be willing to sell cheap. I think my Atari8 programming days
are over but I still like to USE it. I can't seem to find my OS
Source listing and hardware manual from Atari. I suppose they could
be part of what I lost in hurricane Andrew. I did happen to see Atari
Roots in a box. I know my 6502 Assembly Language Programming by Lance
A. Leventhal was ruined and I no longer have that one. That sucker
was the GOD of all 6502 assembly books. Atari Roots is supposed to be
one of the best assembly learners books while Leventhal's book was a
comprehensive reference.

I have other great books too. Stuff that uses BASIC even.

454. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: "Douglas F. Gaede" <dgaede@smart.net>
Message-ID: <369ACD7B.341DE67A@smart.net>
Source record: 56420

Sounds like the MIO I bought for my 130XE 10 years ago.

455. VCS & 2600

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-11 00:00:00 UTC
From: Mika Lindblad <mika.lindblad@bbbs.net>
Message-ID: <4840f0.2bade0@tbf.dyn.ml.org>
Source record: 56421

What are the differences between Atari VCS and Atari 2600?

~~~ SkyReader/Linux v1.00
~~~

456. Re: The Trammils are back...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be3e47$c6997b20$a9364382@vidar>
Source record: 56338

Wasn't it Jay Miner or something that designed the Antic chip (maybe more)
and Nolan Bushnell was the founder I believe.

Anthony Baker <antbaker@arn.net> wrote in article
<369AED96.79EA547@arn.net>...
> What ever happened to the Trammil (spelling?) brothers after they
> dragged Atari down? Do they work at the same Super Kmart Vanilla Ice
> and Milli Vanilli work at..:)?
>
> Also, what about the original creators of Atari? Where are they now?
>
> Laters,
>
> antbaker@arn.net
>

457. WTB: The Atari BASIC SOURCE BOOK

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <77g626aav1@nnrp2.dejanews.com>
Source record: 56339

Anyone have a copy of The Atari BASIC SOURCE BOOK by Compute! publications that they would be willing to sell or trade (for Atari or Commodore hw or sw)? If so, please email me: danver@halcyon.com Thank you! Dan Vernon

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

458. Re: The Trammils are back...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <369B8DBC.33D9F6B8@worldnet.att.net>
Source record: 56340

Gee,

Jack Tramiel died??? Wow, I'll have to speak with his friend and have
his friend call him and give him his deepest regrets, I'm sure Jack will
be very sad to hear he's dead.

Curt

pwess wrote:

> Jack Trammel, died several years ago. I don't know what his sons are
> doing.
> Jack was a cool guy. Had a few beers with him at a christmas party
> once when I worked "for" him as a CMOS layout engineer with STYRA
> Semiconductor (an Atari subsidiary). He (Jack) spent his childhood in
> a concentration camp-- pretty rough. -Pwess
>
> On Tue, 12 Jan 1999 00:37:10 -0600, Anthony Baker <antbaker@arn.net>
> wrote:
>
> >What ever happened to the Trammil (spelling?) brothers after they
> >dragged Atari down? Do they work at the same Super Kmart Vanilla Ice
> >and Milli Vanilli work at..:)?
> >
> >Also, what about the original creators of Atari? Where are they now?
> >
> >Laters,
> >
> >antbaker@arn.net

459. Re: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: Hawkeye@firehose.com
Message-ID: <77g2l5$8eq$1@camel29.mindspring.com>
Source record: 56341

In article <Pine.GSO.3.95.iB1.0.990106185634.3775A-100000@vtn1>, "John K. Picken" <yg473@victoria.tc.ca> wrote:
>
>
>On Wed, 6 Jan 1999, Richard Owers wrote:
>
>> Can anyone help?....I ahve just retrieved my wonderful 130xe and
>> a box of disks full of games and I have all the connectors except
>> the one between the conputer and the TV!!!!
>> Can anyone advise / help I would be most grateful
>>
>> Many thanks!
>>
>> Richard Owers
>
>The RCA jack on the back of the Atari pumps out straight RF and expects a
>75-ohm connection. i.e. Take a normal cable TV wire and replace one of the
>F-connectors with a RCA plug. That's all you need assuming your TV has a
>normal cable connection.
>
>John
>
>

.. or, you could try connecting the 130xe to your VCR using an RCA (audio/video) type cable .
the VCR (video input) accepts the Atari 130xe computer's RF output feed and allows you to view the output on your regular TV !

460. Re: The Trammils are back...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <369B8E60.424657CE@worldnet.att.net>
Source record: 56342

Jay Minor headed up Steve Mayer, Nile Stohl, Joe Decuir who designed the Atari 2600. Jay then lead the group that designed the Atari 400/800 chipset.
Nolan ran the company, he didn't design the chips.

Curt

Vidar \"Hawk\" Olavesen wrote:

> Wasn't it Jay Miner or something that designed the Antic chip (maybe more)
> and Nolan Bushnell was the founder I believe.
>
> Anthony Baker <antbaker@arn.net> wrote in article
> <369AED96.79EA547@arn.net>...
> > What ever happened to the Trammil (spelling?) brothers after they
> > dragged Atari down? Do they work at the same Super Kmart Vanilla Ice
> > and Milli Vanilli work at..:)?
> >
> > Also, what about the original creators of Atari? Where are they now?
> >
> > Laters,
> >
> > antbaker@arn.net
> >

461. Re: The Trammils are back...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <369c8f92.574213@news.demon.co.uk>
Source record: 56343

The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>Wasn't it Jay Miner or something that designed the Antic chip (maybe more)
>and Nolan Bushnell was the founder I believe.
>
Yep, Jay and team designed the hardware in the Atari 8bits and also did
the hardware for what would have been the New Atari's, otherwise known
as the CBM Amiga.

The dopey Atari folk had a falling out with Jay's team and off went
their creation to CBM...

Another Atari ball's up!!!!

Sadly!
--
Paul..

"Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"

- Secret recording between Clive Sinclair and Alan Sugar...

ICQ No: 105793

462. Re: UNIX for 6502....

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: draco <draco@atari.org.pl>
Message-ID: <369BAD0B.EC2EECC9@atari.org.pl>
Source record: 56344

Yeb Havinga wrote:
>
> Problem with running 'normal' programs:
> - they should be 'relocated'
> - or each program should not use > 4 16K banks, and switching could be
> done using extra memory banks. This would result in a very slow context
> switch though (1 second or more)
>

If you drop the XL OS compatibility, the actual process context must
contain:
- the zero page
- the stack
- the registers

Designing a format for position independent executables is not a big
deal.
Actually, one is already invented (SpartaDOS X system software, that one
which is found on CAR: device, is in position independent binaries). No
program has to be moved in memory once it is loaded.

If you want to keep XL OS compatibility, you have a problem :)

- process context must consist of same as above, plus many more
XL OS variables, f.e. IOCB blocks & such stuff.
- this is basically about (say) 1024 bytes. So any context switch would
mean
moving 2048 bytes across the memory (1024 bytes to save current
context
and another 1024 to build new context).
- the CPU best case for moving 1024 bytes is:
256*7+768*8 = 7936 clock cycles
So each save/build context operation would take 15872 clock cycles.
- assuming 25 switches per second this takes away 396800 clock cycles
out of
approx. 1790000 total, which is 22,2 %
- notice the Antic already takes away about 35% of bus bandwidth, which
reduces the effective processing power to about 1160000 clock cycles
per
second. So, the real CPU time reduction would be approx. another 34 %
(396800 cycles out of 1790000 minus cycles stolen by Antic for screen
DMA
and memory refresh)
- this is best case which is rather impossible. Any real scheduler would
take much more CPU time, but say.

- the whole thing with contexts being 1024 bytes big is because the XL OS
is not reentrant, i.e. for example, you can't call CIO from within a CIO
handler. And this would be the case, if a handler would get preempted, then
another program granted the CPU time would call the CIO vector. Confusion, mess,
crash.
- another solution would be (instead of moving 1k contexts around) to block
the scheduler when the CPU is executing OS code, or at least when it is
executing device handlers. Thus there would be no multitasking at all,
because normally the CPU spends most of its time waiting for keyboard
input, in the keyboard handler in ROM.

Next problem is that XL OS contains busy-wait loops inside it. To run efficiently
it would have to sleep that time instead of looping.

I mean, XL OS is really a good piece of software. It contains almost no bugs,
is well rethought and well written, contains all useful services and is also
expandable enough.

But also, really, it is defintely _not_ designed to run in multitasking.
There may be some hacks like switchers and dispatchers, but if anyone could
try to use them for daily 8-bit computing, the uptime would be much much much
shorter than "downtime" :)

I know about multitasking systems for C-64, but afaik none of them assumes
compatibility with the usual C-64 "operating system".

Of course, nothing is impossible. The XL OS could get completely recoded
(*from scratch*). However, there are still problems with its "public" data
structures, such as DCB and IOCB, which are either global for all programs,
and positioned at fixed locations in memory. Now imagine two programs
opening SAME channel for two different operations...

And Unix for 6502... well, I guess that some very simple, limited Unix
parodia for just one user is possible and would run rather well. Also might
be an interesting problem to code. But "true" Unix, even very small, seems
to be hardly possible. You know how long are gcc executables? I mean the

compiler, linker, assembler, preprocessor... without that it wouldn't
have
access to Unix software (provided that ther's some compatibility). And
what's the advantage of an Unix without Unix portable software? :)

463. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: mhop@snip.net
Message-ID: <369ba420.149024672@news.snip.net>
Source record: 56345

On Wed, 06 Jan 1999 17:20:33 -0500, Jeff Jewell
<jjewell@ix.netcom.com> wrote:

>Sysop Fox-1 wrote:
>
>> After reading this NG for a while now, I'm wondering why it's called
>> comp.sys.atari.8bit...
>> It seems like 80% of the message's are about emulators.
>
>You think it's bad here, you should see the ST newsgroup. Milans, Falcons,
>MagiCPC, almost nothing having to do with STs. And God forbid you point this out
>to them...

Dude, as I explained in the ST newsgroup, the Milans, Falcons, etc.,
run ST programs. They run ST TOS programs. They run ST GEM programs.
They ARE STs. They are enhanced STs, evolved STs that can still run
the same programs that run on the earliest 520 ST.

464. Re: VCS & 2600

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <369BA610.B5EE160C@arn.net>
Source record: 56346

Nothing really, just one is more fancied up (I think it's the VCS) with
the wood trim and stuff.

Laters,

antbaker@arn.net

Mika Lindblad wrote:
>
> What are the differences between Atari VCS and Atari 2600?
>
> ~~~ SkyReader/Linux v1.00

465. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: mhop@snip.net
Message-ID: <369ba58c.149388174@news.snip.net>
Source record: 56347

On Mon, 04 Jan 1999 10:00:00 GMT, sysop.fox-1@stackbbs.xs4all.nl
(Sysop Fox-1) wrote:

>After reading this NG for a while now, I'm wondering why it's called
>comp.sys.atari.8bit...
>It seems like 80% of the message's are about emulators. Nothing wrong
>(well...) with that, but almost every discussion about it, is about the
>PC-set-up, settings, processor-speed, soundblaster-compatibility, AMD,
>Cyrix, Pentium, etc...

So, if two people are playing the same game, one on an 8 bit, and one
on an 8 bit emulator, you don't think they can both discuss it here?
What other group should one move to?

466. Re: Merry Christmas

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <369b90a9.4084093@cnews.newsguy.com>
Source record: 56348

Hi, Doc (I'm still working on the Monkey Wrench II documentation for you. I just keep getting sidetracked).

The 2600 was built around a similar architecture, but in the end it was quite different because of its simplicity. Quite a few 2600 games were ported to the A8 machines (most were concurrent releases, not true ports). Activision had most of their line available for the computers. The 5200 was also similar architecture, and there are a few conversions of 5200 games that appear on the internet (Centipede was one I remember -- in fact, I think the 5200 port plays better than the original A8 version), but there aren't many, since it's rumored that the conversion programmer was one of Atari's own defectors, and he/she has never revealed the secret behind the cross-platform cracks.

Other, more technical minds, could provide the schematic differences. My info comes 3rd-hand, mostly from past discussions of this same topic.

On Fri, 01 Jan 1999 06:57:19 -0500, Doctor Clu
<clu-da-bard@geocities.com> wrote:
>
> You were mentioning a gameboy adapter for the Atari. Hold that idea
>for a moment.. I have been pondering something similar... but wondering
>about methods of converting 2600 and 5200 game cartridges to the 8-bit.
>What would it take?
>
> The 2600 was a 8-bit machine at heart right? What were the
>differences?
>
> And the 5200 WAS a Atari 8-bit with different controllers. If you take
>the code for a 5200 game and a 8-bit game, what is different? How are
>the chip's different? Could a 8-bit cartridge be altered to accept a
>game chip from a 5200 cartridge?

Steven E. Posey
Network Administrator
Pardee Hospital
Hendersonville, NC USA

Atari user/programmer/gamer/fanatic since 1982.

467. Re: Windows (Was Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: stevenposey@usa.net
Message-ID: <369b964c.5527797@cnews.newsguy.com>
Source record: 56349
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Mon, 4 Jan 1999 20:41:27 -0600, "gippah" <gippah@spyvspy.com>
wrote:

>
>Anthony Baker wrote in message <368FD97D.F2812A09@arn.net>...
>>If only more people would support MacOS, this would be a SOMEWHAT better
>>thing. I wonder if Windows 2000 is going to be any good. It sure as
>>hell better be!
>>
>>By the way, I still (and won't unless I have to) gotten Win98...eek..
>
>
>You might want to. When something breaks in Win98, it's usually fixable.
>When many parts of Win95 go, you're looking at a reinstall.
>
>

W2000, NT5.0, whatever you call it, is shaping up to be a huge
resource hog. Prepare yourself for a 500MB chunk of hard drive just
for the Windows files, and a 64MB Ram requirement for minimal
operation on a Pentium 300.

Win98 isn't all that great either. Every 98 machine I've added to our
network has had some kind of problem, mostly with networking or with
dial-up communications. Some of them have even rejected the network
cards, and reinstalling doesn't fix it. Microsoft urged businesses
not to buy Win98 in favor of NT Workstation, and I can see why.
Unfortunately, I'm just the network guy; I don't get to decide what OS
goes on the pc.

I have to turn on my 800 or my 130XE just to get back to a sense of
reality. 1.8MHz really will run just about everything you really
need, as long as it's an Atari, right?

Steven E. Posey
Network Administrator
Pardee Hospital
Hendersonville, NC USA

Atari user/programmer/gamer/fanatic since 1982.

468. Re: S-Video cable plans for JAM!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: Kewl Doood <yearight@nomail.com>
Message-ID: <trOm2.80162$c8.38649211@hme2.newscontent-01.sprint.ca>
Source record: 56350

Hey that brings back good ol memorys of using a B/W T.V. for a monitor. I sometime still do it for kicks or is it just memorys.

Euskara wrote in message <19981227132204.05094.00002483@ng94.aol.com>...
>Can anyone E-mail me the above. Frustating to to see your 8-bit games on a 17
>inch monitor, but it's in black and white. Thanks

469. Re: Ultima3 crashes Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: Kewl Doood <yearight@nomail.com>
Message-ID: <LtOm2.80171$c8.38650581@hme2.newscontent-01.sprint.ca>
Source record: 56351

I would'nt worry about it too much. The Ultima games were the least sold
game in history.

GuildBoss wrote in message <368926ab.13791304@nntp.a001.sprintmail.com>...
>Hiyas all -
>
>I recently download Atari800Win (ver 2.5) and have played Ali Baba
>successfully but now I'm trying to get Ultima III to work but cannot.
>
>I can get the intro up and running just fine but when i try to start
>the game it crashes and I get a message about changing hardware
>settings. Well, I've tried many combinations of settings and ROM's but
>it still doesn't work.
>
>Can anyone clue me in to the proper settings to get U3 to work? I'm
>not really that familiar with all the Atari ROM's and OS's and such so
>a *beginner's* explanation would be much appreciated.
>
>TIA!
>
>Paul
>--

>Paul H. Soares, Jr.
>GuildBoss - Guild and Clan Manager for Win9x/NT
>http://www.guildboss.com
>

And of course you know I'm only kidding.

470. Re: Amstrad gfx chip (was: Blake's 7)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: Niall Tracey <niallt@dai.ed.ac.uk>
Message-ID: <Pine.SOL.3.95.990112212227.19874I-100000@halibut.dai.ed.ac.uk>
Source record: 56352
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Tue, 12 Jan 1999, Paul Martin Howard wrote:

> Andy Cadley wrote:
>
{re: CPC}
>
> > Ah yes, 16 sprites versus the Playstation's 100,000 odd polygons. I bet
> > that would have gone really well.
>
> Well, people are still using it ain't they? :)
>
More people use the Playstation....

Niall Tracey

```
_________________
A X o
/</ \>
/ \ /\
___/ /___\ \___
```

Your thoughts betray you...

471. FS:Atari stuff real cheeeeeeeeeeep

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: spamnot.sg@ehrich.com
Message-ID: <77gkk1$mb8@world2.bellatlantic.net>
Source record: 56353
Cross-posted to: comp.sys.atari.8bit,alt.atari

http://www.voicenet.com/~generic

Video Games - PC MAC & 8-Bit Computer HW & SW

BRAIN TEASERS - RIDDLES - HTML Color Chart

472. Sorry, a test

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: ryan@collinsoft.com
Message-ID: <1dlj43k.xroqbun4ro1sN@dhcp0593.findlay.edu>
Source record: 56354

```
Just a test....
```

473. Sorry, another test...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1dlj47u.1c8gpre10dg77kN@dhcp0593.findlay.edu>
Source record: 56355

```
sorry...

--
Ryan 'Gozar' Collins
rlcolli@ibm.net
```

474. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: taavo raykoff <taavo@ntplx.net>
Message-ID: <369C14A1.B1483258@ntplx.net>
Source record: 56356
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

```
you will not in practice get any object which is an exact integer number
of pounds.

Think not? Well, just increase the precision and accuracy of the
measurement, and
you will come up with a integer-breaking fraction of a pound
somewhere...

If your package is ~really~ close to an integer weight, well remember we
can infinitely
increase the precision of our measurement. (Measurement accuracy
notwithstanding).

Taavo :)

Jon Melbo wrote:
>
> On Sun, 10 Jan 1999 12:30:02 -0600, "Jason Whorton"
> <jason@microxl.com> wrote:
>
> >Hello. Today is the 10th of January and the new postal rates are in effect,
> >so please keep the following prices in mind when buying or selling some old
> >computer goodies. I have listed the 1st Class (Priority Mail) shipping
> >prices for packages, with weight listed first, then the new shipping price:
> >
> >2 pounds and less - $3.20
> >over 2, less than 3 - $4.30
> >over 3, less than 4 - $5.40
> >over 4, less than 5 - $6.50
> >over 5, less than 6 - $6.60
> >over 6, less than 7 - $6.70
> >over 7, less than 8 - $6.80
> >over 8, less than 9 - $6.90
> >over 9, less than 10 - $7.00
> >
> >Trying to help out a little bit,
>
> Thanks for the info. Now to pick a nit... what happens if you have a
> package that is EXACTLY 2, 3, 4, 5, 6, 7, 8 or 9 pounds? Are those
> free or don't they ship packages of that weight?
>
> Hehe. Just messin' with ya.
```

475. WTB: Covox Voice Master

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <369c19c1.0@news3.uswest.net>
Source record: 56357

Anybody have a voice master or something similar for sale? Are there any comparable home brew alternatives?

Thanks,

Patrick Robbins

476. FA: Classic Computer Books

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: Dan Vernon <danver@halcyon.com>
Message-ID: <77h70i$4qh$1@brokaw.wa.com>
Source record: 56358
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

I just posted two classic computer books on eBay... please check out the pictures and descriptions if you are interested by visiting the following urls:

David H. Ahl's "Basic Computer Games -- Microcomputer edition" (YES! this is the one with the full source for Super Star Trek!)

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=56352179

Richard Mansfield's "Machine Language For Beginners (for the 6502)"

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=56356823

Thank you,
Dan Vernon

477. New Xl-it! user, how can I play get and Miner 2049er?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: Joe <boatlock@earthlink.net>
Message-ID: <77hfps$2iq$1@oak.prod.itd.earthlink.net>
Source record: 56359

I downloaded Xl-it!, but can't find Miner 2049er anywhere, and I am not even sure what I would do with it if I found it! Can someone please give me a few pointers?

joe
boatlock@earthlink.net

478. Re: VCS & 2600

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <369C4C9C.4A96@ccnet.com>
Source record: 56360

Mika Lindblad,

The right answer is nothing.Those 2 names descibe the same thing.
VCS stand for Video Computer System.

> What are the differences between Atari VCS and Atari 2600?
>
> ~~~ SkyReader/Linux v1.00

--
4Jays Classic Video Games and Old Computers
Buy/Sell/Trade/Service/Parts
Atari 2600/5200/7800,Colecovision,Intellivision,
Odyssey 2,Fairchild,Pongs,Handhelds,Etc
Commodore 64/128/Amiga and Atari 8bit/16 bit

http://www.ncal.verio.com/~4jays/

479. Re: ST Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990111194846.05849.00011564@ng-fr1.aol.com>
Source record: 56422

Thomas-
TTBOMK the last version of ST XFormer
was 3.X. Try http://www.emulators.com.
Darek usually has the freeware/trialware downloadable at his site.
Larry

480. Re: ST Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: atari@bright.net
Message-ID: <77ea6f$3ve$1@cletus.bright.net>
Source record: 56423

On 10 Jan 99 22:50:12 -0, Thomas J. Andrews wrote:
>Does anybody know anything about the last version of ST Xformer? I now have a
>Mega ST4 as my main computer and I have a few XE programs I'd just as soon port
>over. Personalized business applications, mostly. I need BASIC to run, Turb
>BASIC would be even better, and Compiled Turbo BASIC would be fantastic. I
>don't care too much about speed or about games. I still have my XE, but some
>things would be more convenient on the ST.
>
>Anybody know where I can get the last version? If I remember correctly, the
>author put it into PD when he quit working on improvements.

Since I got a TT no version of ST Xformer I could find worked so I
tossed it. I heard a TT compatible version existed however in order
to make it run the author in his infinite wisdom simply diabled the
cpu cache on the processor rather than recode it properly. Duh! Then
he jumped platforms... I never bothered to locate the last version.
I did at one time run ST Xformer on a MegaST4 but I have since sold
that.

Draco has released an emulator that looks promising, but it requires a
TT or falcon to run. It will even use the FPU in the real machine
under emulation for some really amazing 8-bit benchmarks. Turbo Basic
runs on it anyway.

--
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

481. Re: ST Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: atari@bright.net
Message-ID: <77ea8q$3ve$2@cletus.bright.net>
Source record: 56424

On 12 Jan 1999 00:48:46 , LWhite6497 wrote:
>Thomas-
>TTBOMK the last version of ST XFormer
>was 3.X. Try http://www.emulators.com.
>Darek usually has the freeware/trialware downloadable at his site.

Been there, and unless I missed something none of his old emulators
that ran on the ST's or TT are posted for download.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

482. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: atari-stuff@spam-not-ehrich.com
Message-ID: <88zm2.498$pP1.3713782@news2.voicenet.com>
Source record: 56425

```
Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Ape Face Model XLP Digital Device.................. $14
Atari XMM801 printer............................... $15
Atari 410 Tape Deck................................ $15
Atari 1020 Printer................................. SOLD
Hot Stuff Joystick (rough)......................... $ 4
Joysticks (square) (3)............................. $ 8 each
DVE Printer Power Supply Model DV-2412A............ $ 8
50 5-1/4 diskettes ................................ $10
50 3-1/2 diskettes................................. $12.50
Orders & Questions

Diskette Software for Atari Computers
$4 each (6 for $16)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
SOLD - Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
SOLD - DeBug by Childware
SOLD - Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
SOLD - Reading Skills
Sesame Street Astro-Glover (3-6)
SOLD - Sesame Street Print Kit for Atari & Commodore
Spinnakers Alphabet Zoo (3-8)
Spinnakers Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
```

Spinnakers Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
SOLD - Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)
Orders & Questions

Diskette Software for Atari Computers
$2.50 each (7 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Astro Grover
Cardware High Tech Expressions
SOLD - Compute Disk October-December 1986
SOLD - Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Match Up
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell
Moon Shuttle
My First Alphabet
Paint Master Diskette
Sea Bandit
Shape Up
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Computer Crosswords for Atari or Commodore
Orders & Questions

Antic Diskettes from Atari
$2 each (5 for $8) (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
Orders & Questions

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)

Orders & Questions

Tape Software for Atari Computers
$3 each (4 for $8) (10 for $16)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Program Exchange - Counter (3-8)
Canyon Climber for Atari 400/800 (16k)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
SOLD - Gulp!!
Hangman
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)

Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
Orders & Questions

Atari Books $5 each (6 for $20)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

483. FS: ATARI ON EBAY..NO RESERVE STARTS AT $1

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: baloo76@my-dejanews.com
Message-ID: <77em25$2r6$1@nnrp1.dejanews.com>
Source record: 56426
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.sony

Atari 2600 with 16 carts. Set includes console, 2 joysticks, 1 set of paddles, 1 video game pad, power supply and 16 game carts. Games include Pac-man Super Cobra, Star Raiders, Frogger, Combat (includes Tank, Tank-Pong, Invisible-Tank, Biplane, & Jet Fighter), Strawberry Shortcake, Swordquest, Basketball, Amidar, Asteroids, Missle Command, Star Wars- Jedi Arena, Spiderman, Human Cannonball, Kool-Aid Man, and Backgammon. Also includes all manuals except for Frogger and Amidar. Buyer pays shipping. Happy Bidding.
copy to your browser!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=55785711

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

484. FA: Boxed software, manuals, books - ends 1/12

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <77eldl$78b$4@geraldo.cc.utexas.edu>
Source record: 56427

Currently $18.50, no reserve. For a picture, description, or to bid:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=54924755

Thanks, Alex.

--
Alex Bilstein
BA in Art History, University of Texas
Are you a fan of the Atari 2600? Then check out the Atari 2600 Nexus:
http://ccwf.cc.utexas.edu/~bilstein/atari2600nexus/index.html

485. The Trammils are back...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <369AED96.79EA547@arn.net>
Source record: 56428

What ever happened to the Trammil (spelling?) brothers after they dragged Atari down? Do they work at the same Super Kmart Vanilla Ice and Milli Vanilli work at..:)?

Also, what about the original creators of Atari? Where are they now?

Laters,

antbaker@arn.net

486. FS: Atari 8-bit software/hardware

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: Larry Richardson <lizr@cyou.com>
Message-ID: <369AEBCB.F11E50D1@cyou.com>
Source record: 56429

I am getting rid of some Atari 8-bit software. To avoid having to deal with many trips to
the postoffice to send out single items, I am bundling the software into 4 packages. I
am asking $20 for each bundle, which includes shipping.

Bundle #1 - Sold!

Bundle #2
Star Fleet I (Box/Docs)
Animation Station (Drawing Pad/Box/Docs)
Decision in the Desert
Ghost Hunter (Cassette) - (Box/Docs)
Ninja (Box/Docs)
LA Swat/Panther
Tobot/Bros (Box/Docs)

Bundle #3
Drag (Box/Docs)
F-15 Strike Eagle (Box/Docs)
Access Triple Pack - Raid over Moscow, Beach Head, and Beach Head II (Box/Docs)
Party Quiz - 4 player trivia (Controller/Box/Docs)
Graphix AT - Printer Interface (Docs)
Centipede Cart
Galaxian Cart

Bundle #4
Gauntlet (Box/Docs)
TrailBlazer (Box/Docs)
Infiltrator (Box/Docs)
Run for the Money (Box/Docs)
Super Huey (Box/Docs)
Meltdown (Box/Docs)
Elektraglide (Box/Docs)
Temple of Apshai (Box/Docs)
Orbit - A Trip to the Moon (Box/Docs)

Larry Richardson
(remove .NOSPAM for email)
lizr@cyou.com.NOSPAM

487. Atari Technical Reference Notes

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: pwess
Message-ID: <369b1ac9.2586042@news.mindspring.com>
Source record: 56430

Looking for the "Atari Technical Reference Notes" and the OS listing.
Is it in Electronic form somewhere? -Wes

488. Re: The Trammils are back...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: pwess
Message-ID: <369b1bd8.2856754@news.mindspring.com>
Source record: 56431

Jack Trammel, died several years ago. I don't know what his sons are doing.
Jack was a cool guy. Had a few beers with him at a christmas party once when I worked "for" him as a CMOS layout engineer with STYRA Semiconductor (an Atari subsidiary). He (Jack) spent his childhood in a concentration camp-- pretty rough. -Pwess

On Tue, 12 Jan 1999 00:37:10 -0600, Anthony Baker <antbaker@arn.net> wrote:

>What ever happened to the Trammil (spelling?) brothers after they
>dragged Atari down? Do they work at the same Super Kmart Vanilla Ice
>and Milli Vanilli work at..:)?
>
>Also, what about the original creators of Atari? Where are they now?
>
>Laters,
>
>antbaker@arn.net

489. Re: XL OS + XEP 80

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <77f5v7$fq9@freenet-news.carleton.ca>
Source record: 56432

Jason Duerstock (jasond@cdc.net) writes:
> Does anyone have any documentation about the XL OS and how the different SIO
> poll types were supposed to work? I've been doing some disassembly and
> I've figured out part of it but I would like to know if there are any specs
> for the peripheral handler loader and how it does relocations.
>
> I'm also interested in seeing if there are any specs on how the XEP 80 works.
> I'd like to see about emulating it in the atari800 emulator...

The XEP80 uses a slow serial-like transfer from the joystick port. I once
made a cable that connected from the Atari joystick jack to the
PC printer port and sampled the output for display on the PC screen.

Sort of useless but it worked ok. I'll see if I still have the code for that.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

490. Re: Keeping it all on topic :-) (Blake's 7 anyone?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: Andrew Cadley <a.p.cadley@uea.ac.uk>
Message-ID: <77fhhi$fuf@cpca3.uea.ac.uk>
Source record: 56433
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
:Sam. wrote in message <36b062be.18793096@158.152.254.70>...
:>HA! Knew it! So, what about the CPC+'s shitty graphics chip then?

There was nothing shitty about it, it was just a tad late.

:>I reckon if Amstrad had marketed it better, it would have beaten the
:>NES, SMS, SNES and Sony Playstation.

Ah yes, 16 sprites versus the Playstation's 100,000 odd polygons. I bet
that would have gone really well.

AndyC
```

491. Re: Amstrad gfx chip (was: Blake's 7)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: Paul Martin Howard <y9827935@cpca6.uea.ac.uk>
Message-ID: <Pine.OSF.3.91.990112130955.8879B-100000-100000@cpca4.uea.ac.uk>
Source record: 56434
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Andy Cadley wrote:

> Ah yes, 16 sprites versus the Playstation's 100,000 odd polygons. I bet
> that would have gone really well.

Well, people are still using it ain't they? :)

492. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: Jason Whorton <jason@microxl.com>
Message-ID: <77fn1d$i4i$1@remarQ.com>
Source record: 56435
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

```
Hello. You are hired as my proofreader. :-) It's 2 and under, 3 and
under, etc. That does look funny.

Thank you,
Jason Whorton
www.microxl.com/oldcomputers/main.html
www.microxl.com/oldcomputers/Model60.html

Jon Melbo wrote in message <369b8e23.3487587@news.pressenter.com>...
>On Sun, 10 Jan 1999 12:30:02 -0600, "Jason Whorton"
><jason@microxl.com> wrote:
>
>>Hello. Today is the 10th of January and the new postal rates are in
effect,
>>so please keep the following prices in mind when buying or selling some
old
>>computer goodies. I have listed the 1st Class (Priority Mail) shipping
>>prices for packages, with weight listed first, then the new shipping
price:
>>
>>2 pounds and less - $3.20
>>over 2, less than 3 - $4.30
>>over 3, less than 4 - $5.40
>>over 4, less than 5 - $6.50
>>over 5, less than 6 - $6.60
>>over 6, less than 7 - $6.70
>>over 7, less than 8 - $6.80
>>over 8, less than 9 - $6.90
>>over 9, less than 10 - $7.00
>>
>>Trying to help out a little bit,
>
>Thanks for the info. Now to pick a nit... what happens if you have a
>package that is EXACTLY 2, 3, 4, 5, 6, 7, 8 or 9 pounds? Are those
>free or don't they ship packages of that weight?
>
>Hehe. Just messin' with ya.
>
```

493. Re: Black Box/Floppy Board FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <77fnn5ppl1@nets3.rz.RWTH-Aachen.DE>
Source record: 56436

Howdy folks

jasond@cdc.net says...
>
>Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
>
>> If anybody ever wants to rewrite BBXFER please include the following:
>
>> - ZIP drive support so we can read ZIP disks that are in PC format.
>> - copy PC disk to PC disk
>> - maybe even a simple diskeditor (to change filenames/unerase files/restore
>> directories/FATs)
>
>Anyone want to campaign to convince Bob to release his source code? :D
>
>Jason

You have my vote. But I'm not a programmer.

CU Mathy van Nisselroy

494. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-12 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <77fotcppl2@nets3.rz.RWTH-Aachen.DE>
Source record: 56437

Howdy Daniel

>Well since mail directly goes from the sender to the receiver and then just
>sits on their UNIX host taking up room,I don't much see your point.
>It doesn't go all over the place like news does.

But it doesn't have to take the shortest route. And even if it does, it takes up space. Minimizing this space/time one message uses will leave more space/time for others. Packages of bytes are send over the net constantly. If you make a message as small as it can be (without ofcourse leaving stuff out that should be inthere) these packages get smaller. (maybe you could compare the net with the snail mail system (but on steroids) and Email as mail (on paper and in boxes, not electronic). The mail system would have to bring all you packages in pieces (data packages are send in chunks of a certain size). If the mail chunks are smaller, the mailman would be at your mailbox sooner, since he doesn't have to give your neighburs a lot of packages.

CU Mathy van Nisselroy

495. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: Jeff Lemke <lemke@terra.cira.colostate.edu>
Message-ID: <369CF975.7101@terra.cira.colostate.edu>
Source record: 56188
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

taavo raykoff wrote:
>
> you will not in practice get any object which is an exact integer number
> of pounds.
>
> Think not? Well, just increase the precision and accuracy of the
> measurement, and
> you will come up with a integer-breaking fraction of a pound
> somewhere...
>
> If your package is ~really~ close to an integer weight, well remember we
> can infinitely
> increase the precision of our measurement. (Measurement accuracy
> notwithstanding).

However infinitesimally small the chance, it is still possible a package
could weigh EXACTLY an integer number of pounds, no matter what the
accuracy. But the package would have to be weighed quickly before even
1 microscopic dust particle fell on the box while it was on the scale.

Jeff

496. Re: ST Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <369df93a.3098177@news.wxs.nl>
Source record: 56189

On 12 Jan 1999 01:58:50 GMT, atari@bright.net (Lonny Pursell) wrote:

>On 12 Jan 1999 00:48:46 , LWhite6497 wrote:
>>Thomas-
>>TTBOMK the last version of ST XFormer
>>was 3.X. Try http://www.emulators.com.
>>Darek usually has the freeware/trialware downloadable at his site.
>
>Been there, and unless I missed something none of his old emulators
>that ran on the ST's or TT are posted for download.
You missed something. Try
http://www.emulators.com/freefile/stxf300.zip
That is not real hard to find if you just look around for a minute or
two.

On 12 Jan 1999 01:57:35 GMT, atari@bright.net (Lonny Pursell) wrote:
>Since I got a TT no version of ST Xformer I could find worked so I
>tossed it. I heard a TT compatible version existed however in order
>to make it run the author in his infinite wisdom simply diabled the
>cpu cache on the processor rather than recode it properly. Duh! Then
>he jumped platforms... I never bothered to locate the last version.
>I did at one time run ST Xformer on a MegaST4 but I have since sold
>that.
You cannot blame Darek for a cheap solution if he made it freeware.
Maybe we should be glad he did anything at all for no payment.

Anyway, to expect people that are in this business for a living to
support a platform that will not bring in lots of money is silly.
If you look at The I-mac, people are griping about this too.
Wake up to reality. The I-mac. the TT, the Falcon, all these
machines will never ever see the support that the PC currently
does. Software developers like a standard platform. Mr. Gates
effective provided that, while others were trying to make their
proprietary operating system be accepted as standard.
The only way any non-PC stuff will survive is by people that just
use their systems for the fun of it. That is why the Atari 8-bit
system is still alive. Not because software developers keep
writing new and improved stuff, but we bacause we like using
our systems so much. I still use my Atari ST-Book every day,
and it is seven years old, and at 8 Mhz, extremely slow, but it
suits my needs. So does the Atari 8-bit. I love it, and it bring
me joy to use it. At work, I need something that runs the
standard applications, also provided by Mr. Gates. Who needs
joy at work? Wouldn't it be nice to have Atari stuff at work?
To get back on the subject, the source is available for download

too, at
http://www.emulators.com/freefile/stxf3src.zip
so just download it and modify it yourself then, or find someone
willing to spend time on it.

Ayway, my two cents worth.
Keep those XL's/XE's humming.

497. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <77iuha$c3a$1@remarQ.com>
Source record: 56190

Mike wrote in message <369ba58c.149388174@news.snip.net>...
>On Mon, 04 Jan 1999 10:00:00 GMT, sysop.fox-1@stackbbs.xs4all.nl
>(Sysop Fox-1) wrote:
>
>>After reading this NG for a while now, I'm wondering why it's called
>>comp.sys.atari.8bit...
>>It seems like 80% of the message's are about emulators. Nothing wrong
>>(well...) with that, but almost every discussion about it, is about the
>>PC-set-up, settings, processor-speed, soundblaster-compatibility, AMD,
>>Cyrix, Pentium, etc...
>
>So, if two people are playing the same game, one on an 8 bit, and one
>on an 8 bit emulator, you don't think they can both discuss it here?
>What other group should one move to?
>
Technically, there is a emulator group where these things should be
discussed. If it is just about pure game mechanics, maybe it would be
appropriate here or in the CBM group.

Problem is, 90% of the questions are ~"Why does Bounty Bob Strikes Back
crash <insert emulator of choice>?". Clearly outside the charter of the
newsgroup & it would be more appropriately placed in the emulator newsgroup.

It is the nature of the beast that people would rather post to a less
appropriate newsgroup & get answers vs build up the appropriate one. The
emulator newsgroup is pretty deserted.

498. Re: Keeping it all on topic :-) (Blake's 7 anyone?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: me@my.place
Message-ID: <369d780b.1032747@news.clara.net>
Source record: 56191
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Tue, 12 Jan 1999 13:07:06 -0000, "Andrew Cadley"
<a.p.cadley@uea.ac.uk> wrote:

>:>I reckon if Amstrad had marketed it better, it would have beaten the
>:>NES, SMS, SNES and Sony Playstation.
>
>Ah yes, 16 sprites versus the Playstation's 100,000 odd polygons. I bet
>that would have gone really well.

Against the NES and Master System at the time... It should have done
much better!

499. Merry Christmas

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <W_7n2.2104$nJ.11678@typhoon01.swbell.net>
Source record: 56192

In message <369b90a9.4084093@cnews.newsguy.com>, stevenposey@usa.net (Steven E. Posey) wrote:
>
> Hi, Doc (I'm still working on the Monkey Wrench II documentation for
> you. I just keep getting sidetracked).
>
> The 2600 was built around a similar architecture, but in the end it
> was quite different because of its simplicity. Quite a few 2600 games
> were ported to the A8 machines (most were concurrent releases, not
> true ports). Activision had most of their line available for the
> computers. The 5200 was also similar architecture, and there are a
> few conversions of 5200 games that appear on the internet (Centipede
> was one I remember -- in fact, I think the 5200 port plays better than
> the original A8 version), but there aren't many, since it's rumored
> that the conversion programmer was one of Atari's own defectors, and
> he/she has never revealed the secret behind the cross-platform cracks.
>
> Other, more technical minds, could provide the schematic differences.
> My info comes 3rd-hand, mostly from past discussions of this same
> topic.
>
> Steven E. Posey
> Network Administrator
> Pardee Hospital
> Hendersonville, NC USA
>
> Atari user/programmer/gamer/fanatic since 1982.

Posted with Ink Spot (for the Newton)
@>-->--------------- / | \

Well, i'll be looking forward to the docs once they are posted. Mainly interested in getting some cartridge to do SOMETHING in the right cartridge slot. ;)
As forthe cross platform ideas, itseems that playing 5200 games on the 8-bit is very possible, just need to reprogram the code on the controllers. I'm just thinking .. dreaming.. on a way you could make an adapter that plugs in 5200 cartridges, and filters the control output so that it THINKS it's operating a 5200 controller, but have it convert the signal for a regular joystick.

Clu

500. Amstrad gfx chip (was: Blake's 7)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <Y_7n2.2105$nJ.11678@typhoon01.swbell.net>
Source record: 56193

In message <Pine.SOL.3.95.990112212227.19874I-100000@halibut.dai.ed.ac.uk>,
Niall Tracey <niallt@dai.ed.ac.uk> wrote:
>
> On Tue, 12 Jan 1999, Paul Martin Howard wrote:
>
> > Andy Cadley wrote:
> >
> {re: CPC}
> >
> > > Ah yes, 16 sprites versus the Playstation's 100,000 odd polygons. I
bet
> > > that would have gone really well.
> >
> > Well, people are still using it ain't they? :)
> >
> More people use the Playstation....
>
> Niall Tracey
> _________________
> A X o
> /</ \>
> / \ /\
> ___/ /___\ ___
>
> Your thoughts betray you...
>
>
>

Posted with Ink Spot (for the Newton)
@>-->---------------- / | \

Ah.. this may be true, but Amstrad has stood the test of time. Will
Playstation be doing as good in 10-15 years?

Clu

501. Just bought an Atari 800Xl in auction

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <%_7n2.2106$nJ.11678@typhoon01.swbell.net>
Source record: 56194

In message <77hfi4$5fp$1@callisto.clark.net>, "Michael Peraino"
<mperaino@NOSPAMi3va.com> wrote:
>
> Hello everyone,
> I had an old Atari 800XL when I was younger and I found one on Ebay
so I
> snarfed it up. I can barely remember how to get it working, but I popped
in
> the ole SpartaDos disk and it worked. I was really shocked that those
old
> disks would work at all.
> I am excited to find this newsgroup and hope to be an active member!
>
> Happy New Year Everyone,
> Michael
>
>

Posted with Ink Spot (for the Newton)
@>-->--------------- / | \

Welcome back. You remind me on why I follow the e-bay. to attract
users like you.
I myself was into the Atari till 1989.. went to college, came back,
and in 1998 found that a Atari community still existed. Found this place
to be a lot of fun, and my local Atari user group and webpage at..

http://www.atariusers.com/aunt

Again, welcome back to the world of Atari. :)

Doctor Clu

502. New Xl-it! user, how can I play get and Miner 2049er?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <0%7n2.2107$nJ.11678@typhoon01.swbell.net>
Source record: 56195

In message <77hfps$2iq$1@oak.prod.itd.earthlink.net>, "Joe"
<boatlock@earthlink.net> wrote:
>
> I downloaded Xl-it!, but can't find Miner 2049er anywhere, and I am not
even
> sure what I would do with it if I found it! Can someone please give me
a
> few pointers?
>
> joe
> boatlock@earthlink.net
>
>
>

Posted with Ink Spot (for the Newton)
@>-->--------------- / | \

Let me know if you get no other responses... we could always do the
ole disk swap. ;)

Doctor Clu

503. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: Jason Duerstock <jasond@cdc.net>
Message-ID: <11031ACE2985695F.002628851FAB1C99.F5A0B17BA86DA52C@library-proxy.airnews.net>
Source record: 56196

PJR <paulr@rtis.freeserve.co.uk> wrote:
> Hi folks

> Has anyone checked out their Atari 8-bit software for Year 2000 problems?
> I'm putting together an article on this subject but obviously I don't have
> access to every application. I've already come across quite a few that ask
> for two digit date inputs and don't cope too well past 12/99. Any known
> problems, please let me know.

I think the only thing that cares what year you're in is SpartaDOS and I seem to remember the release notes for 3.2g mentioned it was all ready for 2000.

> On a similar subject, has anyone got one of those plug-in clock cartridge
> things for the 8-bit (can't even remember what they are called). And does it
> cope past Y2K?

I seem to remember Rich Lawrence (of atari800win fame) saying the RTime 8 was not compliant. Without fishing around in additional registers of a real cartridge, I can't be sure though. From the work I did adding RTime 8 emulation to the emulator, there are several registers that are unused that could theoretically contain the century in them.

Jason

504. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: nospam@all.com
Message-ID: <369e25ad.1157482@news.flash.net>
Source record: 56197
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

On Wed, 13 Jan 1999 12:52:21 -0700, Jeff Lemke
<lemke@terra.cira.colostate.edu> wrote:

>taavo raykoff wrote:
>>
>> you will not in practice get any object which is an exact integer number
>> of pounds.
>>
>> Think not? Well, just increase the precision and accuracy of the
>> measurement, and
>> you will come up with a integer-breaking fraction of a pound
>> somewhere...
>>
>> If your package is ~really~ close to an integer weight, well remember we
>> can infinitely
>> increase the precision of our measurement. (Measurement accuracy
>> notwithstanding).
>
>However infinitesimally small the chance, it is still possible a package
>could weigh EXACTLY an integer number of pounds, no matter what the
>accuracy. But the package would have to be weighed quickly before even
>1 microscopic dust particle fell on the box while it was on the scale.
>
>Jeff

It's fun to split hairs... sometimes. However in this case, it's a
little pointless. Scales, as measuring devices, all have FINITE
accuracy, and round off to whatever that accuracy happens to be.
Therefore, an exact number of pounds is quite possible. And, it would
take a very sensitive scale indeed to register the difference of a
single dust particle! :)

Scott

505. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: "Sean..." <sean@thegate.demon.co.uk>
Message-ID: <916269578.2350.0.nnrp-07.c1ed29b0@news.demon.co.uk>
Source record: 56198
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

Jeff Lemke wrote in message <369CF975.7101@terra.cira.colostate.edu>...
>
>However infinitesimally small the chance, it is still possible a package
>could weigh EXACTLY an integer number of pounds, no matter what the
>accuracy. But the package would have to be weighed quickly before even
>1 microscopic dust particle fell on the box while it was on the scale.
>
>Jeff

No wonder Post Office queues are so long and slow moving!!! I thought it was
all those people after tax disks!

You have opened my eyes. ;-)

Sean... AKA Tony_Blair

506. Re: atari8-l mailing list

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <369D3A6C.CEA35932@erols.com>
Source record: 56199

maciej grzeszczuk wrote:
>
> echlo
>
> i'd like to invite all of you to atari8-l mailing list.
>
The reminder certainly worked, and I, too, encourage all to participate
in this mailing list, also available as a newsgroup (if your ISP will
carry it -- mine does.)

I guess we have to be reminded from time to time, even about good stuff!

507. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: Jason Whorton <jason@microxl.com>
Message-ID: <77jed5$9q2$1@remarQ.com>
Source record: 56200
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

```
OK, guys. As the original poster, I hereby declare this thread "over". It
is getting out of hand.

Thank you,
Jason Whorton

Scott Worley wrote in message <369e25ad.1157482@news.flash.net>...
>On Wed, 13 Jan 1999 12:52:21 -0700, Jeff Lemke
><lemke@terra.cira.colostate.edu> wrote:
>
>>taavo raykoff wrote:
>>>
>>> you will not in practice get any object which is an exact integer number
>>> of pounds.
>>>
>>> Think not? Well, just increase the precision and accuracy of the
>>> measurement, and
>>> you will come up with a integer-breaking fraction of a pound
>>> somewhere...
>>>
>>> If your package is ~really~ close to an integer weight, well remember we
>>> can infinitely
>>> increase the precision of our measurement. (Measurement accuracy
>>> notwithstanding).
>>
>>However infinitesimally small the chance, it is still possible a package
>>could weigh EXACTLY an integer number of pounds, no matter what the
>>accuracy. But the package would have to be weighed quickly before even
>>1 microscopic dust particle fell on the box while it was on the scale.
>>
>>Jeff
>
>It's fun to split hairs... sometimes. However in this case, it's a
>little pointless. Scales, as measuring devices, all have FINITE
>accuracy, and round off to whatever that accuracy happens to be.
>Therefore, an exact number of pounds is quite possible. And, it would
>take a very sensitive scale indeed to register the difference of a
>single dust particle! :)
>
>Scott
```

508. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <77jl81$nl8$1@news.storm.ca>
Source record: 56201

RTime 8 doesn't like the year 2000. That's under SpartaDos 4.21. There may be other versions that work OK, but that's the only one I have access to.

David P.

PJR <paulr@rtis.freeserve.co.uk> wrote in message news:77id0b$a58$1@news7.svr.pol.co.uk...
>Hi folks
>
> Has anyone checked out their Atari 8-bit software for Year 2000 problems?
>I'm putting together an article on this subject but obviously I don't have
>access to every application. I've already come across quite a few that ask
>for two digit date inputs and don't cope too well past 12/99. Any known
>problems, please let me know.
>
>On a similar subject, has anyone got one of those plug-in clock cartridge
>things for the 8-bit (can't even remember what they are called). And does
it
>cope past Y2K?
>
>Regards
>
>PJR
>
>

509. Re: New Xl-it! user, how can I play get and Miner 2049er?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <rQcn2.246$kl.5908@newsfeed.slurp.net>
Source record: 56202

Hey, there are three in the series... What was the second one called?

1. Miner 2049er
2. ????
3. Bounty Bob Strikes Back

Gareee wrote in message <77jcb9$qil@bgtnsc03.worldnet.att.net>...
>to heck with miner.. get bounty bob!! ;))
>still great fun, 15 years later.. ;))
>

510. FT: Atari 8-bit, TG-16/Duo, & MicroVision

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: "Marlin Bates, IV" <mbates4@concentric.net>
Message-ID: <369D7DC2.9D31633B@concentric.net>
Source record: 56203
Cross-posted to: rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.classic

I am looking to sell or trade all of the following. I am looking for Sega Genesis carts that I do not have. They must have at least the box, if not box and docs. I will use what Funcoland sells the title for as a trade value (i.e. if Funco sells them for $9.99 then I will trade you $9.99 worth of stuff I have listed.)

Feel free to make offers on anything.

TurboGrafx-16 Games

Hit the Ice , like new with jewel case, game and docs $8 plus shipping
Jack Nicklaus Turbo Golf likenew with jewel case, docs, and game $7 plus shipping
Sinistron like new with jewel case, box and docs $9 plus shipping

Milton Bradley MicroVision Unit and Games

Original unit in box with docs $25 or best offer

Title	Code	Docs?	Have?	Box?
$35 Alien Raiders	4176	Y	Y	Y
$20 Baseball	4063	Y	Y	Y
Incl w/ unitBlockBuster (Incl. Unit)	4952	Y	Y	Y
$15 Bowling	4972	Y	Y	Y
$15 Connect Four	4971	Y	Y	Y
$35 Cosmic Hunter	4177	Y	Y	Y
$10 Mindbuster	4976	N	Y	N
$15 Pinball	4974	Y	Y	Y
$15 Sea Duel	4064	N	Y	Y
$10 Star Trek Phaser Strike	4973	N	Y	Y
$ 7 Vegas Slots	4975	Y	Y	N

CD-i "Games"

Harvest of the Sun with box and docs $3
International Open Tennis with box and docs $3

Prices do NOT include shipping.

Feel free to make an offer on any or all.

Atari 8-bit Carts/Disks & Manuals For Sale
Atari 8-bit Hardware, Books, etc for sale

Cartridges

All loose cartridges are $3 unless marked

EXCEPTIONS:

Carts with docs but no box add $1
Carts with box and docs add $2

Title	Manufacturer	Docs?	Box?	Price
Astrochase	ParkerBros	N	N	$ 3
Atari Artist	Atari	Y	N	$ 4
AtariWriter (version A)	Atari	Y	N	$ 3
AtariWriter (version C)	Atari	Y	N	$ 3
Basic (Rev. A)	Atari	Y	N	
Bug Hunt (Lightgun)	Atari	Y	N	
David's Midnight Magic	Atari	Y	N	
Desert Falcon	Atari	n	N	
Donkey Kong	Atari	Y	N	
Educational System Master Cart	Atari	n	N	$ 5
Gato	Atari	Y	N	
Music Composer	Atari	Y	Y	

Other software:

Educational Master System Tapes (all are complete with box and docs) ($5 each):
CX6014 Principles of Economics
CX6007 Principles of Accounting
CX6010 Business Communications

Following are $4 each (all are complete with box and docs)
Voyage in Time (ALA SOftware, disk)
Cyber Bowl (Artsci Inc.Disk)
Flying Ace (Avalon Hill, Cassette)
B-1 Bomber (Avalon Hill, cassette)
Computer Football Strategy (Avalon Hill, cassette)
Spy Vs. Spy (First Star, Disk)
Lords of Karma (avalon hill, cass)
Chronicles of Osgorth: The Shattered Alliance (avalon Hill, disk)
Draw Poker (avalon hill, cass)

Atari Conversational German (w / original binder and docs) $4
Atari COnversational French (w / original binder and docs) $4
Atari Conversational Spanish(w / original binder and docs) $4
Atari Conversational Italian (w / original binder and docs) $4
Atari Speed Reading (w / original binder and docs) $4

Gauntlet (w / original box and docs) $3

Atari 8-bit computer Hardware I own

Dust cover, brown, has Atari, fuji and "1010 Recorder" on it $ 5
Dust cover, brown, has Atari, fuji and "1050 Disk Drive" on it $ 5
Atari BASIC / Albrecht, Finkel & Brown $ 2
Atari BASIC Source Book / Compute! $ 3
Atari Games & Recreations / Kohl, Kahn, & Lindsay $ 3
Atari Sound and Graphics / Moore, Lower & Albrecht $ 1

BASIC Exercises for the ATARI / Lamoitier $ 2
DOS II Reference Manual $ 1
Free Software for your Atari / Enrich-Ohaus $ 1
Your Atari Computer / Poole $ 1
Touch Typing complete in box $ 2
Amdek Amdisk III 3" Disk drive w/ docs RARE $ 50*****LOWER
Axlon 128k RAMDISK for the Atari 800 (with box and docs) $ 10
Atari 1020 Color Plotter , manual & p/s $ 10
Atari 1025 Printer w/ manual p/s $ 15
Atari 1027 printer w/ p/s AS_IS $ 5
Atari 400 w/o p/s AS-IS $ 5
Atari 410 Program Recorder AS-IS $ 4
Atari 410 Program Recorder AS-IS $ 4
Atari Touch Tablet w/manual $ 30
Atari XDM121 Printer (Daisy Wheel) $ 15
Atari XF551 Disk drive AS-IS $ 15
Atari XM301 300 baud modem "AS IS" $ 3
Atari XM301 300 baud modem w/docs "AS IS $ 5
Atari XMM801 Printer (Dot Matrix) $ 15
Commodore 1801 Color COmposite Monitor $ 20
ICD P:R: Connection, complete in box $ 20
Okimate 10 color printer w/ manual & p/s $ 10
Percom Disk Drive $ 10
SyQuest removeable 5MB Hard Drive cartridge (have 50) $ 1 ea

511. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: hkram@earth.execpc.com
Message-ID: <77jve1$mf3@newsops.execpc.com>
Source record: 56204
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

aw! shucks just when I was going to get into it. darn.

Jason Whorton (jason@microxl.com) wrote:
: OK, guys. As the original poster, I hereby declare this thread "over". It
: is getting out of hand.

: Thank you,
: Jason Whorton

----------snip----------

512. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: jandtbos@ibm.net
Message-ID: <369D859C.DA84BD2B@ibm.net>
Source record: 56205
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

```
You could mail something that weighed an exact amount if the something was one
of those special weights used to calibrate the scale.

Jeff Lemke wrote:

> taavo raykoff wrote:
> >
> > you will not in practice get any object which is an exact integer number
> > of pounds.
> >
> > Think not? Well, just increase the precision and accuracy of the
> > measurement, and
> > you will come up with a integer-breaking fraction of a pound
> > somewhere...
> >
> > If your package is ~really~ close to an integer weight, well remember we
> > can infinitely
> > increase the precision of our measurement. (Measurement accuracy
> > notwithstanding).
>
> However infinitesimally small the chance, it is still possible a package
> could weigh EXACTLY an integer number of pounds, no matter what the
> accuracy. But the package would have to be weighed quickly before even
> 1 microscopic dust particle fell on the box while it was on the scale.
>
> Jeff
```

513. Ice-T webpage has moved!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: "Itay C." <itaycSPAM@hotmail.com>
Message-ID: <369c5942.0@news.sitcom.co.il>
Source record: 56361

Hi all,

My webpage has moved to this address:

http://www.sitcom.co.il/users/itayc

Please update your bookmarks (yeah, all three of you). The page has some neat software for download, including my Ice-T terminal emulator software.

-Itay Chamiel
itayc at hotmail dot com, or at sitcom dot co.il
(remove the spam to reply)

514. Re: Windows (Was Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <2rgi1eAeD$m2EwFn@cosine.demon.co.uk>
Source record: 56362
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Steven E. Posey:
> Win98 isn't all that great either. Every 98 machine I've added to our
> network has had some kind of problem, mostly with networking or with
> dial-up communications...

I got *seriously* lucky on this one, the bosses asked for a spec on a couple of machines and, to maintain compatibility with a machine already in place, I listed Windows 95. When they said "do you not want '98?" I told them my opinions and they took my word for it.

> I have to turn on my 800 or my 130XE just to get back to a sense of
> reality.

There are a C64 and a C128D to my right, powered up and doing stuff right now. And I carry a Zip disk around with a C64 emulator and some image files on, my bosses don't know this but yesterday I wrote almost an entire intro for the diskmag Vandalism News on their P200MMX. During my lunch break, *obviously*... =-)

> 1.8MHz really will run just about everything you really need, as long
> as it's an Atari, right?

0.98MHz is all you need if it can get the job done. =-)
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

515. Re: Zaxxon question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: billhr@THISptd.net
Message-ID: <369c29a8.4473915@news.ptdprolog.net>
Source record: 56363

Hello to everyone! I am posting this message on behalf of a good
friend of mine who is an avid user of Atari 8-Bit systems. He doesn't
have internet access, but he has a local BBS, and I grab the messages
and send them to him.

From shawnm@noisemusic.org Sun Oct 25 15:01:47 1998
From: shawn <shawnm@noisemusic.org>
Newsgroups: comp.sys.atari.8bit
Subject: Zaxxon question
Date: Sun, 25 Oct 1998 15:01:47 -0500
Organization: CiteNet Telecom - Commercial Internet Service

Hi. Was Zaxxon only released on cassette for the Atari 8bit
computers? I
have the cassette version and it doesn't load anymore (maybe the tape
is
dirty or stretched?). I'd really love a cartridge version - was one
ever
released? If so, where could I buy one? (I looked at some of the
usual
online stores already)

Thanks.

Shawn Mativetsky, B.Mus ___ *
percussionist (\ _/
shawnm@noisemusic.org __/
http://www.noisemusic.org/shawnm/ \/^\
____/ /

ok Shawn heres a list of ATARI bbs's that may have ZAXXON and other
game files you maybe interested in.
the first one is my BBS and I do have ZAXXON and ZAXXON 2 in the games
sig.

HELL BBS Berwick,Pa.
717-759-3372
11pm-9am (eastern time) 7 days a week
300-14.4 baud
currently 20+ megs of files and still more being added as I dcm a lot
of my disks and upload them to HELL's 25 file sigs and HELLs also part
of the east coast Express-PRO NET and looking for other nodes to net
with.

New Nest BBS long island NY
1-516-783-4634

300-14.4 baud
24/7

he has about the same amount of files as I do on his system, but he
has more PC files then I do(I don't want to waste disk space)

OMEGA BBS miami Fl
1-407-737-8704
300-14.4
24/7
20+ megs of atari files and a member of the east coast PRO-net

Repairr Shop BBS reno nv
1-402-
300-14.4 baud
24/7
currently he doesn't have most of his files collection of files on
line and I think he has a web site, but I don't know what it is, hes
also the current publisher/aurther of EXPRESS PRO 5.0b

If one bbs doesn't have the file your looking for then one of the
others will
happy hunting.
and don't forget GO TO HELL.....))

>>-->>Remove "THIS" from my E-mail address to reply!

Bill HR
-=-=-=-
All I ever needed to know I've learned from watching Star Trek:

* Seek out new life and new civilizations * When your logic fails,
trust a hunch * Insufficient data does not compute * Live long and
prosper * If it can't be fixed, just ask Scotty * Keep your phaser set
on stun * Even in our own world, sometimes we are aliens * Humans are
highly illogical * When going out into the Universe, remember: "Boldy
go where no one has gone before!"
-=-=-=-
Bill Heiser (or, on ICQ, "1431282")
E-Mail: billhr@ptd.net
Website: "The Quiet Room" (http://home.ptd.net/~billhr)
ICQ Pager: http://www.icq.com/1431282
IRC: "Bill_HR" (in #Delta_Quadrant, on irc.dal.net)

516. Re: Zaxxon question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: billhr@THISptd.net
Message-ID: <369c29f8.4554381@news.ptdprolog.net>
Source record: 56364

Hello to everyone! I am posting this message on behalf of a good
friend of mine who is an avid user of Atari 8-Bit systems. He doesn't
have internet access, but he has a local BBS, and I grab the messages
and send them to him.

From shawnm@noisemusic.org Sun Oct 25 15:01:47 1998
From: shawn <shawnm@noisemusic.org>
Newsgroups: comp.sys.atari.8bit
Subject: Zaxxon question
Date: Sun, 25 Oct 1998 15:01:47 -0500
Organization: CiteNet Telecom - Commercial Internet Service

Hi. Was Zaxxon only released on cassette for the Atari 8bit
computers? I
have the cassette version and it doesn't load anymore (maybe the tape
is
dirty or stretched?). I'd really love a cartridge version - was one
ever
released? If so, where could I buy one? (I looked at some of the
usual
online stores already)

Thanks.

Shawn Mativetsky, B.Mus ___ *
percussionist (\ _/
shawnm@noisemusic.org __/
http://www.noisemusic.org/shawnm/ \/^\
____/ /

ok Shawn heres a list of ATARI bbs's that may have ZAXXON and other
game files you maybe interested in.
the first one is my BBS and I do have ZAXXON and ZAXXON 2 in the games
sig.

HELL BBS Berwick,Pa.
717-759-3372
11pm-9am (eastern time) 7 days a week
300-14.4 baud
currently 20+ megs of files and still more being added as I dcm a lot
of my disks and upload them to HELL's 25 file sigs and HELLs also part
of the east coast Express-PRO NET and looking for other nodes to net
with.

New Nest BBS long island NY
1-516-783-4634

300-14.4 baud
24/7

he has about the same amount of files as I do on his system, but he
has more PC files then I do(I don't want to waste disk space)

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E-Mail: billhr@ptd.net
Website: "The Quiet Room" (http://home.ptd.net/~billhr)
ICQ Pager: http://www.icq.com/1431282
IRC: "Bill_HR" (in #Delta_Quadrant, on irc.dal.net)

517. Re: Zaxxon question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: billhr@THISptd.net
Message-ID: <369c2a1f.4593048@news.ptdprolog.net>
Source record: 56365

Hello to everyone! I am posting this message on behalf of a good
friend of mine who is an avid user of Atari 8-Bit systems. He doesn't
have internet access, but he has a local BBS, and I grab the messages
and send them to him.

From shawnm@noisemusic.org Sun Oct 25 15:01:47 1998
From: shawn <shawnm@noisemusic.org>
Newsgroups: comp.sys.atari.8bit
Subject: Zaxxon question
Date: Sun, 25 Oct 1998 15:01:47 -0500
Organization: CiteNet Telecom - Commercial Internet Service

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dirty or stretched?). I'd really love a cartridge version - was one
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released? If so, where could I buy one? (I looked at some of the
usual
online stores already)

Thanks.

Shawn Mativetsky, B.Mus ___ *
percussionist (\ _/
shawnm@noisemusic.org __/
http://www.noisemusic.org/shawnm/ \/^\
____/ /

ok Shawn heres a list of ATARI bbs's that may have ZAXXON and other
game files you maybe interested in.
the first one is my BBS and I do have ZAXXON and ZAXXON 2 in the games
sig.

HELL BBS Berwick,Pa.
717-759-3372
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Bill Heiser (or, on ICQ, "1431282")
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ICQ Pager: http://www.icq.com/1431282
IRC: "Bill_HR" (in #Delta_Quadrant, on irc.dal.net)

518. Just bought an Atari 800Xl in auction

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: Michael Peraino <mperaino@NOSPAMi3va.com>
Message-ID: <77hfi4$5fp$1@callisto.clark.net>
Source record: 56366

Hello everyone,
I had an old Atari 800XL when I was younger and I found one on Ebay so I snarfed it up. I can barely remember how to get it working, but I popped in the ole SpartaDos disk and it worked. I was really shocked that those old disks would work at all.
I am excited to find this newsgroup and hope to be an active member!

Happy New Year Everyone,
Michael

519. Trading Discs

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: Michael Peraino <mperaino@NOSPAMi3va.com>
Message-ID: <77hgol$5sh$1@callisto.clark.net>
Source record: 56367

I have a new Atari 800XL that I bought in auction and I was wondering if anyone out there was interested in swapping discs. I have several that I haven't even tried to see if they all work. Most haven't been touched in ten years.

Please email me. I live in Virginia, anyone nearby?

Michael

+---+
| Earn five cents for every message you receive!!!!
+---+
| http://www.peraino.com/directmail/
| Opt-in Mailing list
+---+

520. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <77hoii$94u$1@nnrp1.dejanews.com>
Source record: 56368

In article <pReXB-P.rldetlefsen@delphi.com>,
rldetlefsen@delphi.com wrote:
> Sysop Fox-1 <sysop.fox-1@stackbbs.xs4all.nl> writes:
>
> >Is there anyone outthere who's really USING an Atari 8-bitter in stead of
> >only owning one, or even haven't got one (anymore) ???
>
> I have three 8 bits usually running..one with a project going-
> hardware or software(I have lots of those these days), one with
> Paperclip, and one with a disk utils, Bobterm, or a game going.
> I don't have any A8 emulators. My website is for the real thing.
> While I sometimes agress that the emulator or For sale traffic
> can overwhelm the NG, I'd rather have it here that have to hunt a
> ll over the place for any info I need, or to be able to help
> those I can.
>
> Rick D.
>

i also i have one setup, it sits on my desk with 3 macs and a apple //gs it
is usually my 1200xl or my 130xe with an atr-8000 with a 720k 5.25 and 360k
5.25 and 3.5 720k and 3- 1050's

i dont use an emulater because i am not spending money to emulat a machine i
own.....

sloopy.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

521. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: you@your.host
Message-ID: <YTYm2.2031$nJ.11634@typhoon01.swbell.net>
Source record: 56369

In message <pReXB-P.rldetlefsen@delphi.com>, rldetlefsen@delphi.com wrote:
>
> Sysop Fox-1 <sysop.fox-1@stackbbs.xs4all.nl> writes:
>
> >Is there anyone outthere who's really USING an Atari 8-bitter in stead
of
> >only owning one, or even haven't got one (anymore) ???
>
> I have three 8 bits usually running..one with a project going-
> hardware or software(I have lots of those these days), one with
> Paperclip, and one with a disk utils, Bobterm, or a game going.
> I don't have any A8 emulators. My website is for the real thing.
> While I sometimes agress that the emulator or For sale traffic
> can overwhelm the NG, I'd rather have it here that have to hunt a
> ll over the place for any info I need, or to be able to help
> those I can.
>
> Rick D.

--
Posted with Ink Spot (for the Newton) from DejaVu Software, Inc.
Usenet wherever you are - http://www.martnet.com/~dejavu/

A very interesting question. I have a tendency to use a wide assortment
of computers depending on the need. I'm currently composing and sending this
letter from a Newton messagepad. (grin) But I'd like to try reading and
writing newsgroup messages on the Atari 8-bit.

Which brings up a up point.. what is a good newsgroup (and E-mail) reader
for the Atari 8-bit?

DoctorClu

Who currently uses his Atari for a cassette player and game machine.

522. Re: De Re Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: you@your.host
Message-ID: <ZTYm2.2032$nJ.11634@typhoon01.swbell.net>
Source record: 56370

> There's a cool utility called WEBZIP that can archive a web site into a
single
> (zip) file for you, allowing you to browse it on your local machine. I
use it
> alot for the situations you talk about. Have a look at it-- maybe it will
> work for you too :)
>
> Cheers,
> Steve
>

Webzip!! Cool... I have seen the reseult of that (whole CD archieves from
a program like that) and always wondered how they did that. Does it capture
the source and then rebuild it all in a HTML environment off line?
Anyway, where can I find that doo-dad? :)

Doctor Clu

523. Re: Ongoing..online discussion!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: you@your.host
Message-ID: <%TYm2.2033$nJ.11634@typhoon01.swbell.net>
Source record: 56371

```
In message <3698311E.E9B9C4CF@ix.netcom.com>, Jeff Jewell
<jjewell@ix.netcom.com> wrote:
>
> I jumped on, you were talking to a "Lonnie" when I showed up. I posted
> several messages, and saw mine posted, but I didn't see any messages from
> anyone else. I don't know if I got there just as everyone left, or if
it
> wasn't working right with my browser.
>
> Jeff
>
> Doctor Clu wrote:
>
> > Anyone who reads this message at 9:31 PM Central Standard time (right
> > now), is invited to join our new Atari discussion area that we're
> > testing out. Keep the conversation going at...
> >
> > http://www.atariusers.com/aunt
> >
> > Just click on "chat" on the far left side of the screen. :)
> >
> > See you there!
> >
> > Doctor Clu / Greg
>

--
Posted with Ink Spot (for the Newton) from DejaVu Software, Inc.
Usenet wherever you are - http://www.martnet.com/~dejavu/

Hmmm. .. you might have found the tail end of our conversation. Well if
nothing else, try again the coming Saturday at 8 pm central standard time.

Clu / Greg
```

524. Re: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990113003504.27359B-100000@vtn1>
Source record: 56372

On Tue, 12 Jan 1999, Hawkeye wrote:

> In article <Pine.GSO.3.95.iB1.0.990106185634.3775A-100000@vtn1>, "John
> K. Picken" <yg473@victoria.tc.ca> wrote:
> >
> >
> >On Wed, 6 Jan 1999, Richard Owers wrote:
> >
> >> Can anyone help?....I ahve just retrieved my wonderful 130xe and
> >> a box of disks full of games and I have all the connectors except
> >> the one between the conputer and the TV!!!!
> >> Can anyone advise / help I would be most grateful
> >>
> >> Many thanks!
> >>
> >> Richard Owers
> >
> >The RCA jack on the back of the Atari pumps out straight RF and expects a
> >75-ohm connection. i.e. Take a normal cable TV wire and replace one of the
> >F-connectors with a RCA plug. That's all you need assuming your TV has a
> >normal cable connection.
> >
> >John
> >
> >
>
> .. or, you could try connecting the 130xe to your VCR using an RCA
> (audio/video) type cable .
> the VCR (video input) accepts the Atari 130xe computer's RF output feed
> and allows you to view the output on your regular TV !
>
>
>
No. If you're going to hook up RF output, run it into an F-connector
(cable TV type). If you want to use the VCR video input, feed it from the
computer's monitor port (the 5-pin port) using an adapter cable.

525. Binary request filled

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.110624922ebc7b7b989720@news.midwest.net>
Source record: 56373

alt.binaries.comp.atari8bit (did i get that right? :) has the ultima
request filled... i'm looking for the battlezone file/atr
--
Ron
rlaski@midwest.net

526. Re: The Trammils are back...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F5HunA.9z@cix.compulink.co.uk>
Source record: 56374

In article <369b1bd8.2856754@news.mindspring.com>, (pwess) wrote:

> Jack Trammel, died several years ago. I don't know what his sons are
I didn't know he'd died. It was one of the sons that had heart problems
when Atari were going down the tubes and Jack took over (again) for a
while. Must run in the family.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

527. Re: VCS & 2600

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F5HunD.At@cix.compulink.co.uk>
Source record: 56375

In article <4840f0.2bade0@tbf.dyn.ml.org>, mika.lindblad@bbbs.net (Mika Lindblad) wrote:

>
> What are the differences between Atari VCS and Atari 2600?
The VCS was the original name for it when it had that crap faked wood look that Americans seem to love. Later versions were called the 2600 and had different casing.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

528. Re: Sorry, a test

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F5HunF.BE@cix.compulink.co.uk>
Source record: 56376

In article <1dlj43k.xroqbun4ro1sN@dhcp0593.findlay.edu>,
ryan@collinsoft.com (Ryan Collins) wrote:

> Just a test....
There is a newsgroup, alt.test for this kind of thing.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

529. Blackbox

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <77i4fvqsh1@nets3.rz.RWTH-Aachen.DE>
Source record: 56377

Howdy folks

Yesterday my Harddisk started to act up. Lookes like my Flatcable doesn't like it when I move my computer around :-(((I need to move my computer since I have to study on the same desk.

So I'm looking for something I can stick it into.

- The original BlackBox case is NO option. (Too expensive, too ugly, my FloppyBoard sits "one chip socket's height" higher over the BB than it used to be, etc, etc.)
- A PC tower is no option, because I can't get to the switches and buttons.

What I was thinging of is a plexyglas case (see through), with slots/holes for the switches and buttons and "external type" connectors, so the strain is on the case and not on the BB connectors. Does anybody have an idea how much this would cost (do it yourself price, not injection-moulded or something (unless the price is right, ofcourse :-)))

CU Mathy van Nisselroy

530. replacing the co25953 (130XE gate array)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <77i51gqsh2@nets3.rz.RWTH-Aachen.DE>
Source record: 56378

Howdy folks

To make my 1MB SIMM upgrade a bit cheaper for those who have no 130XE motherboard I need to know the following.

Is there a chip (or a combination of chips) that will give me the following:

(PB5 AND HALT) OR (PB4 AND NOT HALT) = CASBANK

Anything else should result in CASMAIN.

(co25953's cost US$10.00. 74LS chips are cheap)

Is HALT HIGH or LOW when ANTIC wants/has the bus?

Does the upper part of the CO25953 (the A14, A15, FA14, FA15, BA14 and BA15) influence the status of CASBANK or CASMAIN? (there is some influence the other way around. If somebody wants to know, I'll answer that later,)

I was thinking of an LS51 and two invertors myself.

Does anybody know if there are chip sockets that let you plug chips in them AND at that you can connect wire to. I don't want everybody to solder wires to chips.

CU Mathy van Nisselroy

531. converting a NTSC Atari to PAL

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: Christof Odenthal <Odenthal@AnySIM.de>
Message-ID: <369C980F.1E6B@AnySIM.de>
Source record: 56379

Hello,
does anybody know how to convert a NTSC Atari 130XE to PAL ?
In a circuit diagram i found some components (oscillator
stuff) which must be added for the "international" version.
I've done that but the system variables still tell me that
i have a NTSC Atari and there is only a black and white
picture (on a PAL monitor) when i turn it on. Does anybody
know how the Atari determines the display type (NTSC/PAL) ?
Does it count clock cycles, is there a (hidden) wire
connection i have to open or is there a specialized chip i
have to replace ?

thanks,
Christof.
--
\ | /
(-O-O-)
-----oooO--(_)--Oooo-----

mailto:Odenthal@AnySIM.de
homepg: http://homepages.muenchen.org/bm347689/

"Where do WE want YOU to go today" - Microsoft
---

532. Re: Blackbox

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <369CA0FE.61B6C8FF@erols.com>
Source record: 56380

I don't know about plexiglass, but a friend put a 130XE, XF551, P: R:
and maybe a couple of other things into a lexan case that he built
himself. Talk about bulletproof! :)

Mathy Van Nisselroy wrote:
>
> Howdy folks
>
> Yesterday my Harddisk started to act up. Lookes like my Flatcable doesn't like
> it when I move my computer around :-(((I need to move my computer since I
> have to study on the same desk.
>
> So I'm looking for something I can stick it into.
>
> - The original BlackBox case is NO option. (Too expensive, too ugly, my
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>
> What I was thinging of is a plexyglas case (see through), with slots/holes for
> the switches and buttons and "external type" connectors, so the strain is on
> the case and not on the BB connectors. Does anybody have an idea how much this
> would cost (do it yourself price, not injection-moulded or something (unless
> the price is right, ofcourse :-)))
>
> CU Mathy van Nisselroy

533. Re: Ultima3 crashes Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <77icco$l3s$2@news.campus.mci.net>
Source record: 56381

On 12 Jan 1999 13:44:13 , "Kewl Doood" wrote:
->I would'nt worry about it too much. The Ultima games were the least sold
->game in history.
->
->And of course you know I'm only kidding.

You don't know how close I came to missing that last line at the bottom of
the message...

(and I had just turned "flame mode" on...now I'm all fired up and no-one
to burn) <big grin!>

Ultima has always been one of my fav RPG's. First RPG I played was Ultima
3 on my 800XL... :-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

534. Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: PJR <paulr@rtis.freeserve.co.uk>
Message-ID: <77id0b$a58$1@news7.svr.pol.co.uk>
Source record: 56382

Hi folks

Has anyone checked out their Atari 8-bit software for Year 2000 problems? I'm putting together an article on this subject but obviously I don't have access to every application. I've already come across quite a few that ask for two digit date inputs and don't cope too well past 12/99. Any known problems, please let me know.

On a similar subject, has anyone got one of those plug-in clock cartridge things for the 8-bit (can't even remember what they are called). And does it cope past Y2K?

Regards

PJR

535. atari8-l mailing list

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: krap@zwieracz.ideefixe.nom.pl
Message-ID: <77ionaleo1@zwieracz.ideefixe.nom.pl>
Source record: 56383

echlo

i'd like to invite all of you to atari8-l mailing list.

it's probably the biggest atari 8 bit related mailing list in the world -
- connected bidirectionally to old list at MARIST, and gatewayed to the
FidoNet(tm) international ATARI8-L echo.

for now it has about a 100 subscribers, from all around the world. the list
is free from all the F/S messages, and other off-topic discussions, so
you can find there pure atari8 related stuff... all the messages comes right
to your email account, so there is no need to contact a newsserver, there
is no old-messages deleting, and so on... my wish is that every atari user
would be subscribed, so the atari community stay together and grow in
strenght.

if you maintain an atari8 related WWW site, please put some informations
about the list on it - i'll help others - not everyone has access to
usenet.

to subscribe, please send the message to majordomo@zwieracz.ideefixe.nom.pl
with the following line in the body (not the subject) of your message:

subscribe atari8-l

the language we use is, of course, english. the list is fast, reliable,
regularily maintained.

please, share this message with all people that are interested in atari8
topics you know, and help make this mailing list wide known.

--
= krap@ideefixe.nom.pl = phone +48-602-339173 = InterNIC: MKG5 =
= 2:480/70 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
= finger me or mail a message with subject: 'get-pgpkey' for pgp key =

--
= krap@ideefixe.nom.pl = phone +48-602-339173 = InterNIC: MKG5 =
= 2:480/70 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
= finger me or mail a message with subject: 'get-pgpkey' for pgp key =

536. Re: Zaxxon question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <369CF4D6.571DA9F9@arn.net>
Source record: 56384

I do believe Zaxxon was also put on disk. Well, I have (or had) a copy
of Zaxxon and Zaxxon 2 on the same disk. I'll have to have my dad check
out the inventory.

Laters,

antbaker@arn.net

William August Heiser (Bill HR) wrote:
>
> Hello to everyone! I am posting this message on behalf of a good
> friend of mine who is an avid user of Atari 8-Bit systems. He doesn't
> have internet access, but he has a local BBS, and I grab the messages
> and send them to him.
>
> From shawnm@noisemusic.org Sun Oct 25 15:01:47 1998
> From: shawn <shawnm@noisemusic.org>
> Newsgroups: comp.sys.atari.8bit
> Subject: Zaxxon question
> Date: Sun, 25 Oct 1998 15:01:47 -0500
> Organization: CiteNet Telecom - Commercial Internet Service
>
> Hi. Was Zaxxon only released on cassette for the Atari 8bit
> computers? I
> have the cassette version and it doesn't load anymore (maybe the tape
> is
> dirty or stretched?). I'd really love a cartridge version - was one
> ever
> released? If so, where could I buy one? (I looked at some of the
> usual
> online stores already)
>
> Thanks.
>
> Shawn Mativetsky, B.Mus ___ *
> percussionist (\ _/
> shawnm@noisemusic.org __/
> http://www.noisemusic.org/shawnm/ \/^\
> ____/ /
>
> ok Shawn heres a list of ATARI bbs's that may have ZAXXON and other
> game files you maybe interested in.
> the first one is my BBS and I do have ZAXXON and ZAXXON 2 in the games
> sig.
>

> HELL BBS Berwick,Pa.
> 717-759-3372
> 11pm-9am (eastern time) 7 days a week
> 300-14.4 baud
> currently 20+ megs of files and still more being added as I dcm a lot
> of my disks and upload them to HELL's 25 file sigs and HELLs also part
> of the east coast Express-PRO NET and looking for other nodes to net
> with.
>
> New Nest BBS long island NY
> 1-516-783-4634
> 300-14.4 baud
> 24/7
>
> he has about the same amount of files as I do on his system, but he
> has more PC files then I do(I don't want to waste disk space)
>
> OMEGA BBS miami Fl
> 1-407-737-8704
> 300-14.4
> 24/7
> 20+ megs of atari files and a member of the east coast PRO-net
>
> Repairr Shop BBS reno nv
> 1-402-
> 300-14.4 baud
> 24/7
> currently he doesn't have most of his files collection of files on
> line and I think he has a web site, but I don't know what it is, hes
> also the current publisher/aurther of EXPRESS PRO 5.0b
>
> If one bbs doesn't have the file your looking for then one of the
> others will
> happy hunting.
> and don't forget GO TO HELL.....))
>
> >>-->>Remove "THIS" from my E-mail address to reply!
>
> Bill HR
> -=-=-=-
> All I ever needed to know I've learned from watching Star Trek:
>
> * Seek out new life and new civilizations * When your logic fails,
> trust a hunch * Insufficient data does not compute * Live long and
> prosper * If it can't be fixed, just ask Scotty * Keep your phaser set
> on stun * Even in our own world, sometimes we are aliens * Humans are
> highly illogical * When going out into the Universe, remember: "Boldy
> go where no one has gone before!"
> -=-=-=-
> Bill Heiser (or, on ICQ, "1431282")

> E-Mail: billhr@ptd.net
> Website: "The Quiet Room" (http://home.ptd.net/~billhr)
> ICQ Pager: http://www.icq.com/1431282
> IRC: "Bill_HR" (in #Delta_Quadrant, on irc.dal.net)

537. Re: New Xl-it! user, how can I play get and Miner 2049er?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36adf233.3228915@news.demon.co.uk>
Source record: 56385

The other Day "Joe" <boatlock@earthlink.net> wrote:

>I downloaded Xl-it!, but can't find Miner 2049er anywhere, and I am not even
>sure what I would do with it if I found it! Can someone please give me a
>few pointers?
>
>joe
>boatlock@earthlink.net

No disrespect to XL-it but you really should get Atari800win or the dos
version from www.davesclassics.com....

You might even find some Atari stuff on there, might not tho
--
Paul..

"Alan, I got all those mugs to buy the Spectrum, next year we do them with the GX4000"

- Secret recording between Clive Sinclair and Alan Sugar...

ICQ No: 105793

538. Re: Ultima3 crashes Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <369CF5BB.FC2ACD0D@arn.net>
Source record: 56386

WHAT!!!??? The Ultima series is the most well know an liked
role-playing game series there is/was! It has always sold well.

Laters,

antbaker@arn.net

Kewl Doood wrote:
>
> I would'nt worry about it too much. The Ultima games were the least sold
> game in history.
>
> GuildBoss wrote in message <368926ab.13791304@nntp.a001.sprintmail.com>...
> >Hiyas all -
> >
> >I recently download Atari800Win (ver 2.5) and have played Ali Baba
> >successfully but now I'm trying to get Ultima III to work but cannot.
> >
> >I can get the intro up and running just fine but when i try to start
> >the game it crashes and I get a message about changing hardware
> >settings. Well, I've tried many combinations of settings and ROM's but
> >it still doesn't work.
> >
> >Can anyone clue me in to the proper settings to get U3 to work? I'm
> >not really that familiar with all the Atari ROM's and OS's and such so
> >a *beginner's* explanation would be much appreciated.
> >
> >TIA!
> >
> >Paul
> >--
> -----
> >Paul H. Soares, Jr.
> >GuildBoss - Guild and Clan Manager for Win9x/NT
> >http://www.guildboss.com
> >
>
> And of course you know I'm only kidding.

539. Re: Ultima3 crashes Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-13 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <369CF724.931FDCD4@arn.net>
Source record: 56387

Whoa...didn't see that last line...got lucky.

Laters,

antbaker@arn.net

Anthony Baker wrote:
>
> WHAT!!!??? The Ultima series is the most well know an liked
> role-playing game series there is/was! It has always sold well.
>
> Laters,
>
> antbaker@arn.net
>
> Kewl Doood wrote:
> >
> > I would'nt worry about it too much. The Ultima games were the least sold
> > game in history.
> >
> > GuildBoss wrote in message <368926ab.13791304@nntp.a001.sprintmail.com>...
> > >Hiyas all -
> > >
> > >I recently download Atari800Win (ver 2.5) and have played Ali Baba
> > >successfully but now I'm trying to get Ultima III to work but cannot.
> > >
> > >I can get the intro up and running just fine but when i try to start
> > >the game it crashes and I get a message about changing hardware
> > >settings. Well, I've tried many combinations of settings and ROM's but
> > >it still doesn't work.
> > >
> > >Can anyone clue me in to the proper settings to get U3 to work? I'm
> > >not really that familiar with all the Atari ROM's and OS's and such so
> > >a *beginner's* explanation would be much appreciated.
> > >
> > >TIA!
> > >
> > >Paul
> > >--
> > -----
> > >Paul H. Soares, Jr.
> > >GuildBoss - Guild and Clan Manager for Win9x/NT
> > >http://www.guildboss.com
> > >
> >

> > And of course you know I'm only kidding.

540. Re: Wanted info Atari 400/800 power suply

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: Alex Taylor <Alex.Taylor@zeem.demon.co.uk>
Message-ID: <916272598.25719.0.nnrp-10.d4e49a43@news.demon.co.uk>
Source record: 56206

Hello all

I work in a computer shop (PC-based), and a customer brought in a boxload of Atari stuff, an 800 with tapes, cassette player, magazines, books etc, wanting it fixed.

Being mad on old machines, but not having much experience with Atari's (I have two 65XE machines but no software, and an ST), I offered to try and fix it.

The first problem is that the PSU is broken. The unit being used was the adapter for a Grandstand games console, probably inadequate for the job, and was blown. Therefore I need some more info in order to see if the machine works at all.

After reading an earlier message, I think the computer needs 9VAC and 3.4A. Does this mean that if I use a universal adapter, I can use any polarity without killing the machine? I know this is true with some other machines using AC (Vic-20, Acorn Electron). I need to make sure so I don't break it, since it's not mine, and I don't want to anyway (I want to play with it first).

Any help anyone can give would be very much appreciated.

Alex Taylor

541. Re: Still trying (Was Re: Keeping it all on topic :-) (Blake's 7 anyone?))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: whos@the.door
Message-ID: <369da797.13206201@news.clara.net>
Source record: 56207
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Thu, 14 Jan 1999 00:06:15 +0000 (GMT), dgs <dgs@argonet.co.uk>
wrote:

>In article <369d780b.1032747@news.clara.net>,
> yes, Me's back! <me@my.place> wrote:
>> On Tue, 12 Jan 1999 13:07:06 -0000, "Andrew Cadley"
>> <a.p.cadley@uea.ac.uk> wrote:
>>
>> >:>I reckon if Amstrad had marketed it better, it would have beaten the
>> >:>NES, SMS, SNES and Sony Playstation.
>> >
>> >Ah yes, 16 sprites versus the Playstation's 100,000 odd polygons. I bet
>> >that would have gone really well.
>>
>> Against the NES and Master System at the time... It should have done
>> much better!
>
>You seem accidentally to have cross-posted to a newsgroup where
>most people are more interested in 32-bit computers. See if
>you can guess which one. (Hint; it's not in the Newsgroups: line
>any more).
>

Hmmm... and no-one has ever owned a console on that newsgroup?
No-one has ever watched TV?

Funny that.

542. Still trying (Was Re: Keeping it all on topic :-) (Blake's 7 anyone?))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: dgs <dgs@argonet.co.uk>
Message-ID: <48c4021aa4dgs@argonet.co.uk>
Source record: 56208
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <369d780b.1032747@news.clara.net>,
yes, Me's back! <me@my.place> wrote:
> On Tue, 12 Jan 1999 13:07:06 -0000, "Andrew Cadley"
> <a.p.cadley@uea.ac.uk> wrote:
>
> >:>I reckon if Amstrad had marketed it better, it would have beaten the
> >:>NES, SMS, SNES and Sony Playstation.
> >
> >Ah yes, 16 sprites versus the Playstation's 100,000 odd polygons. I bet
> >that would have gone really well.
>
> Against the NES and Master System at the time... It should have done
> much better!

You seem accidentally to have cross-posted to a newsgroup where
most people are more interested in 32-bit computers. See if
you can guess which one. (Hint; it's not in the Newsgroups: line
any more).

--
dgs@argonet.co.uk

Manchester Acorn User Group - http://www.acorn.manchester.ac.uk/
RPC x86 Card Info Pages - http://acorn.cybervillage.co.uk/pccard/

"Your machine is NOT dead until it stops working" - Ian Gledhill

543. Re: New Xl-it! user, how can I play get and Miner 2049er?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <77jcb9$qil@bgtnsc03.worldnet.att.net>
Source record: 56209

to heck with miner.. get bounty bob!! ;))
still great fun, 15 years later.. ;))

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

544. Re: Zaxxon question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <77jcdm$qug@bgtnsc03.worldnet.att.net>
Source record: 56210

Just get mame windows version, and run the actualy arcade game.. better graphics, and alot tougher.. plus, it doesn't eat quarters anymore.. ;))

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

545. Re: New Xl-it! user, how can I play get and Miner 2049er?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <19990113225417.13145.00000446@ng97.aol.com>
Source record: 56211

>Hey, there are three in the series... What was the second one called?
>
>1. Miner 2049er
>2. ????
>3. Bounty Bob Strikes Back

Hello

You might be thinking of "Scraper Caper" where Bounty Bob was a fireman that had to put out blazes in high rise buildings.

Seen many ad's for the game but never seen the game itself and not sure if it was ever released.

Al Horton

546. Re: The Trammils are back...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990113225546.18535.00000510@ng142.aol.com>
Source record: 56212

>I'm sure Jack will
>be very sad to hear he's dead

Hi Curt-
Jack's still with us? Great! I didn't think he
had passed on. I have a genuine
fondness for the Tramiels. If it had not been
for Jack, in all liklihood we would not be
having this discussion today! Unfortunately,
Jay Miner did pass away. I have read
ZAP!, and although fascinating, much to my chagrin it is basically devoid of
any of the
history about the computer & Tramiel era.
I'd love to know more... The "Home Computer Wars" gives a lot of insight into
Jack & Commodore. A lot has been written
about the two Steve's and Apple, but so far,
no definitive work about the A8 and the
men behind it.
Larry

Larry

547. Re: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990113230601.18535.00000518@ng142.aol.com>
Source record: 56213

A slight off-shoot of this hooking up a 130XE:
Anyone ever notice how crystal clear a SNES
is hooked up to a TV using its RF modulator?
We hooked up my grandson's to the same TV
(old 15" Sony) as a video upgraded 130 XE was hooked up to. Comparing that to
the A8 is no comparison. Anyone care to speculate (or illuminate) as to why?
Larry

548. Re: Neglected Atari 1200XL just boots up to green screen: possibilities for repair?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-KFGxdkpLL6Bc@draco>
Source record: 56214

On Mon, 11 Jan 1999 17:27:42, rwoolley@postoffice.pacbell.net wrote:

> The best way to start is by replacing the LSI (the big ones) chips one at
> a time. Actually, the PAL chip - CO60609 is a good start. At least all of
> the chips are socketed..... If you get a blue screen and a white, square
> cursor, the memory, ANTIC, GTIA and CPU are probably good.
>
> Bob

OK Bob, here is one for you, I have an 800xl that boots fine but
freezes when loading large programs like diskrx. Small programs like
less then 10k will load and run fine. Any ideas?

Ken

549. Re: New Xl-it! user, how can I play get and Miner 2049er?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <ttfn2.467$kl.9766@newsfeed.slurp.net>
Source record: 56215

Hey AL!!!!

It's me, Tim... from Lansing... Remember...? C.H.A.O.S. Talked to Tom
lately?

ComDungeon wrote in message <19990113225417.13145.00000446@ng97.aol.com>...
>>Hey, there are three in the series... What was the second one called?
>>
>>1. Miner 2049er
>>2. ????
>>3. Bounty Bob Strikes Back
>
>Hello
>
>You might be thinking of "Scraper Caper" where Bounty Bob was a fireman
that
>had to put out blazes in high rise buildings.
>
>Seen many ad's for the game but never seen the game itself and not sure if
it
>was ever released.
>
>Al Horton
>

550. Books possibly for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36a283f4.18937398@news.pressenter.com>
Source record: 56216

Hi all... okay about the books. I have found some. I list them here:

MAPPING THE ATARI
IAN CHADWICK
COMPUTE BOOKS
194 PAGES
YOU ALL KNOW WHAT THIS BOOK IS!

PROGRAMMERS REFERENCE FOR THE ATARI 400/800 COMPUTERS
DAVID HEISERMAN
SAMS
494 PAGES
LIKE THE TITLE SAYS; A LOT OF INFO

THE ATARI EXPERIENCE
ADRIEN Z. LAMOTHE JR.
DATAMOST
200 PAGES
MOSTLY BASIC ORIENTED

ATARI GAMES AND RECREATIONS
HERB KOHL, TED KAHN, LEN LINDSAY
REWARD BOOKS/RESTON PUBLISHING/PRENTICE-HALL
338 PAGES
A TUTORIAL ON SOUND AND GRAPHICS, PRIMARILY WITH BASIC
BOOK IS MISSING OUTER COVER BUT ALL PAGES ARE INTACT IN THE BINDING

ATARI XL USER'S HANDBOOK
WSI STAFF
WSI
360 PAGES
GENERAL INFO AT AN EASY TO UNDERSTAND LEVEL. COVERS BASIC COMAMNDS,
DOS ESSENTIALS TO KEYBOARD CODES. A LITTLE BIT ABOUT EVERYTHING.

THE ATARI BASIC SOURCE BOOK
BILL WILKINSON, KATHLEEN O'BRIEN, PAUL LAUGHTON
COMPUTE BOOKS
296 PAGES
IF YOU DON'T KNOW WHAT THIS IS, YOU DON'T DESERVE TO HAVE IT!

ATARI ROOTS
MARK ANDREWS
DATAMOST
288 PAGES
THIS IS TOUTED _THE_ TUTORIAL FOR NEW ATARI8 ASSEMBLY CODERS! A
COMPLICATED TEDIUS SUBJECT MADE LESS SO FOR YOUR LEARNING PLEASURE.

6502 ASSEMBLY LANGUAGE PROGRAMMING
JUDI N. FERNANDEZ, DONNA N. TABLER, RUTH ASHLEY
NOT THE BOOK BY THE SAME TITLE BY AUTHOR LANCE LEVENTHAL (WHICH IS _GOD_ FOR SUCH BOOKS IMHO), BUT A SOLID BOOK NEVER THE LESS. THIS BOOK IS SELF STYLES "A SELF TEACHING GUIDE."

THE ATARI ASSEMBLER
DON INMAN, KURT INMAN
REWARD BOOKS/RESTON PUBLISHING/PRENTICE-HALL
270 PAGES
THIS BOOK IS A DOUBLE STROKE; A 3RD PARTY'S GUIDE USING THE ATARI ASSEMBLER CARTRIDGE AND A TUTORIAL ON 6502 ASSEMBLY. I WOULD SAY LEANS THE MOST TO THE GUIDE ON THE ATARI ASSEMBLER.

THE SECOND BOOK OF MACHINE LANGUAGE
RICHARD MANSFIELD
COMPUTE BOOKS
446 PAGES
LIKE SOME OF THE OTHERS, DOES THIS ONE REALLY NEED AN EXPLANATION?

I would prefer to sell these all as a package BUT, I may wish to throw someone a bone if I feel like a particular book would be best in one person's hands even though the bulk end up with someone else.

let me know how much you are interested. What would you give me for what? What do you just have to have? Want them all (or nearly all) for the volume discount?

Let's barter. I'm not greedy but I'm not going to dump such nostalgia for pennies (not to mention boxing up, handling payment, going to post office etc.).

It is not merely a sale I am concerned with. I would like to see them end up in a "good" home. Like maybe someone who might find something key to making some software, or maybe a family who's dad (mom?) wants to nurture an interest in programming the Atari8 by his/her child.

Maybe I'm being too damn sentimental. Damn it, they seem like gold but I know they aren't anymore. Gee it's easy to get sentimental about this good ole' Atari stuff.

Jon

551. Re: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36a59b5e.24932506@news.pressenter.com>
Source record: 56217

On 14 Jan 1999 04:06:01 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>A slight off-shoot of this hooking up a 130XE:
>Anyone ever notice how crystal clear a SNES
>is hooked up to a TV using its RF modulator?
>We hooked up my grandson's to the same TV
>(old 15" Sony) as a video upgraded 130 XE was hooked up to. Comparing that to
>the A8 is no comparison. Anyone care to speculate (or illuminate) as to why?
>Larry

Improvements in technolgy and reduction in costs of electronic parts
perhaps?

Just a guess.

552. Re: Wanted info Atari 400/800 power suply

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36a49ae4.24810451@news.pressenter.com>
Source record: 56218

On Thu, 14 Jan 1999 00:06:19 -0000, "Alex Taylor"
<Alex.Taylor@zeem.demon.co.uk> wrote:

>After reading an earlier message, I think the computer needs 9VAC and 3.4A.
>Does this mean that if I use a universal adapter, I can use any polarity
>without killing the machine? I know this is true with some other machines

AC has no polarity. I do not know the specs for sure, sounds like an
Atari 800?

553. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36a69d65.25451193@news.pressenter.com>
Source record: 56219
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

On Tue, 12 Jan 1999 22:36:01 -0500, taavo raykoff <taavo@ntplx.net>
wrote:

>you will not in practice get any object which is an exact integer number
>of pounds.
>
>Think not? Well, just increase the precision and accuracy of the
>measurement, and
>you will come up with a integer-breaking fraction of a pound
>somewhere...
>
>If your package is ~really~ close to an integer weight, well remember we
>can infinitely
>increase the precision of our measurement. (Measurement accuracy
>notwithstanding).

Sigh. Here we go... simple... if tiny fraction over an integer is
possible, and tiny fraction under an integer is possible (whatever
size that tiny fraction is doesn't matter) then size itself is also
just as possible. The answer is the integers need to be inluded in
the price table SOMEWHERE. If you don't think so, then... you are
simply... wrong. There, how does that feel? Hehee.

554. Re: Amstrad gfx chip (was: Blake's 7)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <369D9ED9.8D62DB8E@arn.net>
Source record: 56220

```
I don't know, have you ever played Parasite Eve or Final Fantasy VIII
(it will be coming out soon)....damn!

Laters,

antbaker@arn.net

Doctor Clu wrote:
>
> In message <Pine.SOL.3.95.990112212227.19874I-100000@halibut.dai.ed.ac.uk>,
> Niall Tracey <niallt@dai.ed.ac.uk> wrote:
> >
> > On Tue, 12 Jan 1999, Paul Martin Howard wrote:
> >
> > > Andy Cadley wrote:
> > >
> > > {re: CPC}
> > >
> > > > Ah yes, 16 sprites versus the Playstation's 100,000 odd polygons. I
> bet
> > > > that would have gone really well.
> > >
> > > Well, people are still using it ain't they? :)
> > >
> > More people use the Playstation....
> >
> > Niall Tracey
> > _________________
> > A X o
> > /</ \>
> > / \ /\
> > ___/ /___\ \___
> >
> > Your thoughts betray you...
> >
> >
> >
>
> Posted with Ink Spot (for the Newton)
> @>-->--------------- / | \
>
> Ah.. this may be true, but Amstrad has stood the test of time. Will
> Playstation be doing as good in 10-15 years?
>
> Clu
```

555. Re: VCS & 2600

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36a8a06a.26224726@news.pressenter.com>
Source record: 56221

On Wed, 13 Jan 1999 10:33:13 GMT, ilaskey@cix.compulink.co.uk ("Iain Laskey") wrote:

>In article <4840f0.2bade0@tbf.dyn.ml.org>, mika.lindblad@bbbs.net (Mika >Lindblad) wrote:
>
>>
>> What are the differences between Atari VCS and Atari 2600?
>The VCS was the original name for it when it had that crap faked wood look >that Americans seem to love. Later versions were called the 2600 and had >different casing.

And less switches? I had one of the original VCSs. I think later ones were missing a couple of the slider type switches mine had.

556. Re: Neglected Atari 1200XL just boots up to green screen: possibilities for repair?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36a79f0f.25877334@news.pressenter.com>
Source record: 56222

On 14 Jan 1999 04:56:21 GMT, kenames@earthlink.net wrote:

>On Mon, 11 Jan 1999 17:27:42, rwoolley@postoffice.pacbell.net wrote:
>
>> The best way to start is by replacing the LSI (the big ones) chips one at
>> a time. Actually, the PAL chip - CO60609 is a good start. At least all of
>> the chips are socketed..... If you get a blue screen and a white, square
>> cursor, the memory, ANTIC, GTIA and CPU are probably good.
>>
>> Bob
>
>OK Bob, here is one for you, I have an 800xl that boots fine but
>freezes when loading large programs like diskrx. Small programs like
>less then 10k will load and run fine. Any ideas?

I'm not Bob but my 1st off the cuff suspission is a deffective memory
chip, or defective memory decoder chip, or a trace associated with
either. Try changing the mem chips to different sockets and see if
the problem happnes sooner or later than usual.

557. Re: FA: Classic Computer Books

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36aaa2b2.26808668@news.pressenter.com>
Source record: 56223
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

On Tue, 12 Jan 1999 20:27:52 -0800, "Dan Vernon" <danver@halcyon.com>
wrote:

>I just posted two classic computer books on eBay... please check out the
>pictures and descriptions if you are interested by visiting the following
>urls:
>
>David H. Ahl's "Basic Computer Games -- Microcomputer edition" (YES! this is
>the one with the full source for Super Star Trek!)
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=56352179
>
>Richard Mansfield's "Machine Language For Beginners (for the 6502)"
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=56356823
>
>Thank you,
>Dan Vernon

Dan, is that why you want to buy Atari books from us so you can try
and sell them on ebay? I was looking for a good home for my books.
Hell, I can sell them on ebay myself. Hmm.

558. Re: WTB: The Atari BASIC SOURCE BOOK

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36a9a1fd.26627621@news.pressenter.com>
Source record: 56224

On Tue, 12 Jan 1999 18:59:18 GMT, danver@halcyon.com wrote:

>Anyone have a copy of The Atari BASIC SOURCE BOOK by Compute! publications
>that they would be willing to sell or trade (for Atari or Commodore hw or
>sw)? If so, please email me: danver@halcyon.com Thank you! Dan Vernon
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

Yes. See my post on the subject.

559. FS: Atari hardware, software, books (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: "S. Crawshaw" <sc10003@cam.ac.uk>
Message-ID: <369DCAE7.5354@cam.ac.uk>
Source record: 56225

Regrettably I need to sell all my 8-bit Atari stuff. I will accept the highest offer received by 1 March 99. *Buyer must collect* (Blackpool, UK)

Selected highlights follow (email me direct for a complete list.) So far as I know, pretty much everything worked last time I used them.

3x2600, 800XL, 65XE, 130XE, 2x1010, XC12, 1050, XF551, 850, XEP80, 1020, 2x1027

SH204, some bare 3.5" and 5.25" FDDs, couple 5.25" HDDs, various PSUs, some other spare parts

light gun, trakball, mouse, video touch pad (for Star Raiders)

AW, AW+, AW80, DOS XL, DOS XE, Newsroom

usual collection of software and books incl. some Field Service Manuals.

lots of magazines: Atari User, New Atari User, Page 6

Please feel free to forward/repost this message to any other relevant newsgroup / mail list / web page or whatever.

Thanks

Stuart
sc10003@cam.ac.uk

560. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: PJR <paulr@rtis.freeserve.co.uk>
Message-ID: <77kje8jnf1@news6.svr.pol.co.uk>
Source record: 56226

Thanks,
I know that most (if not all) apps don't worry about the real-time date but there are still some (e.g. databases, spreadsheets) which don't use a 4 digit century and therefore get confused if they try and perform calculations, sorting etc. on user-entered data. I am interested in finding out which ones are affected.

Paul R

Jason Duerstock wrote in message
<11031ACE2985695F.002628851FAB1C99.F5A0B17BA86DA52C@library-proxy.airnews.net>...
.
>
>I think the only thing that cares what year you're in is SpartaDOS and I seem to remember the release notes for 3.2g mentioned it was all ready for >2000.
>

561. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: PJR <paulr@rtis.freeserve.co.uk>
Message-ID: <77kjhi$jp8$1@news6.svr.pol.co.uk>
Source record: 56227

Does SpartDOS 4.21 itself cope with ticking over into 2000 ?

David A. Paterson wrote in message <77jl81$nl8$1@news.storm.ca>...
>RTime 8 doesn't like the year 2000. That's under SpartaDos 4.21. There
may
>be other versions that work OK, but that's the only one I have access to.
>
>David P.
>

562. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: Chris Chamblin <cchamblin@web-cycat.com>
Message-ID: <369DE744.E56C40D1@web-cycat.com>
Source record: 56228
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

Jason Whorton wrote:

> OK, guys. As the original poster, I hereby declare this thread "over". It
> is getting out of hand.
>

Sorry, your post came with only a 32c stamp. Insufficiant postage.

563. Re: The Trammils are back...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <369DF75F.EDBB3E3D@erols.com>
Source record: 56229

There's history written here and there. There's some in that Levy book, Hackers, and there was quite a spread in Wired Magazine a couple of summers ago about all the people who worked at Atari and where they were as of the writing of the article. That article was intended to show that some of the most creative minds in the industry today got their start at Atari.

But the Tramiel era is, indeed, not mentioned anywhere that I can recall.

LWhite6497 wrote:
>
> >I'm sure Jack will
> >be very sad to hear he's dead
>
> Hi Curt-
> Jack's still with us? Great! I didn't think he
> had passed on. I have a genuine
> fondness for the Tramiels. If it had not been
> for Jack, in all liklihood we would not be
> having this discussion today! Unfortunately,
> Jay Miner did pass away. I have read
> ZAP!, and although fascinating, much to my chagrin it is basically devoid of
> any of the
> history about the computer & Tramiel era.
> I'd love to know more... The "Home Computer Wars" gives a lot of insight into
> Jack & Commodore. A lot has been written
> about the two Steve's and Apple, but so far,
> no definitive work about the A8 and the
> men behind it.
> Larry
>
> Larry

564. Re: New Xl-it! user, how can I play get and Miner 2049er?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <19990114101251.07791.00000645@ng115.aol.com>
Source record: 56230

Quoting Morloc

<<Hey AL!!!!

It's me, Tim... from Lansing... Remember...? C.H.A.O.S. Talked to Tom lately?
>>

Hey Tim!

Sure I remember... I'm getting old, cranky, senile, and have hairgrowing out of the ears but I remember some things and people... (grin) You know what they say.. memory is the second thing to go and damn if I can remember the first!

Visited Tom (and Lansing) a couple times last year.. I think the last time was maybe June or July. He was doing very well but unfortunately he was almost "non-Atari" as his kids had inherited most of his systems and he was playing around with PC's mostly.

What's up with you? Still an active Atari user?

Al Horton

565. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: <>
Message-ID: <916327703.19524.0.nnrp-08.9e9878e0@news.demon.co.uk>
Source record: 56231
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

In article <36a69d65.25451193@news.pressenter.com>,
Jon Melbo <jmelbo@pressenter.com> wrote:
[...]
>Sigh. Here we go... simple... if tiny fraction over an integer is
>possible, and tiny fraction under an integer is possible (whatever
>size that tiny fraction is doesn't matter) then size itself is also
>just as possible. The answer is the integers need to be inluded in
>the price table SOMEWHERE. If you don't think so, then... you are
>simply... wrong. There, how does that feel? Hehee.

Just as an aside, the probability of the weight being an integer number of
pounds (when *are* you going to go metric?) is exactly zero.

This doesn't, however, mean it can't happen. Consider a random number
between 0 and 1. What's the probability of you picking that particular
number? 0. But you picked it anyway.

Probabilities are *fun*.

--
+- David Given ------------McQ-+ "Scuzzy Wuzzy was a bus.
| Work: dg@tao.co.uk | Scuzzy Wuzzy caused no fuss.
| Play: dgiven@iname.com | Scuzzy Wuzzy wasn't SCSI, was he?"
+- http://wiredsoc.ml.org/~dg -+ --- Jordin Kare

566. Re: New Xl-it! user, how can I play get and Miner 2049er?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <N%nn2.5$nF.619@newsfeed.slurp.net>
Source record: 56232

>What's up with you? Still an active Atari user?
>
Trying to be. Tom gave me an 130XE and 1050 drive to get me going with my PHOENIX project, but a believe my son sent some static discharge up the RF cable and fried the display chip, so I've been trying to find another Atari that would be inexpensive. I've tried a number of times to get Tom to LEND me a 256K Atari XL he has "somewhere" but it's been a no-go so far, so I've felt more like a nuisance to him than anything...

Other than that, I had dropped off the Atari scene for about five years or so... but I'm back and trying to get the web browser hammered out... Still looking for the OS listing for the Atari and as much info as I can pull together on the innards and assembly language... but all's well here in Lansing...

567. Re: Atari/C64 POWERSTICK joystick ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990114105544.23603.00004768@ngol01.aol.com>
Source record: 56233

The Amiga joystick was made by the same "Amiga" that came out with the Amiga computer. They sold the joysticks for some quick cash when the computer was still being developed, before Amiga was sold to Commodore. Remember that the Amiga chips were intended to be in a game console at first. Turning it into a computer was the result of the videogame crash IIRC. Ahhh, I still remember the excitement when reading about the Amiga Lorraine for the first time. The 16 bit sprites that the hardware put out it vertical stripes of memory like player/missle graphics on the Atari were what sold me. It was a Jay Miner design all the way.

Bob

badbob1952@aol.com

568. Re: 2600 converter for 5200

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <369E2399.8F2@volcano.net>
Source record: 56234

Doctor Clu wrote:
>
> Hey folks, I was amazed recently to find out that the Atari 5200 had a
> 2600 game adapter. Since I have been thinking how cool it would be to
> get 2600 game carts working on a Atari 8-bit, I was wondering if anyone
> could tell me ANYTHING about it.

It is esentially a 2600 in a smaller package (the controllers even hook
up to the adapter, not the host system) which obtained power from the
5200 cart port and output audio and video through the cart port. I
recommend you just get a 2600 jr which is about as small... ;-)

the Mav

--
THE SPACE AND FANTASY GAMER'S GUIDE http://www.brainiac.com/micro/sfgg/
The guide is a comprehensive game index for the magazines Space Gamer,
Fantasy Gamer, Ares, Interplay, Nexus and VIP of Gaming.

NEW! INTERPLAY #1 will be given away with the first 35 copies sold!

569. Re: Just bought an Atari 800XI in auction

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <369e2e8f.694052094@butch>
Source record: 56235

On Wed, 13 Jan 1999 01:48:23 -0500, "Michael Peraino"
<mperaino@NOSPAMi3va.com> wrote:

>Hello everyone,
> I had an old Atari 800XL when I was younger and I found one on Ebay so I
>snarfed it up. I can barely remember how to get it working, but I popped in
>the ole SpartaDos disk and it worked. I was really shocked that those old
>disks would work at all.

I still kick myself for getting rid of the huge amount of software
I had for my old 1200XL. I don't lament getting rid of the hardware,
as I've been able to recover all of it cheaply, but man, some of that
software -- disks and cartridges -- are quite hard to find now even
in ATR format, much less an original with documentation.

About three years ago, I reacquired an 800 system with a bunch of
other stuff (about 40 original software titles, a 1050 hard drive,
1025 printer, lots of original system documentation) for $100 from
a local seller who kept it all in impeccable condition. Since then,
it's been a matter of finding what I can, where I can -- a guy in
Alaska was nice enough to *give* me an 850 interface (he had several
of 'em) for only the cost of shipping (and he even shipped before
he received my check); I bought a bunch of stuff from American
Technavision when they were blowing out their stuff (extra 1050
drive mechanisms, SIO cables for $1 each in bulk, lots of disk and
cartridge software for $2-3 each); finding 5 joysticks, a 1027
printer with ink rollers, several power supplies and 1030 plotter
for a total of $20 at a local junk electronics store.

But some of that software, man, I just can't find. Plus I miss
the 1200XL's feel. Great keyboard, man. :)

I used to get a few things through eBay as well, but it's become
a less fertile hunting ground as it's harder for buyers to
snap up bargains these days without being suddenly outbid two
minutes before the auction ends. I haven't been a successful
bidder for any Atari stuff in months.

In any event, welcome back -- another lost sheep has returned
to the herd!

Haven't found a cheap MIO or Black Box anywhere, but I'm still
looking. :)

--
Tim Irvin, ziggy29@netgate.net ::::: http://u1.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and demand that they respect yours... Abuse no one and nothing, for abuse turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

570. Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <uurn2.2274$nJ.13649@typhoon01.swbell.net>
Source record: 56236

> Problem is, 90% of the questions are ~"Why does Bounty Bob Strikes Back
> crash <insert emulator of choice>?". Clearly outside the charter of the
> newsgroup & it would be more appropriately placed in the emulator newsgroup.
>
> It is the nature of the beast that people would rather post to a less
> appropriate newsgroup & get answers vs build up the appropriate one. The
> emulator newsgroup is pretty deserted.
>
>

Posted with Ink Spot (for the Newton)
@>-->--------------- / | \

Truth is, in my book, a Mac or PC emulating a Atari BECOMES an Atari. It
is like George of the Jungle's elephant shep that thought it was a dog, and
being a rather large creature that thought this, no one was going to argue
with it. :)
"That my big grey peanut loving doggie Shep!" -George

The same could be said for a modern powerful computer that thinks it is
a 1.77 mghz Atari. ;) Just slap an Atari fuji over thst Apple icon and you
have a less elegant Atari.
Still have fun with the real thing, but "Sheps" have a place here
too. :)

Doctor Clu

571. Zaxxon question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <wurn2.2275$nJ.13649@typhoon01.swbell.net>
Source record: 56237

In message <77jcdm$qug@bgtnsc03.worldnet.att.net>, "Gareee"
<gareee@worldnet.att.net> wrote:
>
> Just get mame windows version, and run the actualy arcade game.. better
> graphics, and alot tougher.. plus, it doesn't eat quarters anymore.. ;))
>
> Gary Tabar Jr,
> @ Da Mouzzz...
> EMAIL: gareeeNOSPAM@worldnet.att.net
> INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
> HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
> Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
> http://www.fortunecity.com/tattooine/ellison/86/index.html
>
>
>

Posted with Ink Spot (for the Newton)
@>-->--------------- / | \

Now you're no fun. :) But seriously, speaking of arcade emulators
versus the 8-bit version, I have to say I prefer the Atari 8-bit version
of JOUST over the arcade version.

Doctor Clu

572. Re: Blackbox

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <369E461B.87C9064@worldnet.att.net>
Source record: 56238

Mathy,

You may want to consider an external hard drive case, they are plentiful, attractive and cheap, search the web and I'm sure you'll find someplace. I see them a lot in surplus electronics magazines that liquidate large quanities of products. You could modify the front to pass the connector through and since it has a built in power supply and mounting rack you can mount your floppy drive inside of it, then modify the internal cable-to-external connectors on the rear, buy a 2nd case, mount your hard drives inside of that and connect them together. It will be attractive and functional.

Curt

Mathy Van Nisselroy wrote:

> Howdy folks
>
> Yesterday my Harddisk started to act up. Lookes like my Flatcable doesn't like
> it when I move my computer around :-(((I need to move my computer since I
> have to study on the same desk.
>
> So I'm looking for something I can stick it into.
>
> - The original BlackBox case is NO option. (Too expensive, too ugly, my
> FloppyBoard sits "one chip socket's height" higher over the BB than it used to
> be, etc, etc.)
> - A PC tower is no option, because I can't get to the switches and buttons.
>
> What I was thinging of is a plexyglas case (see through), with slots/holes for
> the switches and buttons and "external type" connectors, so the strain is on
> the case and not on the BB connectors. Does anybody have an idea how much this
> would cost (do it yourself price, not injection-moulded or something (unless
> the price is right, ofcourse :-)))
>
> CU Mathy van Nisselroy

573. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <369E46AE.BE2545B1@worldnet.att.net>
Source record: 56239

The IB Clock cart also is not Y2K Compliant, I tried it out with an old copy of
BBS software and it freezes completely and halts the Amis BBS software.

Curt

"David A. Paterson" wrote:

> RTime 8 doesn't like the year 2000. That's under SpartaDos 4.21. There may
> be other versions that work OK, but that's the only one I have access to.
>
> David P.
>
> PJR <paulr@rtis.freeserve.co.uk> wrote in message
> news:77id0b$a58$1@news7.svr.pol.co.uk...
> >Hi folks
> >
> > Has anyone checked out their Atari 8-bit software for Year 2000 problems?
> >I'm putting together an article on this subject but obviously I don't have
> >access to every application. I've already come across quite a few that ask
> >for two digit date inputs and don't cope too well past 12/99. Any known
> >problems, please let me know.
> >
> >On a similar subject, has anyone got one of those plug-in clock cartridge
> >things for the 8-bit (can't even remember what they are called). And does
> it
> >cope past Y2K?
> >
> >Regards
> >
> >PJR
> >
> >

574. Re: The Trammils are back...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <369E4849.DE38FE0B@worldnet.att.net>
Source record: 56240

Yes Larry,

If not for the Tramiels, we may all be using Atari 1450XLD's, Atari 1650XLD's (MS-DOS Clones) and Atari 1850XL's (Atari version of the Amiga Chipset). Commodore would have folded back in 1985-86 since it had nothing to compete with. The Atari 7800 would have been released in 1984 instead of late 1986, the Advanced Game console (a 16-bit game console in 1985 based on the Amiga Chipset) would have been released. We would have Atari 1090XL's and dozens upon dozens of expansion cards to choose from. But the Tramiels fixed all of that. (being sarcastic, sorry...)

Curt

LWhite6497 wrote:

> >I'm sure Jack will
> >be very sad to hear he's dead
>
> Hi Curt-
> Jack's still with us? Great! I didn't think he
> had passed on. I have a genuine
> fondness for the Tramiels. If it had not been
> for Jack, in all liklihood we would not be
> having this discussion today! Unfortunately,
> Jay Miner did pass away. I have read
> ZAP!, and although fascinating, much to my chagrin it is basically devoid of
> any of the
> history about the computer & Tramiel era.
> I'd love to know more... The "Home Computer Wars" gives a lot of insight into
> Jack & Commodore. A lot has been written
> about the two Steve's and Apple, but so far,
> no definitive work about the A8 and the
> men behind it.
> Larry
>
> Larry

575. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <369E51B8.3360@netmagic.net>
Source record: 56241

Doctor Clu wrote:
>
> > Problem is, 90% of the questions are ~"Why does Bounty Bob Strikes Back
> > crash <insert emulator of choice>?". Clearly outside the charter of the
> > newsgroup & it would be more appropriately placed in the emulator newsgroup.
> >
> > It is the nature of the beast that people would rather post to a less
> > appropriate newsgroup & get answers vs build up the appropriate one. The
> > emulator newsgroup is pretty deserted.
> >
> >
>
> Posted with Ink Spot (for the Newton)
> @>-->--------------- / | \
>
> Truth is, in my book, a Mac or PC emulating a Atari BECOMES an Atari. It
> is like George of the Jungle's elephant shep that thought it was a dog, and
> being a rather large creature that thought this, no one was going to argue
> with it. :)
> "That my big grey peanut loving doggie Shep!" -George
>
> The same could be said for a modern powerful computer that thinks it is
> a 1.77 mghz Atari. ;) Just slap an Atari fuji over thst Apple icon and you
> have a less elegant Atari.
> Still have fun with the real thing, but "Sheps" have a place here
> too. :)
>
> Doctor Clu
>
>
Just from an adminstrative point of view then, they should get rid of
the emulator newsgroup. Doesn't matter to me.

You are always wrong to post to a 'less correct' newsgroup though. For
instance, if this newsgroup was further broken down into things like
[.8bit.hardware, .8bit.advocacy, .8bit.games, .8bit.programming] then
posting hardware questions to the .advocacy group would be a mistake.

Kind of a hold over from when disk space was at a premium 10 years or so
ago. Wasn't uncommon for 120 meg systems to be used for everything from
email to newsgroups. I have heard the rumor that someone was actually
running a Waffle board with a few newsgroups on a 30 meg system, but I
still find that a little hard to believe.

576. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: fjb@torfree.net
Message-ID: <F5KHvw.1ou.0.sheppard@torfree.net>
Source record: 56242
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

[Do we really need all these newsgroups, such as
comp.sys.apple2.marketplace, comp.sys.cbm, comp.sys.atari.8bit,
comp.sys.tandy, comp.sys.ti, comp.sys.ibm.pc.classic?]

Scott Worley (nospam@all.com) wrote:
: On Wed, 13 Jan 1999, Jeff Lemke <lemke@terra.cira.colostate.edu> wrote:

: >However infinitesimally small the chance, it is still possible a package
: >could weigh EXACTLY an integer number of pounds, no matter what the
: >accuracy. But the package would have to be weighed quickly before even
: >1 microscopic dust particle fell on the box while it was on the scale.
: >
: >Jeff

: It's fun to split hairs... sometimes.

We could get even more tedious by suggesting that this whole business
should be referred to a mathematician who is familiar with concepts of
"infinity". Strangely enough, there's more than one kind of infinity;
some are bigger than others (infinitely bigger, of course). The smallest
one, which represent the total number of possible integer weights,
whether in grams, pounds, ounces, or whatever, is called Aleph-0 .. it's
the smallest infinity. A much larger one represents the total range of
weights, integer or not .. that's a bigger infinity (much much much much
much larger than aleph-0). Dividing aleph-0 by the larger infinity, you
get zero chance of exact weight. Don't take my word for it .. ask you
local math professor.

Meanwhile, if you insert a word such as "practially" or "virtually"
before the word "exact", most everyone would agree with you. It starts
to sound like the ancient joke of an engineer with a slide rule: "Two
times two is three point nine nine nine ... call it four".

--Jim

577. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: Jeff Lemke <lemke@terra.cira.colostate.edu>
Message-ID: <369E589B.7121@terra.cira.colostate.edu>
Source record: 56243
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

```
Scott Worley wrote:
>
> On Wed, 13 Jan 1999 12:52:21 -0700, Jeff Lemke
> <lemke@terra.cira.colostate.edu> wrote:
>
> >taavo raykoff wrote:
> >>
> >> you will not in practice get any object which is an exact integer number
> >> of pounds.
> >>
> >> Think not? Well, just increase the precision and accuracy of the
> >> measurement, and
> >> you will come up with a integer-breaking fraction of a pound
> >> somewhere...
> >>
> >> If your package is ~really~ close to an integer weight, well remember we
> >> can infinitely
> >> increase the precision of our measurement. (Measurement accuracy
> >> notwithstanding).
> >>
> >However infinitesimally small the chance, it is still possible a package
> >could weigh EXACTLY an integer number of pounds, no matter what the
> >accuracy. But the package would have to be weighed quickly before even
> >1 microscopic dust particle fell on the box while it was on the scale.
> >
> >Jeff
>
> It's fun to split hairs... sometimes. However in this case, it's a
> little pointless. Scales, as measuring devices, all have FINITE
> accuracy, and round off to whatever that accuracy happens to be.
> Therefore, an exact number of pounds is quite possible. And, it would
> take a very sensitive scale indeed to register the difference of a
> single dust particle! :)
>
> Scott

That's exactly what I was doing - having fun splitting hairs. It's
pointless, but sometimes it's fun.

Jeff
```

578. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: Jeff Lemke <lemke@terra.cira.colostate.edu>
Message-ID: <369E5929.E30@terra.cira.colostate.edu>
Source record: 56244
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

David Given wrote:
>
> In article <36a69d65.25451193@news.pressenter.com>,
> Jon Melbo <jmelbo@pressenter.com> wrote:
> [...]

> Just as an aside, the probability of the weight being an integer number of pounds (when *are* you going to go metric?) is exactly zero.
>

Not true. Why would the probability for an integer unit of weight be
zero?

Jeff

579. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: sbendz@ece.vill.edu
Message-ID: <369EB5D8.40F3@ece.vill.edu>
Source record: 56245
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

I know, don't add to the thread that ate Cleveland, but... I really want to!

David Given wrote:
> Just as an aside, the probability of the weight being an integer number of
> pounds (when *are* you going to go metric?) is exactly zero.
>
> This doesn't, however, mean it can't happen. Consider a random number
> between 0 and 1. What's the probability of you picking that particular
> number? 0. But you picked it anyway.

Ah, but zero probability means that it can't happen. And there's no contradiction there, because David's example involves picking a number with infinite precision. The probability of picking any number with infinite precision is 0, which proves the central point that you can't have infinite precision. Just try it- write down a number with infinite precision, and I'll ask you what the next digit is.

Now I know some people are going to say, "So that proves that you can't have an exact integer weight." But the fact that you can't have infinite precision means that you can't know which side of the integer the actual weight is on, when your scale (however precise it is) reads an exact integer. So to be practical, you have to assume it is the exact integer. After all, any reading on the scale actually refers to a range of + or - half the precision (say +/- .005 for a scale with two decimal places.)

-- All of which proves that 1.) Be careful what you say, because if you make a simple error, you never know what you might start, and 2.) He who starts a thread has absolutely no control over it afterward. :)

580. Re: ATARI COMPANY STILL EXISTS??

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: Michael Peraino <mperaino@NOSPAMi3va.com>
Message-ID: <77m01j$8p9$1@clarknet.clark.net>
Source record: 56246

When I was on a train to London two summers ago, I happened to look out the window and I swear I saw a building with Atari written on it. Anyone know anything about this? Maybe I was just seeing things?

Michael

+--+
| Earn five cents for every message you receive!!!!
+--+
| http://www.peraino.com/directmail/
| Opt-in Mailing list
+--+

581. Re: /|\ AUNT - C-64 SUPER CPU

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <369E9E4A.ED4ECD44@postoffice.pacbell.net>
Source record: 56247

well. I guess I have to reply to this, don't I?
My plan is to run the memory (using SRAM, not SIMMs) at 14mhz. Replace the 6502 with a 65816, since I have no source for 20mhz 6502s. All other CPU accesses will be at 1.79mhz (to POKEY, ANTIC, etc.). Basically, at the start of every CPU address cycle, the logic will determine if this is an SRAM access or something else. If it is SRAM, it will clock at 14mhz (70ns.). If it is anything else, it will sync to the 1.79mhz clock just like the old 6502 and run a full cyle. When ANTIC wants the buss for his memory access, he gets it just like normal, halting the 65816. If you pull the OS ROM into SRAM and turn off ANTIC, this would run really, really fast and still be compatible with normal Atari protocols.

As an alternate, you could run an auxillary CPU that can access the Atari RAM as well as its own memory. This would have the advantage of not being slaved to the Atari interrupts nor halted by the Atari display chips. A 14mhz, 512K processor in such a configuration could be interfaced to any modem, for example, and run 115kb (heck, a 32K 1.79mhz processor could do that...). So, you set up your math operation for the FP ROM just like normal but then call the aux processor to do the math. He does it about 12 times faster than the 6502 and posts the result in the FP regs - all using the same FP code and routines. Sure would pump up all BASIC programs, wouldn't it? Or, you have some really big array to process - shove it into the aux memory and set him loose on it. Done in no time.

Bob

> When you have a card like this, ONLY the Simms are used by
> the new processor on the turbocard. To make the memory
> visible to the other chips (e.g. the videochip) a part of
> the Simm-Ram is mirrored to the original RAM every genuine
> clockcycle (if it is 1.79 mhz of the original frequency and
> your turbocard runs 20Mhz it happens about each 10th cycle
> of the turbocard).
> At least this is how CMD made it on the C-64.
>

582. Re: Atari/C64 POWERSTICK joystick ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-14 00:00:00 UTC
From: Jimbo <jimbo_116@hotmail.com>
Message-ID: <urPbjtDQ#GA.185@upnetnews05>
Source record: 56248

OK, but do you know where I can get a working one?
-JAMES

BadBob1952 wrote in message
<19990114105544.23603.00004768@ngol01.aol.com>...
>
>The Amiga joystick was made by the same "Amiga" that came out with the
Amiga
>computer. They sold the joysticks for some quick cash when the computer was
>still being developed, before Amiga was sold to Commodore. Remember that
the
>Amiga chips were intended to be in a game console at first. Turning it into
a
>computer was the result of the videogame crash IIRC. Ahhh, I still remember
the
>excitement when reading about the Amiga Lorraine for the first time. The 16
bit
>sprites that the hardware put out it vertical stripes of memory like
>player/missle graphics on the Atari were what sold me. It was a Jay Miner
>design all the way.
>
>Bob
>
>badbob1952@aol.com

583. Re: FA: Classic Computer Books

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-15 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <77m60j$2o7$1@nnrp1.dejanews.com>
Source record: 56249
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy

In article <36aaa2b2.26808668@news.pressenter.com>,
jmelbo@pressenter.com (Jon Melbo) wrote:
> Dan, is that why you want to buy Atari books from us so you can try
> and sell them on ebay? I was looking for a good home for my books.
> Hell, I can sell them on ebay myself. Hmm.

Boy I didn't realize you guy's are so negative about ebay. I received email from someone else asking the same question. Well, the answer is "NO! I don't want to sell this book on eBay!"

I'm selling my Commodore books on ebay to get rid of them quickly. I did sell one batch of books for the Atari because they were duplicates of ones I already had (Mapping the Atari, Atari Sound & Graphics, and Atari Graphics and Arcade Game Design). The books I just posted in this newsgroup really are not for Atari's either. The assembly language book is really "Commie-centric."

I have picked up several Commodore machines and books from friends and from a great 2nd hand store near my home, but after my wife and I had our first child we have had to get rid of some things around the house. I just decided to sell the stuff off quickly on ebay. But, I would never part with the Atari books I have... I already made that mistake once several years back after my Mom took donated my 800 system to the local Goodwill (I don't blame her though, I just left it in my closet and forgot about it... until I saw my first emulator). I guess I'm just trying to re-live some of the excitement of my first computer. I'm learning 6502 assembly language for the first time too (De Re Atari is simply excellent). Also, I'm mostly code in Visual Basic at work, so I thought it would be really interesting to check out how Atari BASIC is implemented while I'm learning 6502 (lots of good examples I hope). If you do have a copy you would part with, or know where I could get one, I would really appreciate it.

Here's a little more info about me, along with a link to a page of pictures of my new daughter...

http://members.ebay.com/aboutme/danver@halcyon.com/

I hope I'm back in everyone's good graces??

Thanks,
Dan Vernon

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

584. Re: A response to a recent accusation

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-15 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <77maq5$6ud$1@nnrp1.dejanews.com>
Source record: 56250
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy

In article <36aaa2b2.26808668@news.pressenter.com>,
jmelbo@pressenter.com (Jon Melbo) wrote:

> Dan, is that why you want to buy Atari books from us so you can try
> and sell them on ebay? I was looking for a good home for my books.
> Hell, I can sell them on ebay myself. Hmm.

(For those who don't know what this is about, Jon is accusing me of wanting to buy his Atari book for the purpose of selling it again on ebay. While this would be legal in a strict sense of the word, it would not be fitting behavior for an avid Atari fan and respectable member of the comp.sys.atari.8bit community because Jon wants the books to go to a good home.)

It's too bad that I am guilty until proven innocent in this accusation, but unfortunately that's the way it is here. So in an effort to clear my name I will offer the following two proofs of my innocence.

1. I am an Atari nut.
I bought my first Atari 800 in 1980 from money earned weeding shopping centers. It took months and I spent these months drooling over them in the display cases around town. Finally my parents helped me with the last few hundred dollars. But I did manage to earn close to $600 (at only twelve years of age) in order to buy the machine. These days, I have a 1200XL, upgraded with Steve Tucker's AWESOME Warp 4-in-one OS, and I am a registered user of APE. At work I have an 800XL sitting beside me that is on the corporate, nationwide LAN - I can access NT servers with this one. I have bought most of the Atari books I own, (which I never intend to auction, except for maybe any duplicates) from Ben Smith, the gracious proprietor of Bravo Sierra Computers. If this doesn't make me an Atari nut, then what does? Please contact Steve or Ben to verify any of these facts.

2. I already tried to buy this book, "The Atari BASIC Source Book" on ebay only a few days ago for quite a sizeable sum. Check this link for proof:
http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewBids&item=53973341

Now why would I do such things if I just wanted to sell the book again?

I hope my name is cleared from any accusations now. While I understand what Jon is concerned and has posted what he did, I think it's a little premature to pronounce judgement, and carry out execution before the entire world before giving me a chance to defend myself. Is it wrong to sell things and want to buy other things? I think not.

Thank you for hearing me out,
Dan Vernon

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

585. Re: Zaxxon question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-15 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <77m4mb$1r9@bgtnsc02.worldnet.att.net>
Source record: 56251

Doctor Clu wrote in message ...

>
> Now you're no fun. :) But seriously, speaking of arcade emulators
>versus the 8-bit version, I have to say I prefer the Atari 8-bit version
>of JOUST over the arcade version.
>
> Doctor Clu
>

That's because it's easier.. LOL!!!

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

586. Re: FA: Classic Computer Books

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <369ed5c0.29366765@news.pressenter.com>
Source record: 56252
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy

On Fri, 15 Jan 1999 01:35:16 GMT, danver@halcyon.com wrote:

>In article <36aaa2b2.26808668@news.pressenter.com>,
> jmelbo@pressenter.com (Jon Melbo) wrote:
>> Dan, is that why you want to buy Atari books from us so you can try
>> and sell them on ebay? I was looking for a good home for my books.
>> Hell, I can sell them on ebay myself. Hmm.
>
>Boy I didn't realize you guy's are so negative about ebay. I received
>email from someone else asking the same question. Well, the answer is
>"NO! I don't want to sell this book on eBay!"

Dan, that was posted as a question. Albeit a suspicious question but
still a question. Sorry if you took it as more.

Your answer was exactly what I was looking for.

587. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-15 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_916386198@rtfm.mit.edu>
Source record: 56253
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 9, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend,
several people volunteer their time and energies by maintaining Periodic
Informational Postings for this newsgroup. Please take a moment to refer to
these documents before posting to comp.sys.atari.8bit. The answer to your
question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/
--A major revision has been done recently by mailto:clu-da-bard@geocities.com
(Doctor Clu)

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@spambusters.ml.org
http://www.spambusters.ml.org/atari/ugbbs.htm
```

588. Re: Blackbox

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-15 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <77nb9u$hh1$1@nets3.rz.RWTH-Aachen.DE>
Source record: 56254

asharkis@erols.com says...
>
>I don't know about plexiglass, but a friend put a 130XE, XF551, P: R:
>and maybe a couple of other things into a lexan case that he built
>himself. Talk about bulletproof! :)

Lexan (or PolyCarbonat) IS bullotproof. (for those not in the know, the "glass" they use around ice-hockey rings/fields (can't come up with the right word) is Lexan. But Lexan isn't heat resistent I hear. Put a sigaret on it an you go true it. I don't smoke, but...

CU Mathy van Nisselroy

589. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-15 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <77nbhk$hh1$2@nets3.rz.RWTH-Aachen.DE>
Source record: 56255
Body handling: HTML body converted to readable text

In article <369D310A.3703D112@smart.net>, dgaede@smart.net says...
>
>
>
>I have an R-Time 8 from ICD which I used with my ICD MIO. However,
>when I pulled the old Atari out of the closet several months ago, I now
>appear to have a non-functioning MIO. This may just be a bad power
>supply though (couldn't find the original so used one that had close
outputs).
>The HD spins up and goes through the initial tests, but I cannot access
>it, nor even get the MIO's utility screen. The later gives me the
>impression that it is the MIO, and not the HD or Adaptec controller, that
>is bad in some way. I do get the green power light on the
MIO...
>Anyway, with the above problem I have not gotten to testing the R-Time
>8 for Y2K problems. I will let you know if i get things fixed and
>can test the R-Time 8.

Please get rid of the HTML crap.

Howdy folks

Have you tested your system with or without the RT8? If the battery in a RT8
goes low, it drags the bus with it.

CU Mathy van Nisselroy

590. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-15 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <77nbs2$hh1$3@nets3.rz.RWTH-Aachen.DE>
Source record: 56256

Howdy Curt

>The IB Clock cart also is not Y2K Compliant, I tried it out with an old copy
of
>BBS software and it freezes completely and halts the Amis BBS software.

Could you tell us more about the IB Clock Cart?

With the RT8 you get the wrong day because the old TDLINE wasn't Y2K complient. This is changed in the new version that came with Sparta 3.2g. Now you have no problems untill 2083. Which makes me believe it uses some kind of reference date. Maybe somebody could rewrite the handler so that the reference date would each year be changed to the day it was changed. That way the reference date keeps moving ahead in time.

CU Mathy van Nisselroy

591. Re: Again, need a suggestion for a Dr. Who location...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-15 00:00:00 UTC
From: johncoot@my-dejanews.com
Message-ID: <77nifj$7u8$1@nnrp1.dejanews.com>
Source record: 56257

try alt.callahans on dejanews

I have no doubt at all the Devil grins
as seas of ink I splatter.
Ye gods forgive my "literary sins"
the other kind don't matter. Robert Service

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

592. Re: FA: Classic Computer Books

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-15 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <77nn66$cb2$1@nnrp1.dejanews.com>
Source record: 56258
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy

In article <369ed5c0.29366765@news.pressenter.com>,
jmelbo@pressenter.com (Jon Melbo) wrote:
> On Fri, 15 Jan 1999 01:35:16 GMT, danver@halcyon.com wrote:
>
> >In article <36aaa2b2.26808668@news.pressenter.com>,
> > jmelbo@pressenter.com (Jon Melbo) wrote:
> >> Dan, is that why you want to buy Atari books from us so you can try
> >> and sell them on ebay? I was looking for a good home for my books.
> >> Hell, I can sell them on ebay myself. Hmm.
> > >
> >Boy I didn't realize you guy's are so negative about ebay. I received
> >email from someone else asking the same question. Well, the answer is
> >"NO! I don't want to sell this book on eBay!"
>
> Dan, that was posted as a question. Albeit a suspicious question but
> still a question. Sorry if you took it as more.
>
> Your answer was exactly what I was looking for.
>

Its just that people always tend to believe the worst, and on the internet
all you really have is your name.
Thanks for understanding.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

593. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-15 00:00:00 UTC
From: Jason Whorton <jason@microxl.com>
Message-ID: <77nk9m$1f7$1@remarQ.com>
Source record: 56259
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

Hello. Please allow me to further elaborate on this post. Follow closely
boys and girls.

If you go to the post office and mail a package that, according to the scale
in use at the post office, weighs 2.0 pounds or less, you will have to pay
$3.20.

If the package, according to the scale in use at the post office, weighs
more than 2.0 pounds, but less than 3.0 pounds, you will have to pay $4.30.

If the package, according to the scale in use at the post office, weighs
more than 3.0 pounds, but less than 4.0 pounds, you will have to pay $5.40.

If the package, according to the scale in use at the post office, weighs
more than 4.0 pounds, but less than 5.0 pounds, you will have to pay $6.50.

If the package, according to the scale in use at the post office, weighs
more than 5.0 pounds, but less than 6.0 pounds, you will have to pay $6.60.

Add a dime for each pound, as measured by the scale at the post office, up
to $7.00 for a package, now remember, according to the scale in use at the
post office, weighing more than 9.0 pounds, but less than 10.0 pounds.

Thank you for allowing me to clear that up.

Sincerely,
Jason Whorton

sbendz@ece.vill.edu wrote in message <369EB5D8.40F3@ece.vill.edu>...
>I know, don't add to the thread that ate Cleveland, but... I really want
>to!
>
>David Given wrote:
>> Just as an aside, the probability of the weight being an integer number
of
>> pounds (when *are* you going to go metric?) is exactly zero.
>>
>> This doesn't, however, mean it can't happen. Consider a random number
>> between 0 and 1. What's the probability of you picking that particular
>> number? 0. But you picked it anyway.
>
>Ah, but zero probability means that it can't happen. And there's no
>contradiction there, because David's example involves picking a number
>with infinite precision. The probability of picking any number with
>infinite precision is 0, which proves the central point that you can't

>have infinite precision. Just try it- write down a number with infinite
>precision, and I'll ask you what the next digit is.
>
>Now I know some people are going to say, "So that proves that you can't
>have an exact integer weight." But the fact that you can't have
>infinite precision means that you can't know which side of the integer
>the actual weight is on, when your scale (however precise it is) reads
>an exact integer. So to be practical, you have to assume it is the
>exact integer. After all, any reading on the scale actually refers to a
>range of + or - half the precision (say +/- .005 for a scale with two
>decimal places.)
>
>-- All of which proves that 1.) Be careful what you say, because if you
>make a simple error, you never know what you might start, and 2.) He who
>starts a thread has absolutely no control over it afterward. :)

594. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-15 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <369F5FCC.58D39F05@erols.com>
Source record: 56260
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

sbendz@ece.vill.edu wrote:
>
> I know, don't add to the thread that ate Cleveland, but... I really want
> to!
>

<Some snipped for brevity>

> -- All of which proves that 1.) Be careful what you say, because if you
> make a simple error, you never know what you might start, and 2.) He who
> starts a thread has absolutely no control over it afterward. :)

Yeah, but all generalizations are false!

(By way of explanation, I'm sitting here, waiting for the heavy rain to
melt the ice so that I can get into my car and take it out for a new set
of tires. Go ahead, tell me there are other things I can be doing ...
<sheepish G!>)

595. Field Service Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-15 00:00:00 UTC
From: Trystan Negus <tnegus@matra.co.uk>
Message-ID: <77nns0ugt1@guardian.matra.co.uk>
Source record: 56261

Does anybody have any of the Atari field service manuals in a computerised format (scanned in, HTML or whatever)?

Trystan

596. Re: The Trammils are back...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-15 00:00:00 UTC
From: Graham Thornton <graham.thornton@nospam.ln.ssw.abbott.com>
Message-ID: <369F716A.1006@nospam.ln.ssw.abbott.com>
Source record: 56262

Curt Vendel wrote:
>
> Yes Larry,
>
> If not for the Tramiels, we may all be using Atari 1450XLD's, Atari 1650XLD's
> (MS-DOS Clones) and Atari 1850XL's (Atari version of the Amiga Chipset).
> Commodore would have folded back in 1985-86 since it had nothing to compete
> with. The Atari 7800 would have been released in 1984 instead of late 1986, the
> Advanced Game console (a 16-bit game console in 1985 based on the Amiga Chipset)
> would have been released. We would have Atari 1090XL's and dozens upon dozens of
> expansion cards to choose from. But the Tramiels fixed all of that. (being
> sarcastic, sorry...)
>
> Curt
>

Sarcasm aside, what would have happened if Jack Tramiel hadn't taken
over Atari?

Do you think they would have got their act together and flourished, or
gone the
same way as TI's home computer division and been axed completely? What
would you
have done if you had been in charge of Atari back in 1983? (open
question to
everyone on the newsgroup)

For myself, I would have scrapped the 5200, gone ahead with the 2600jr
and 7800,
released the 600XL in a starter pack, released the 800XL, reconfigured
the
1400XL to have 256K RAM and 80-column display but dropped the speech and
modem,
and scrapped the 1450XLD in favour of a keyboard-detached design with
the
expansion cards and dual disk drives housed in the same unit. (Expansion
cards
would also have been usable with the 1090 unit on the other XL
machines). The
1050 would have been released in true double-density form only.

Dunno if any of that would have helped though, which brings me to
another point:

Did Atari's computer division EVER make any money? - I had assumed that
Atari's

computer division had made money from 1979 - 1982, but looking at the articles
on Curt Vendel's site (Thanks Curt, cool site!), it would seem that even in 1981
they were losing money, and by 1983 Warner had had enough.

I saw an interesting TV show a few months back on the subject of management. The
speaker claimed that in 1981 Atari hired something like half of the top graduates
from Harvard's MBA program, and within two years Atari were nearly bankrupt!

Oh well, back to work.

</ramble>

597. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-15 00:00:00 UTC
From: <>
Message-ID: <916422494.26565.0.nnrp-11.9e9878e0@news.demon.co.uk>
Source record: 56263
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

In article <369EB5D8.40F3@ece.vill.edu>, <sbendz@ece.vill.edu> wrote:
>I know, don't add to the thread that ate Cleveland, but... I really want
>to!

If it's worth going off topic, it's worth going *way* off topic.

>David Given wrote:
>> Just as an aside, the probability of the weight being an integer number of
>> pounds (when *are* you going to go metric?) is exactly zero.
>>
>> This doesn't, however, mean it can't happen. Consider a random number
>> between 0 and 1. What's the probability of you picking that particular
>> number? 0. But you picked it anyway.
>
>Ah, but zero probability means that it can't happen. And there's no
>contradiction there, because David's example involves picking a number
>with infinite precision. The probability of picking any number with
>infinite precision is 0, which proves the central point that you can't
>have infinite precision. Just try it- write down a number with infinite
>precision, and I'll ask you what the next digit is.

There's a notation for doing just that; I can't do it in ASCII but it's
putting a double-dot above the last digit of a number. So 2.0-double-dot
means 2.000000... to infinite precision.

Just because it's an infinite-precision number doesn't mean that it can't
be manipulated. (If it comes to that, all fractions are
infinite-precision.) My example still holds.

>Now I know some people are going to say, "So that proves that you can't
>have an exact integer weight." But the fact that you can't have
>infinite precision means that you can't know which side of the integer
>the actual weight is on, when your scale (however precise it is) reads
>an exact integer. So to be practical, you have to assume it is the
>exact integer. After all, any reading on the scale actually refers to a
>range of + or - half the precision (say +/- .005 for a scale with two
>decimal places.)

Okay, physical quantities are different. But just because something can't
happen in the real world has never stopped a mathematician yet...

>-- All of which proves that 1.) Be careful what you say, because if you
>make a simple error, you never know what you might start, and 2.) He who
>starts a thread has absolutely no control over it afterward. :)

I'm rather disappointed that there isn't a www.pedants.org web site...

--
+- David Given ------------McQ-+ "You'll have to excuse me. There are
| Work: dg@tao.co.uk | five things I need to do, all of them
| Play: dgiven@iname.com | annoying." --- Susan Ivanova
+- http://wiredsoc.ml.org/~dg -+

598. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-15 00:00:00 UTC
From: Mike Uhl <ShoeLeather_Express@RadioLink.net>
Message-ID: <Mike.Uhl.199901151254@ShoeLeather.Express>
Source record: 56264
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

```
On Fri, 15 Jan 1999,
wafted these smoke signals into the breeze:
> On Mon, 11 Jan 1999 10:41:08 -0600, Mike Uhl
> <ShoeLeather_Express@RadioLink.net> sprachen:
> >http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
> That's... that's just SICK.

Perhaps it is. But it works. I haven't yet found a bonafide *free*
newsreader that will do what I want the way I want it. VIM handles the
job quite well. What can I say?

*AND*, I *don't* need WinBloats to make it work! :-)

--
[,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
"To me vi is Zen. To use vi is to practice zen. Every command is a
koan. Profound to the user, unintelligible to the uninitiated. You
discover truth everytime you use it." -- Reddy
```

599. Who are here from RUSSIA? ��� ����� ���� ?? ������?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-15 00:00:00 UTC
From: Vladimir Michailov <THEATRE@pop.convey.ru>
Message-ID: <01be40be$9fe98dc0$0e81b6c3@server>
Source record: 56265

Hello All!
Who from Russia read this newsgroup?
��? ?? ?????? ????? ?????

Best regards,
Vladimir

Vladimir Michailov
E-mail: THEATRE@pop.convey.ru
FIDO: 2:5030/438.0
St.Petersburg, RUSSIA
---

600. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36a2ac8a.84361873@news.pressenter.com>
Source record: 56266
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

On Thu, 14 Jan 1999 15:28:23 GMT, dg@ (David Given) wrote:

>In article <36a69d65.25451193@news.pressenter.com>,
>Jon Melbo <jmelbo@pressenter.com> wrote:
>[...]
>>Sigh. Here we go... simple... if tiny fraction over an integer is
>>possible, and tiny fraction under an integer is possible (whatever
>>size that tiny fraction is doesn't matter) then size itself is also
>>just as possible. The answer is the integers need to be inluded in
>>the price table SOMEWHERE. If you don't think so, then... you are
>>simply... wrong. There, how does that feel? Hehee.
>
>Just as an aside, the probability of the weight being an integer number of
>pounds (when *are* you going to go metric?) is exactly zero.
>
>This doesn't, however, mean it can't happen. Consider a random number
>between 0 and 1. What's the probability of you picking that particular
>number? 0. But you picked it anyway.
>
>Probabilities are *fun*.

Still wrong. I don't know what language you speak, but to me, when
someone says that the probability for something to happen is "zero",
that means there is NO CHANCE of it happening. That of course is
inconsistent with a quote from your very next paragraph of "This
doesn't, however, mean it can't happen."

I submit to you that no matter what scale or resolution of measurement
you use, any one PARTICULAR integer value is EQUALLY possible as any
one PARTICULAR fractional portion (so long as fractional portions are
using same resolution and scale). Nauturally, if you compare
probabilities of a result being ANY of the measurable fractional
values as opposed to the chances of the result being one of the fewer
integer values, there are more possible fractional values so the odds
are higher.

The probability of getting an interger result is more than zero
however.

na na na, nuh nahhh na.

;-)

601. Re: Just bought an Atari 800XI in auction

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-15 00:00:00 UTC
From: Kewl Doood <yearight@nomail.com>
Message-ID: <5cOn2.85160$c8.40867879@hme2.newscontent-01.sprint.ca>
Source record: 56267

Hey, thats kewl. Just napped another machine. All for FREE. 130XE , 1050
drive and a 1027 printer. with docs and two joysticks (OEM) and a few games.
Millipead, Caverns of Mars and Atari Writer. In cart form. and Flight Sim 2
all original docs and disk and it all works.
Talk about being lucky.

Tim Irvin wrote in message <369e2e8f.694052094@butch>...
>On Wed, 13 Jan 1999 01:48:23 -0500, "Michael Peraino"
><mperaino@NOSPAMi3va.com> wrote:
>
>>Hello everyone,
>> I had an old Atari 800XL when I was younger and I found one on Ebay so
I
>>snarfed it up. I can barely remember how to get it working, but I popped
in
>>the ole SpartaDos disk and it worked. I was really shocked that those old
>>disks would work at all.
>
>I still kick myself for getting rid of the huge amount of software
>I had for my old 1200XL. I don't lament getting rid of the hardware,
>as I've been able to recover all of it cheaply, but man, some of that
>software -- disks and cartridges -- are quite hard to find now even
>in ATR format, much less an original with documentation.
>
>About three years ago, I reacquired an 800 system with a bunch of
>other stuff (about 40 original software titles, a 1050 hard drive,
>1025 printer, lots of original system documentation) for $100 from
>a local seller who kept it all in impeccable condition. Since then,
>it's been a matter of finding what I can, where I can -- a guy in
>Alaska was nice enough to *give* me an 850 interface (he had several
>of 'em) for only the cost of shipping (and he even shipped before
>he received my check); I bought a bunch of stuff from American
>Technavision when they were blowing out their stuff (extra 1050
>drive mechanisms, SIO cables for $1 each in bulk, lots of disk and
>cartridge software for $2-3 each); finding 5 joysticks, a 1027
>printer with ink rollers, several power supplies and 1030 plotter
>for a total of $20 at a local junk electronics store.
>
>But some of that software, man, I just can't find. Plus I miss
>the 1200XL's feel. Great keyboard, man. :)
>
>I used to get a few things through eBay as well, but it's become
>a less fertile hunting ground as it's harder for buyers to
>snap up bargains these days without being suddenly outbid two

>minutes before the auction ends. I haven't been a successful
>bidder for any Atari stuff in months.
>
>In any event, welcome back -- another lost sheep has returned
>to the herd!
>
>Haven't found a cheap MIO or Black Box anywhere, but I'm still
>looking. :)
>
>--
>Tim Irvin, ziggy29@netgate.net ::::: http://u1.netgate.net/~ziggy29
>
>"Trouble no one about their religion; respect others in their view, and
>demand that they respect yours... Abuse no one and nothing, for abuse
>turns the wise ones to fools and robs the spirit of its vision."
> -- Tecumseh (1768-1813), Shawnee chief and statesman

602. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36a3aeba.84921676@news.pressenter.com>
Source record: 56268
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

On Fri, 15 Jan 1999 08:43:49 -0600, "Jason Whorton"
<jason@microxl.com> wrote:

>Hello. Please allow me to further elaborate on this post. Follow closely
>boys and girls.
>
>If you go to the post office and mail a package that, according to the scale
>in use at the post office, weighs 2.0 pounds or less, you will have to pay
>$3.20.
>
>If the package, according to the scale in use at the post office, weighs
>more than 2.0 pounds, but less than 3.0 pounds, you will have to pay $4.30.
>
>If the package, according to the scale in use at the post office, weighs
>more than 3.0 pounds, but less than 4.0 pounds, you will have to pay $5.40.
>
>If the package, according to the scale in use at the post office, weighs
>more than 4.0 pounds, but less than 5.0 pounds, you will have to pay $6.50.
>
>If the package, according to the scale in use at the post office, weighs
>more than 5.0 pounds, but less than 6.0 pounds, you will have to pay $6.60.
>
>Add a dime for each pound, as measured by the scale at the post office, up
>to $7.00 for a package, now remember, according to the scale in use at the
>post office, weighing more than 9.0 pounds, but less than 10.0 pounds.
>
>Thank you for allowing me to clear that up.
>
>Sincerely,
>Jason Whorton

You didn't clear it up silly. You just restated the original
information (logically speaking). You still do not account for a
weight of say 4 pounds for example. It needs to be written like this:

w<=2 $3.20
2<w<=3 $4.30
3<w<=4 $5.40

etc.

Where w is the weight in pounds, < means item to left of it is smaller
than item on right, and <= means item to left is smaller or equal to
item on right.

Is that clear enough for ya? Or do I need to write out the logical
equivilent in long vebose text? Can we be any farther off topic?

Can we eat peanutbutter in 20 below 0 F?

I don't know.

603. Re: Montezuma's Revenge sequel

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-15 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <369FC16B.16E0F15B@classic-games.com>
Source record: 56269

Gareee wrote:
>
> Getting?? and already gone!! it's $20 on clearance at most Electronic
> Boutiques... and includes some emulator, and one of the original versions...

Wow, really? They're still paying for banner ads on Adrenaline Vault :)
--
http://www.classic-games.com/
If Bill Clinton doesn't have to obey the law, neither do you.
*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***

604. Books I had for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-15 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <369fc779.91257305@news.pressenter.com>
Source record: 56270

Okay all... I regret to inform you that my book collection can be considered sold. I truly am sorry to disappoint anyone who was hoping to nab something they have been wishing for. I wish we all had every Atari8 related book we ever wanted available on CD or something and no one was wanting for anything. But alas... mine are being sold to a certain party so no more inqueries about those.

Thanks for your interest and good luck on getting what you are looking for.

605. Re: The Trammils are back...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-15 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <369FCD36.E3EC86F4@erols.com>
Source record: 56271

Graham Thornton wrote:

> Sarcasm aside, what would have happened if Jack Tramiel hadn't taken
> over Atari?
>
> Do you think they would have got their act together and flourished, or
> gone the
> same way as TI's home computer division and been axed completely? What
> would you
> have done if you had been in charge of Atari back in 1983? (open
> question to
> everyone on the newsgroup)
>
> For myself, I would have scrapped the 5200, gone ahead with the 2600jr
> and 7800,

I don't usually play games and never owned a game console, so I'm
leaving that part out.

> released the 600XL in a starter pack, released the 800XL, reconfigured
> the
> 1400XL to have 256K RAM and 80-column display but dropped the speech and
> modem,
> and scrapped the 1450XLD in favour of a keyboard-detached design with
> the
> expansion cards and dual disk drives housed in the same unit.

I agree on the 80 columns and the detached keyboard, but I wouldn't have
scrapped the speech. The modem could have been one of those expansion
cards.

(Expansion
> cards
> would also have been usable with the 1090 unit on the other XL
> machines). The
> 1050 would have been released in true double-density form only.

Yep, and some effort would have been made to standardize DSDD, too.

> Dunno if any of that would have helped though, which brings me to
> another point:
>
> Did Atari's computer division EVER make any money? - I had assumed that
> Atari's
> computer division had made money from 1979 - 1982, but looking at the
> articles
> on Curt Vendel's site (Thanks Curt, cool site!), it would seem that even

> in 1981
> they were losing money, and by 1983 Warner had had enough.
>
> I saw an interesting TV show a few months back on the subject of
> management. The
> speaker claimed that in 1981 Atari hired something like half of the top
> graduates
> from Harvard's MBA program, and within two years Atari were nearly
> bankrupt!

Maybe Atari wasn't making money for Warner, but it doesn't take a genious to know that if a former textile executive can't run his division at a profit, and you want it to run at a profit, you go out and get a computer person. It also goes back to the lack of focus and real effort in marketing, something that all Atari managements exhibited. Sure, Apple was first into the schools. For my own personal prejudices, I would have pushed the education market hard. Atari 8-bits certainly had superiority over the Apple][re: sound and graphics -- two badly needed capabilities in the educational software of that era. I'd be sure to have some wizz-bang courseware available before the effort started. It would be original, written in consultation with a real school district, and not just a port of something that had already been done on the Apple. Apple made two-for-one offers for hardware? I'd meet or exceed that, if I had to! And if top Warner management said they couldn't spend the money, I'd show them what Apple was earning in the schools and how easily Apple could be surpassed in that area.

Looking back, I think the guys at Atari throughout the early 80's blindfolded themselves and then threw darts at a bulletin board that had slips of paper containing words like "business," "education," "gaming," etc. Wherever the dart landed would be the focus of marketing effort for that week and that week only.

Now, having demonstrated an ability to make money in one market, say, education, I would then have pushed into another. And the market chosen would be a major one, not a small niche like animation or music (there I go, offending large segments of society that I really admire again!)

> Oh well, back to work.

Are you sure you want to do that?:)

606. Re: ICD MIO specs

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-16 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <77r51bljb1@alexander.INS.CWRU.Edu>
Source record: 56088

(Somebody wants power specs for MIO.)
Somebody else (? I forget), says 9vac 3amp or so.
Right.
BUT, my 1 meg MIO takes a 9.3v 1.95amp DC.
Now. usually you don't want to get the power requirement wrong.
I think somebody said you could use AC or DC on a MIO. BUT,
I wouldn't try it.
So, which do you have? I don't know. Sorry, not much help
accept to say I'd hate to fry my 1 meg MIO with a 9vdc
or my 256k MIO with a 9.3v DC.
Russ

607. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-16 00:00:00 UTC
From: Darren Spiteri <Spit@spam-free.UUCP>
Message-ID: <jpvo77.5r3.ln@bucket>
Source record: 56089
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

On 16 Jan 1999 00:11:17 GMT, Ian Collier wrote:
> Mike Uhl entertained comp.sys.sinclair with the following story:
> >Perhaps it is. But it works. I haven't yet found a bonafide *free*
> >newsreader that will do what I want the way I want it. VIM handles the
> >job quite well. What can I say?

> What's wrong with trn then? :-)

It's not tin. ;^)
--
+-___ ___ ______ __ __/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\-+
: / __)| _ \||_ _| /__/_/ NOTE: Above email address is fictitious. :
|:__ \: _:: :: : @# '') "Bunch of savages in this town..." - Dante |
`(____/|_|><|_||_|><><__3- - -*(at)hempseed(dot)com><><><><><><><><><><>'

608. Re: ICD MIO specs

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-16 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <36a15ee6.0@news.dbtech.net>
Source record: 56090

On 16 Jan 1999 22:49:15 , James R. Gilbert wrote:
>
>(Somebody wants power specs for MIO.)
>Somebody else (? I forget), says 9vac 3amp or so.
>Right.
>BUT, my 1 meg MIO takes a 9.3v 1.95amp DC.
>Now. usually you don't want to get the power requirement wrong.
>I think somebody said you could use AC or DC on a MIO. BUT,
>I wouldn't try it.
>So, which do you have? I don't know. Sorry, not much help
>accept to say I'd hate to fry my 1 meg MIO with a 9vdc
>or my 256k MIO with a 9.3v DC.
>Russ
>.

Hi MIO owners,

I have a working ICD Multi I/O with 1 meg. I bought it used many
years ago. The power supply that came with it is a....
DataByte
Model NO. DV-9034A
Input: 120V AC 60HZ 42W
Output: 9V AC 3.4 AMP

This power supply is many years old, but still works great, so does
the MIO. A few years back I fixed a friends 256K MIO. And I'm
almost positive that I used my power supply with it. Which didn't
cause any problems.

Not sure if this is the original power supply. But I have not had
any problems at all with it.

Hope this helps,
phantomm@kih.net

609. Re: Amstrad gfx chip (was: Blake's 7)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-16 00:00:00 UTC
From: Ernie and the Magic Spacemen <kmc56antispam@cantva.canterbury.ac.nz>
Message-ID: <916440842.709112@newsch.es.co.nz>
Source record: 56272
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
Niall Tracey wrote in message ...
>On Tue, 12 Jan 1999, Paul Martin Howard wrote:
>
>> Andy Cadley wrote:
>>
>{re: CPC}
>>
>> > Ah yes, 16 sprites versus the Playstation's 100,000 odd polygons. I bet
>> > that would have gone really well.
>>
>> Well, people are still using it ain't they? :)
>>
>More people use the Playstation....
>
> Niall Tracey
> ________________
> A X o
> /</ \>
> / \ /\
> ___/ /___\ \___
>
>Your thoughts betray you...

Yeah, and there are more stupid people in the world than intelligent people,
are there not?
```

610. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-16 00:00:00 UTC
From: imc@comlab.ox.ac.uk
Message-ID: <17508-cough.imc@comlab.ox.ac.uk>
Source record: 56273
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

Mike Uhl entertained comp.sys.sinclair with the following story:
>Perhaps it is. But it works. I haven't yet found a bonafide *free*
>newsreader that will do what I want the way I want it. VIM handles the
>job quite well. What can I say?

What's wrong with trn then? :-)
--
---- Ian Collier : imc@comlab.ox.ac.uk : WWW page (including Spectrum section):
------ http://www.comlab.ox.ac.uk/oucl/users/ian.collier/imc.html

611. Re: The Trammils are back...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-16 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990115211023.24026.00001437@ng-cb1.aol.com>
Source record: 56274

>Maybe Atari wasn't making money for Warner, but it doesn't take a
>genious to know that if a former textile executive can't run his
>division at a profit, and you want it to run at a profit, you go out and
>get a computer person. It also goes back to the lack of focus and real
>effort in marketing, something that all Atari managements exhibited.
>Sure, Apple was first into the schools. For my own personal prejudices,
>I would have pushed the education market hard. Atari 8-bits certainly
>had superiority over the Apple][re: sound and graphics -- two badly

I couldn't agree more... the 'suits' at Warner killed the division.. Not so
much 'garmento' thinking, but suits... the bottom dollar means more than
creativity... they were, even today are, more concerned over profitibility
versus product... they should have chased the schools.. instead, they pulled
their pants down to sell quantity.. at every discounter... starting with
ToysR'us... you can't..mark my words.. you can't survive long selling
discounters...You should only know the carnage WalMart's left behind...
B'rgds,
Vinnie

"Can't means don't want to!"

612. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-16 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <369ffd18.6817738@news.pressenter.com>
Source record: 56275

On Sat, 16 Jan 1999 01:27:15 GMT, Sixosix wrote:

>On 23 Oct 1998 10:51:04 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
>Van Nisselroy) wrote:
>
>>Howdy folks
>>
>>What is this?
>>A couple a days ago, I download SIX files (most, if not all, demo's from
>>Eastern Europe) and ALL are in ATR format. Common folks, this is ATARI 8bit
>>land!!!!
>>
>>Yes, I could use an ATR to DCM converter. But why not let the PC/EMulator
>>users run a DCM to ATR converter. PC's are way faster and better at jobs like
>>these. (and you guys and gals using ATR's are already using a PC. I on the
>>other hand, love my ATARI more every second I use a PC!!)
>>
>>CU Mathy Van Nisselroy
>>
>>
>Hi, I know your frustration. Go to the Michigan archive, I am sorry I
>do not have the address, but the archive there has Atari 8-bit .EXE's.
>
>Peace!
>Sixosix

Go to the XL search page!

613. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-16 00:00:00 UTC
From: uhclem.jan98@nemesis.lonestar.org
Message-ID: <F5Mv7L.LC2@nemesis.lonestar.org>
Source record: 56276
Cross-posted to:
comp.sys.tandy,comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti,comp.sys.ibm.pc.classic

Please take this off-topic discussion OUT of comp.sys.tandy.

Frank Durda IV - only these addresses work:|"The Knights who say "LETNi"
<uhclem.jan99%nemesis.lonestar.org> | demand... A SEGMENT REGISTER!!!"
|"A what?"
This Anti-spam address expires Jan. 31st |"LETNi! LETNi! LETNi!" - 1983
Copr. 1999, ask before reprinting.

614. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-16 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990116012633.07622.00001773@ng35.aol.com>
Source record: 56277

The RT8 comes up frequently. I have one,
and after the first battery went, I was never
able to get it working properly again.

Did anyone ever create a "clone" of the RT8?
As I recall, Best Electronics was working on
this at one time. (?)

There is a clock chip made by Dallas Semiconductor (I think) that is used in some
computer items. Has anyone ever experimented with it to make a new clock
cartridge?

Larry

615. JAM!! and 80 Column Software

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-16 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990116015249.07622.00001778@ng35.aol.com>
Source record: 56278

The bad news is the XEP80 doesn't work well with the JAM!!
The good news is that 80 column (software) looks very good
on the JAM!! Still *slightly* fuzzy, but very, very good, and
probably with a little work on the fonts/colors, it could be great.
I was looking at a 80 column demo on an OHAUG library
disk today, and it really was very impressive. Score another
one for the JAM!!
Larry

616. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-16 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36a04abf.26699629@news.pressenter.com>
Source record: 56279

On 16 Jan 1999 06:26:33 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>The RT8 comes up frequently. I have one,
>and after the first battery went, I was never
>able to get it working properly again.

I ended up hooking up two AA bateries to my R-Time8. It worked fine
then!

617. FA: atari 800/c64 games/ColecoVision/Modem

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-16 00:00:00 UTC
From: Paul-David <Pauldb@viking.cris.com>
Message-ID: <77pt39$ns6@chronicle.concentric.net>
Source record: 56280
Body handling: HTML body converted to readable text

55472790: Coleco Colecovision / Atari 2600 adaptor more
Current bid: $4.00
Auction ends on: 01/16/99 21:16:53 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=55472790

55659976: commodore or Amiga 14.4 modem & rs-232 cable
Current bid: $4.00
Auction ends on: 01/17/99 14:54:42 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=55659976

55663906: Five boxed commodore 64 games
Bidding starts at: $9.99
Auction ends on: 01/17/99 15:03:46 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=55663906

Ikari Warriors

Epyx Championship wrstling
Transformers

The hunt for red october

Kung-fu - the way of the exploding fists

55474936: Seven WWF Hasbro wrestling Figures
Current bid: $10.50
Auction ends on: 01/16/99 21:24:54 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=55474936

55476220: Four RARE WWF Hasbro wrestling Figures
Current bid: $16.50
Auction ends on: 01/16/99 21:28:57 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=55476220

55656832: Atari 800XL with 6 games
Bidding starts at: $4.00
Auction ends on: 01/17/99 14:46:01 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=55656832

618. Atari Software For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-16 00:00:00 UTC
From: John Thackeray <Tradingpost@btinternet.com>
Message-ID: <77q141$1c7$1@plutonium.btinternet.com>
Source record: 56281
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

John Thackeray
Trading Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
Tel/Fax +44+(0)1952 462135
http://www.btwebworld.com/tradingpost

619. WTB-C025953 chip

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-16 00:00:00 UTC
From: John J Boyle <magrep@northnottsmag.freeserve.co.uk>
Message-ID: <77q45npgj1@news5.svr.pol.co.uk>
Source record: 56282

I am wanting to upgrade my 130xe to 320 and understand i need this chip. If any one can help with a source please email me.
magrep@northnottsmag.freeserve.co.uk

620. Re: WTB-C025953 chip

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-16 00:00:00 UTC
From: ASI Industries <ASIIndustries@usa.net>
Message-ID: <01be4155$899c4ca0$LocalHost@default>
Source record: 56283

Try Derek Fern (Micro Discount)
265 Chester road
Streetly
West Midlands
B74 3EA
UK

Tel UK: 0121 353 5730

Tel International: +44 021 353 5730

621. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-16 00:00:00 UTC
From: Tobias Hirsch <T.Hirsch@online.de>
Message-ID: <36A0CEA9.81F8C0DD@online.de>
Source record: 56284

Mathy Van Nisselroy wrote (more than quoted):

>... A couple a days ago, I download SIX files (most, if not all, demo's from
>Eastern Europe) and ALL are in ATR format. ...

Excuse me, but where did you download these?

Bye!

Tobias

622. Re: WANTED: Fort Apocalypse ATR (for Atari800Win)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-16 00:00:00 UTC
From: Kenneth Rempfer <kennyr@hsicommunity.com>
Message-ID: <3t4o2.6282$yt4.19262@typhoon-sf.pbi.net>
Source record: 56285

solution: drop a bomb on it - it will toggle it's direction

it's one of my favorites also. bought it way back when on cassette.

Jeff Jewell <jjewell@ix.netcom.com> wrote in message
news:3682977B.EC359F2F@ix.netcom.com...
>I absolutely love this game, and I've finished it several times, but
there's one
>thing that keeps bugging me...
>
>In the second (green) cave, there're two tunnels down to the lowest levels.
>These tunnels have blocks that move up or down. They must be moving down
in
>order to get through the tunnels.
>
>I can't find the way to _make_ those blocks switch directions when I need
them
>to. If they're going down, I can win. If not, I have to crash my copter
and
>hope they've reverse on my next one.
>
>Is there a way to purposefully make those things switch direction?
>
>Thanks,
>Jeff
>
>Fitzhugh wrote:
>
>> Here ya go!
>>
>> This works on Atari800Win 2.4 - I remember completing this game years
ago,
>> it's one of my all-time favourites!
>>
>> Enjoy it - Merry Christmas!!
>>
>> Karl
>>
>> ------------------
>>
>> Sydtech wrote in message <75q187$kb0$1@jair.pressenter.com>...
>> >I'm looking around for an ATR version of Fort Apocalypse. I've got an
EXE
>> >version that works just fine on my 1200XL/APE/WARP+OS setup, but refuses
to

>> >run under Atari800Win. Please let me know if you have one (or feel free
to
>> >send the binary!).
>> >
>> >Thanks,
>> >Scott
>> >
>> >
>>
>> Name: FORTAPO2.ATR
>> FORTAPO2.ATR Type: unspecified type (application/octet-stream)
>> Encoding: x-uuencode
>

623. Re: Amstrad gfx chip (was: Blake's 7)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-16 00:00:00 UTC
From: Niall Tracey <niallt@dai.ed.ac.uk>
Message-ID: <Pine.SOL.3.95.990116185339.29942E-100000@loki.dai.ed.ac.uk>
Source record: 56286
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
> >{re: CPC}
> >> > Ah yes, 16 sprites versus the Playstation's 100,000 odd polygons. I bet
> >> > that would have gone really well.
> >>
> >> Well, people are still using it ain't they? :)
> >>
> >More people use the Playstation....
>
> Yeah, and there are more stupid people in the world than intelligent people,
> are there not?
>
>
Not the world, just the net... ;-)

Niall Tracey

_________________
A X o
/</ \>
/ \ /\
___/ /___\ \___

Your thoughts betray you...
```

624. Re: ICD MIO specs

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-16 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19990116171942.18395.00001492@ng-cd1.aol.com>
Source record: 56287

>Anyone with an MIO handy....please let me know what the voltage (AC or
>DC), amperage and/or wattage is for the MIO power supply.

The power supply is 9vac, 31va (about 3.5 amps). Basically, the same supply
that powers the Atari drives and the original 400 and 800.

625. Re: FA: Classic Computer Books

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-17 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <77rdio$e6t$1@nnrp1.dejanews.com>
Source record: 56091
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy

```
In article <36aaa2b2.26808668@news.pressenter.com>,
jmelbo@pressenter.com (Jon Melbo) wrote:
> On Tue, 12 Jan 1999 20:27:52 -0800, "Dan Vernon" <danver@halcyon.com>
> wrote:
>
> >I just posted two classic computer books on eBay... please check out the
> >pictures and descriptions if you are interested by visiting the following
> >urls:
> >
> >David H. Ahl's "Basic Computer Games -- Microcomputer edition" (YES! this is
> >the one with the full source for Super Star Trek!)
> >
> >http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=56352179
> >
> >Richard Mansfield's "Machine Language For Beginners (for the 6502)"
> >
> >http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=56356823
> >
> >Thank you,
> >Dan Vernon
>
> Dan, is that why you want to buy Atari books from us so you can try
> and sell them on ebay? I was looking for a good home for my books.
> Hell, I can sell them on ebay myself. Hmm.
>
>

hey i want old atari books or atari hardware.... (i have and use real 8bits
(no emulators....) on my desk....

sloopy.

---------------------------------
sloopy_m@my-dejanews.com ----- sloopy@not-taxed.com
||| Have you played your atari today?
/ | \ 800 1200XL 130XE / where will your 8bit go today?

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
```

626. Re: /|\ AUNT - C-64 SUPER CPU

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-17 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <77rjesirt1@nnrp1.dejanews.com>
Source record: 56092

hey bob what do you think of using a 65ce02 to speed up the atari xl/xe? i
know it wouldnt speed it up greatly but would be pretty nice bump up.... i
knew of a place i could get them a few years back but i am not sure now tho'
i put one in a 800 and had to change the os rom a little (because of the
timing...)

sloopy.

In article <369E9E4A.ED4ECD44@postoffice.pacbell.net>,
rwoolley@pacbell.net wrote:
> well. I guess I have to reply to this, don't I?
> My plan is to run the memory (using SRAM, not SIMMs) at 14mhz. Replace the 6502 with a
> 65816, since I have no source for 20mhz 6502s. All other CPU accesses will be at 1.79mhz
> in no time.
>
> Bob
>
> > When you have a card like this, ONLY the Simms are used by
> > the new processor on the turbocard. To make the memory
> > visible to the other chips (e.g. the videochip) a part of
> > the Simm-Ram is mirrored to the original RAM every genuine
> > clockcycle (if it is 1.79 mhz of the original frequency and
> > your turbocard runs 20Mhz it happens about each 10th cycle
> > of the turbocard).
> > At least this is how CMD made it on the C-64.
> >
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

627. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-17 00:00:00 UTC
From: skippy <goober3@flash.net>
Message-ID: <36A149DC.3DF8@flash.net>
Source record: 56093
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

```
Jason Whorton wrote:
>
> OK, guys. As the original poster, I hereby declare this thread "over". It
> is getting out of hand.
>
> Thank you,
> Jason Whorton
>
> Scott Worley wrote in message <369e25ad.1157482@news.flash.net>...
> >On Wed, 13 Jan 1999 12:52:21 -0700, Jeff Lemke
> ><lemke@terra.cira.colostate.edu> wrote:
> >
> >>taavo raykoff wrote:
> >>>
> >>> you will not in practice get any object which is an exact integer number
> >>> of pounds.
> >>>
> >>> Think not? Well, just increase the precision and accuracy of the
> >>> measurement, and
> >>> you will come up with a integer-breaking fraction of a pound
> >>> somewhere...
> >>>
> >>> If your package is ~really~ close to an integer weight, well remember we
> >>> can infinitely
> >>> increase the precision of our measurement. (Measurement accuracy
> >>> notwithstanding).
> >>
> >>However infinitesimally small the chance, it is still possible a package
> >>could weigh EXACTLY an integer number of pounds, no matter what the
> >>accuracy. But the package would have to be weighed quickly before even
> >>1 microscopic dust particle fell on the box while it was on the scale.
> >>
> >>Jeff
> >
> >It's fun to split hairs... sometimes. However in this case, it's a
> >little pointless. Scales, as measuring devices, all have FINITE
> >accuracy, and round off to whatever that accuracy happens to be.
> >Therefore, an exact number of pounds is quite possible. And, it would
> >take a very sensitive scale indeed to register the difference of a
> >single dust particle! :)
> >
> >Scott
```

Yep, see what you started... ;) LOL

628. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-17 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <77rp0p$n8f$1@nnrp1.dejanews.com>
Source record: 56094
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy

In article <36a3aeba.84921676@news.pressenter.com>,
jmelbo@pressenter.com (Jon Melbo) wrote:
> On Fri, 15 Jan 1999 08:43:49 -0600, "Jason Whorton"
> <jason@microxl.com> wrote:
>
> >Hello. Please allow me to further elaborate on this post. Follow closely
> >boys and girls.
> Where w is the weight in pounds, < means item to left of it is smaller
> than item on right, and <= means item to left is smaller or equal to
> item on right.
>
> Is that clear enough for ya? Or do I need to write out the logical
> equivilent in long vebose text? Can we be any farther off topic?
>
> Can we eat peanutbutter in 20 below 0 F?
>
> I don't know.
>
>

wow now i know how our (in the usa) works to make up these things!

yes, you can eat peanut butter at -20F but i dont care what the label says it
is most definitly crunchy not smooth....

sloopy.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

629. Re: /|\ AUNT - C-64 SUPER CPU

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-17 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36A18882.79874963@worldnet.att.net>
Source record: 56095

The problem is, you go back to the old issue of the Antic being tied directly to the processor
and the GTIA has to sync with the Antic, so you can touch one without effecting the others. Whats needed is someone in chip design who is an avid Atari person looking for a challenge, that being a ground up enhancement of the 8-bit line while attempting to maintain backward compatibility. Commodore was toying around with the C-65 which had some very impressive screen resolutions. I think first what is needed is to see the JAM!! technology come down in price and reduced to a small component count, then it could be added as a daughter card to
any Atari 8-bit, now that coupled with a lot of the 80 column software out there gives the 8-bits crisp VGA 80 column resolution, thats a start albeit a simple one.

Curt

sloopy_m@my-dejanews.com wrote:

> hey bob what do you think of using a 65ce02 to speed up the atari xl/xe? i
> know it wouldnt speed it up greatly but would be pretty nice bump up.... i
> knew of a place i could get them a few years back but i am not sure now tho'
> i put one in a 800 and had to change the os rom a little (because of the
> timing...)
>
> sloopy.
>
> In article <369E9E4A.ED4ECD44@postoffice.pacbell.net>,
> rwoolley@pacbell.net wrote:
> > well. I guess I have to reply to this, don't I?
> > My plan is to run the memory (using SRAM, not SIMMs) at 14mhz. Replace the 6502 with a
> > 65816, since I have no source for 20mhz 6502s. All other CPU accesses will be at
1.79mhz
> > in no time.
> >
> > Bob
> >
> > > When you have a card like this, ONLY the Simms are used by
> > > the new processor on the turbocard. To make the memory
> > > visible to the other chips (e.g. the videochip) a part of
> > > the Simm-Ram is mirrored to the original RAM every genuine
> > > clockcycle (if it is 1.79 mhz of the original frequency and
> > > your turbocard runs 20Mhz it happens about each 10th cycle
> > > of the turbocard).
> > > At least this is how CMD made it on the C-64.
> > >
> >
> >

>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

630. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-17 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <77sai4drv1@news.iwaynet.net>
Source record: 56096

Jason Duerstock <jasond@cdc.net> wrote:
> PJR <paulr@rtis.freeserve.co.uk> wrote:

> > On a similar subject, has anyone got one of those plug-in clock cartridge
> > things for the 8-bit (can't even remember what they are called). And does it
> > cope past Y2K?

> I seem to remember Rich Lawrence (of atari800win fame) saying the RTime 8 was
> not compliant. Without fishing around in additional registers of a real
> cartridge, I can't be sure though. From the work I did adding RTime 8
> emulation to the emulator, there are several registers that are unused that
> could theoretically contain the century in them.

It would simply be a manner of fixing the Z: handler since programmes don't
access the cartridge directly.

631. Re: WTB-C025953 chip

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-17 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990117052837.12358.00002513@ng43.aol.com>
Source record: 56097

>I am wanting to upgrade my 130xe to 320 and understand i need this chip.

Is this a PAL issue? I don't remember doing
anything but adding a 74.... to upgrade my
NTSC model. Just curious.

Larry

632. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-17 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990117053251.12358.00002514@ng43.aol.com>
Source record: 56098

>I ended up hooking up two AA bateries to >my R-Time8. It worked fine then!

Thanks, Jon. I will give that a try the next
time I'm in a "soldering iron" mood. :-)

Larry

633. XC12 Cassette Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-17 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990117063033.20877.00002686@ng41.aol.com>
Source record: 56099

Here's a new one. I ran across this
item on ebay, and it said that no
power supply was needed with the
XC12 - that it was powered by the
computer. True? I've can't recall
an A8 (active) peripheral that didn't
have its own PS.
Larry

634. 7800 vs. A8

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-17 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990117063341.20877.00002687@ng41.aol.com>
Source record: 56100

Two questions:
In general, were the graphics on 7800
games better than the A8 (higher resolution,
more colors, etc.)
And did they use regular (A8-type)
joysticks?
Larry

635. Re: XC12 Cassette Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-17 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01be420e$be87d1a0$784e08c3@comgar-w95-001>
Source record: 56101

The XC12 needs no PSU. Neither did the quite rare XC11.

LWhite6497 <lwhite6497@aol.com> wrote in article
<19990117063033.20877.00002686@ng41.aol.com>...
> Here's a new one. I ran across this
> item on ebay, and it said that no
> power supply was needed with the
> XC12 - that it was powered by the
> computer. True? I've can't recall
> an A8 (active) peripheral that didn't
> have its own PS.
> Larry
>

636. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-17 00:00:00 UTC
From: Mike Uhl <ShoeLeather_Express@RadioLink.net>
Message-ID: <Mike.Uhl.199901170354@ShoeLeather.Express>
Source record: 56102
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

On 16 Jan 1999, (Ian Collier)
wafted these smoke signals into the breeze:
> Mike Uhl entertained comp.sys.sinclair with the following story:
> >Perhaps it is. But it works. I haven't yet found a bonafide *free*
> >newsreader that will do what I want the way I want it. VIM handles the
> >job quite well. What can I say?
>
> What's wrong with trn then? :-)

Probably nothing. I don't know much about it, but from what I have seen of most newsreaders the biggest drawback is size. I seriously doubt that it will fit on a floppy with all my other goodies and still have enough room left over for my gzipped newsgroups.

Secondly, most newsreaders download each article as a separate file. I prefer to download the whole group as one file. Tin peppers everything with little files. I don't know if trn does that or not.

Thirdly, the newsreaders that seem to be able to do what I want have such complicated commands, so that limits the usefulness of it. I know that sounds strange coming from a VIM user, but that's the way it is. With VIM, I can make up my own commands and macros as I go. If there is something else I want it to do, I just modify a macro or make a new one.

Now, Pine does almost everything I want, except five very critical things:

It is difficult to use it as an offline reader/composer.
It won't fit on my floppy.
Even though it allows custom headers, some things I can't configure.
It won't allow me to easily add or modify features.
It can't flag or stop the download of oversized articles.

Since I run off a floppy, I consider anything over 10kB to be oversized. If the subject matter is good enough, though, I will download it. VIM gives me that option, plus almost any other option I decide to add whenever the whim hits me. :-)

--
[,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
"Downloaded it, tried to use it,
didn't know what the hell to do with it."

637. Re: XC12 Cassette Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-17 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <36A20BF8.FA07BB3E@erols.com>
Source record: 56103

The P: R: Connection(ICD/FTe) and the MidiMax Midi Interface (WizzTronics) as well as a number of other interfaces (RVertors, many printer interfaces, SIO2PC devices) take power from the computer. Agreed, not all of them are active components and none were made by Atari, but if you stop to think, there are many. A motorized device like the CX12 would surprise me, but like Dean said, it does take power from the computer.

LWhite6497 wrote:
>
> Here's a new one. I ran across this
> item on ebay, and it said that no
> power supply was needed with the
> XC12 - that it was powered by the
> computer. True? I've can't recall
> an A8 (active) peripheral that didn't
> have its own PS.
> Larry

638. Re: XC12 Cassette Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-17 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36A21C46.4B2931D7@worldnet.att.net>
Source record: 56104

Actually Larry,

There were several: The Atari XM301 Modem, the ICD PR: Connection
and the XC11 are all SIO powered devices and will work with almost all
Atari 8-bit computers (the Atari 1200XL requires a minor SIO upgrade to
restore the 12v+ line which for whatever odd reason was omitted from the
design.

Curt

LWhite6497 wrote:

> Here's a new one. I ran across this
> item on ebay, and it said that no
> power supply was needed with the
> XC12 - that it was powered by the
> computer. True? I've can't recall
> an A8 (active) peripheral that didn't
> have its own PS.
> Larry

639. Atari joystick on modern PC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-17 00:00:00 UTC
From: eegad@rocketmail.com
Message-ID: <77t64clp3@earth.superlink.net>
Source record: 56105

Anybody know of an adapter that would allow me to connect a plain old Atari joystick to a PC? (in case you're wondering, I'd prefer to use a standard old atari stick to play pacman, galaxian, etc with MAME). I know such a thing exists for the Mac (I've got one), but is there a similar device for the PC side?

640. Re: 7800 vs. A8

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-17 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36A21CDC.94F6F4F5@worldnet.att.net>
Source record: 56106

Larry,

Yes, the Marie chip could produce a full 320X200, and I believe a higher resolution of 320X216 (I'm not quite certain I'd have to pull the spec sheet out). Also it could handle up to 100 independant sprites and had some additional features that the Antic/GTIA did not have.

Curt

LWhite6497 wrote:

> Two questions:
> In general, were the graphics on 7800
> games better than the A8 (higher resolution,
> more colors, etc.)
> And did they use regular (A8-type)
> joysticks?
> Larry

641. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-17 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36a21d3e.48219388@news.pressenter.com>
Source record: 56107

On 17 Jan 1999 10:32:51 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>>I ended up hooking up two AA bateries to >my R-Time8. It worked fine then!
>
>Thanks, Jon. I will give that a try the next
>time I'm in a "soldering iron" mood. :-)
>
>Larry
>
Radio Shack has these little deals that hold two AA batteries and have
them connected in series to a connector on the end of the holder. The
connector is the same type that 9V batteries come with. The also have
the mate to that type of connector with two electrical leads coming
off of it (which you run into the RTIME and solder to the board).

Of course it does nothing about Y2K but then you knew that. :)

642. Re: Atari joystick on modern PC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-17 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@agel.ucl.ac.be>
Message-ID: <77t85h$92i$1@sci3.sri.ucl.ac.be>
Source record: 56108

arthur wrote in message <77t64clp3@earth.superlink.net>...
>
>Anybody know of an adapter that would allow me to connect a plain old Atari
>joystick to a PC? (in case you're wondering, I'd prefer to use a standard
>old atari stick to play pacman, galaxian, etc with MAME). I know such a
>thing exists for the Mac (I've got one), but is there a similar device for
>the PC side?

Hi Arthur !

You can try the my Atari-to-PC Joystick interface. You can find all the
information at the URL :
http://gauss.math.ucl.ac.be/~manu/Atari/joystick.html

If it is difficult for you to build such a device, I can build for you. If
you use it, I will appreciate any kind of feed-back.

Have fun!

Emmanuel.

643. Re: XC12 Cassette Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-17 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01be4255$9f5a4820$294d08c3@comgar-w95-001>
Source record: 56109

Good point about the 400/800. I tried an XC12 with a 400 and as soon as the motor starts, the 400 dies! Not permanently, but I found that if you press play first, then boot the 400 to load the tape, the 400 stops. If you boot the computer first, then press play it works OK.

Richard Daley <Richard.Daley@tesco.net> wrote in article
<77stii$pb1$1@barcode.tesco.net>...
>
> LWhite6497 wrote in message
<19990117063033.20877.00002686@ng41.aol.com>...
> >Here's a new one. I ran across this
> >item on ebay, and it said that no
> >power supply was needed with the
> >XC12 - that it was powered by the
> >computer. True? I've can't recall
> >an A8 (active) peripheral that didn't
> >have its own PS.
> >Larry
>
> Yes, it draws power from the 130/65XE, may not work as well with
400/800's
> though
>
>
>

644. Re: XC12 Cassette Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-17 00:00:00 UTC
From: K'orris <korris@hotmail.com>
Message-ID: <77tnjb$4na@bgtnsc02.worldnet.att.net>
Source record: 56110

Since we are on the topic of cassette recorders. I have two 410s and
it seems that they can't rewind/play/advance a tape very well. I can
hear the motor coming and the spindles are try to turn.

Can anyone reccomend a solution to repairing these items.

Thanks

LWhite6497 wrote in message <19990117063033.20877.00002686@ng41.aol.com>...
>Here's a new one. I ran across this
>item on ebay, and it said that no
>power supply was needed with the
>XC12 - that it was powered by the
>computer. True? I've can't recall
>an A8 (active) peripheral that didn't
>have its own PS.
>Larry

645. Re: BlackBox/Floppyboard

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-17 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <916615885@stackbbs.xs4all.nl>
Source record: 56111

> Black-Box / D9: / ROM-version / CPS
First: the D9: feature... I don't mean a Sub-D-connection or whatever.
With the "D9:" I mean the Black-Box does not only handle diskdrives
(partitions) from D1: to D8:, but in the "newer" ROM-versions one is able
to also enable "D9:".
This means a max. of 9 times 16Mb when using a DOS which supports it, like
Sparta- or My-Dos. With a Ramdisk, you "only" have 8 times 16Mb of
course...

The hardware-handshake: I'm not using Len Spencer's handler, but when
using BobTerm 1.23, null-modeming to my Pentium, and turning OFF antic, I
get a transfer-speed about 1890 CPS when uploading a file to the PC from
the Atari ramdisk to HyperTerm (Win'95)...
I use a 5-wire null-modem, Y-modem Batch, with BB-Rom 2.16...

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
---

646. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-17 00:00:00 UTC
From: ToddEStan <toddestn@nospam.visi.com>
Message-ID: <36A2B148.56C7664F@nospam.visi.com>
Source record: 56112
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti,comp.sys.ibm.pc.classic

sbendz@ece.vill.edu wrote:

>
> Ah, but zero probability means that it can't happen. And there's no
> contradiction there, because David's example involves picking a number
> with infinite precision. The probability of picking any number with
> infinite precision is 0, which proves the central point that you can't
> have infinite precision. Just try it- write down a number with infinite
> precision, and I'll ask you what the next digit is.

Ok, I'm up to the task. My number is 1/3

Todd

--

Spam filters in place. If you are accidently blocked, remove nospam.

647. New Web Page

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: netrunnr <netrunnr68@yahoo.com>
Message-ID: <36A3C96A.A12F76FF@yahoo.com>
Source record: 56038

I have just added a 2600 emulation section to my page I have an Atari 8bit and ST section slated to be up by this weekend.

Check it out at
http://homepages.infoseek.com/~mrnukem/

Thanks
netrunnr

648. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36a4c29b.35462884@news.pressenter.com>
Source record: 56039
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

On Mon, 18 Jan 1999 18:53:29 GMT, dg@ (David Given) wrote:

>>2.00 means 2.000000000000000... (display with a non-proportional
>>font.)
>
>Hmm. Never thought of doing it like that.

No need to with an integer.

>Pick any real number from the bounds (0, 1) and calculate the probability
>of that number being picked.
>
>When I say any real number, I mean *any* real number. The probability will
>be exactly zero. Zero-probability events are a well-known phenonemon in
>the mathematical world.

That is incorrect. With infinite precision, the precise probability
would be 1/infinity which is ALWAYS greater than zero. It is a
special case, but it is logically always greater than zero. Besides,
that is not what the question at hand was. The whole thing started
when integers were omitted from a shipping weight price scale. I
simply pointed it out, that an integer weight is JUST AS POSSIBLE as a
fractional weight. You must understand, that the measurement
resolution is not infinite. It does not matter what that resolution
is either, so long as it is not infinite. For example, is the scale's
resolution were in say... milligrams, 999mg, 1000mg (or 1g), and
1001mg all have an equal probability relative to each other of being
what something small weighs. Obviously, grams or milligrams are a bit
unrealistic for mailing packages but the same principal applies to
other units. Now then, that being said IF the resolution of
measurement is at least finer than half of unit, THEN the probability
of a weight being any of the fractional measures is greater than it
being any of the integer measures; because the fractional graduations
outnumber the integer ones. Still, integers ARE possible. Also, if
you compare the probability of any ONE fractional outcome to any ONE
integer outcome, the odds are EQUAL! In other words, if you have a
scale in pounds that has a resolution down to 16ths of a pound, a
result is just as likely to be 2lbs as it is to be 2 1/16 lbs, or 1
15/16 lbs. Each graduation on the scale is equal in possibility as the
other markings, be they fractional or integer. Get it? Why is this
SOOOOO hard?

>
>>So the example does not hold. And it should not, since it violates the

>>definition of zero probability. (An event which has zero probability is
>>impossible.)
>
>Only under some circumstances.

No, every time. Zero is none, nada, zilch. 1 over infinity is not
equivalent to zero. It is a special case and uses the 1 over the
little number eight on its side symbol of infinity and is always
greater than zero, but yet infinitely close to it.

Anyway, that's getting way outside the scope of the original problem.

649. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <36A3ECCA.DAC7B09E@erols.com>
Source record: 56040
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

sbendz@ece.vill.edu wrote:

>
> That was a JOKE. I didn't mean it to be absolutely literal, silly!

Why not? It's more fun that way.

650. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: Tony <tony@embeddedmicro.com>
Message-ID: <36A3F06F.A55A584C@embeddedmicro.com>
Source record: 56041

If someone can e-mail me the information on the rtime cart (how it worked, addresses it used, etc...) I would be willing to make a clock compatable with it.

BUT, I would need the information AND some interest in buyers for a low cost rtime replacement.

Tony

Tony@embeddedmicro.com

651. Re: Does anybody know the name of this game?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: Tony <tony@embeddedmicro.com>
Message-ID: <36A3EDF6.CD834ECB@embeddedmicro.com>
Source record: 56042

Is it 'Realm of Impossibilities'?

tony

652. Looking for input on an article...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: Hugh Falk <hughfalk@mediaone.net>
Message-ID: <f4So2.3589$wm2.8513527@lwnws01.ne.mediaone.net>
Source record: 56043

I'm writing an article for an on-line publication about technological breakthroughs in video/PC gaming. I'm going to include breakthroughs that were successes and flops. I'm looking for as much input as possible so I can be as accurate as possible. If you know a game, game system, computer accessory, etc. that you think is worthy of this topic, please write me at hughfalk@mindspring.com.

Examples:

The first PC game to network 2 PCs.
The first game that allowed two players to play via a split screen.
The first game to use parallax scrolling.
The first light gun.
Etc....

653. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: "Stephen C. Johnson" <scjohnson@bigfoot.com>
Message-ID: <36A3FD2D.D4ABFDF9@bigfoot.com>
Source record: 56044
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Hmmm... I remember the arguments we got in over which was better (OK, so I was 14 at the time). Seems kinda silly now, but the one thing C64 and Atari owners could agree on is how much the Apple II stank ;) Considering all three used the same family (model?) of CPU, its amazing how different they all were.

The thing that really bothered me about the C64 was that pig-slow disk drive! Loading Seven Cities of Gold --- AAARGGH! I thought for sure there was a cassette drive hidden in there. The SID chip is very nice, and the sprite handling was better than Player/Missile graphics, IMHO.

Atari had one feature that rocked, and that was the 4 joystick ports... MULE anyone? JT was crazy to get rid of them. And POKEY wasn't the best, but it had a real ARCADE pedigree, so we Atarians felt a little uppity about that :)

I love both machines now, and love talking about them. Still not crazy about those Apple IIs, though..... ;)

Cheers,
Steve

Vidar \"Hawk\" Olavesen wrote:

> I remember a long time ago (in a galaxy pretty close) we had arguments
> about the C64 and the Atari 8-bits. I wondered if anybody uses both today ?
> I do, but still think the edge is on the Atari, except for the SID chip
> perhaps. Although I like the music of the newer polish games and demos on
> the Atari a lot.
>
> Take care

654. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: "Stephen C. Johnson" <scjohnson@bigfoot.com>
Message-ID: <36A3FD8E.AD5106EA@bigfoot.com>
Source record: 56045
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Hmmm... I remember the arguments we got in over which was better (OK, so I was 14 at the time). Seems kinda silly now, but the one thing C64 and Atari owners could agree on is how much the Apple II stank ;) Considering all three used the same family (model?) of CPU, its amazing how different they all were.

The thing that really bothered me about the C64 was that pig-slow disk drive! Loading Seven Cities of Gold --- AAARGGH! I thought for sure there was a cassette drive hidden in there. The SID chip is very nice, and the sprite handling was better than Player/Missile graphics, IMHO.

Atari had one feature that rocked, and that was the 4 joystick ports... MULE anyone? Atari was crazy to get rid of them in the XLs. And POKEY wasn't the best, but it had a real ARCADE pedigree, so we Atarians felt a little uppity about that :)

I love both machines now, and love talking about them. Still not crazy about those Apple IIs, though..... ;)

Cheers,
Steve

Vidar \"Hawk\" Olavesen wrote:

> I remember a long time ago (in a galaxy pretty close) we had arguments
> about the C64 and the Atari 8-bits. I wondered if anybody uses both today ?
> I do, but still think the edge is on the Atari, except for the SID chip
> perhaps. Although I like the music of the newer polish games and demos on
> the Atari a lot.
>
> Take care

655. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <780uhkefo1@news.storm.ca>
Source record: 56046

Umm, why remake the RTime 8? Wouldn't it be better to build new clock hardware and then write software drivers that produce the same results as the RTime drivers?

David P.

Tony <tony@embeddedmicro.com> wrote in message news:36A3F06F.A55A584C@embeddedmicro.com...
>
> If someone can e-mail me the information on the rtime cart (how it
> worked, addresses it used, etc...) I would be willing to make a clock
> compatable with it.
>
> BUT, I would need the information AND some interest in buyers for a low
> cost rtime replacement.
>
>
> Tony
>
> Tony@embeddedmicro.com

656. Re: Does anybody know the name of this game?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: Kewl Doood <yearight@nomail.com>
Message-ID: <USVo2.2919$j8.1033657@hme2.newscontent-01.sprint.ca>
Source record: 56047

Thats the name I was trying to think of. I also belive it may have come out
as a diff name but still the same game but you got it right.

Fun games, fast paced fir shure
Tony wrote in message <36A3EDF6.CD834ECB@embeddedmicro.com>...
>
>Is it 'Realm of Impossibilities'?
>
>
>tony

657. Re: XC12 Cassette Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <77stii$pb1$1@barcode.tesco.net>
Source record: 56113

LWhite6497 wrote in message <19990117063033.20877.00002686@ng41.aol.com>...
>Here's a new one. I ran across this
>item on ebay, and it said that no
>power supply was needed with the
>XC12 - that it was powered by the
>computer. True? I've can't recall
>an A8 (active) peripheral that didn't
>have its own PS.
>Larry

Yes, it draws power from the 130/65XE, may not work as well with 400/800's
though

658. Re: Does anybody know the name of this game?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: Spencer & Kell <spence@intergate.bc.ca>
Message-ID: <01be427c$de174f00$a3afc2cf@ns.intergate.bc.ca>
Source record: 56114

I think the game you seek is called "Zombies". It was also released under another name that eludes me.

Spencer Craske

Daniel Bromley <dan@dbromley.freeserve.co.uk> wrote in article <01be383e$6d36fa80$d828883e@default>...
> The game I am trying to find the name to featured 2 stick-men (2 player
> mode) in a maze type dungeon scenario looking for treasure (anchs etc..)
> while avoiding zombies (green stickmen) and possibly even snakes. There was
> a lot of ladder climbing involved as well to get to the treasure. The game
> was multi screenand almost top-down, some dungeons being more than 10
> screens long. I remember the name including "Mine" or "Aztec" or something.
>
>
> Can anybody remember the name of the game? It isn't Pharaoh's Curse,
> Loderunner or Montezuma's Revenge.
>
> Thanks,
>
> Daniel Bromley
>

659. Re: 7800 vs. A8

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: sixosix@ibm.net
Message-ID: <36a2d41a.2494643@news1.ibm.net>
Source record: 56115

I have a 7800 and the graphics are very close to the A8, but the A8
has more modes (like artifacting in GR.8)
And yes, it uses normal Atari joysticks! ;)

IMHO, it has really nice graphics in its version of Choplifter. :)

Hope this helped.
Peace,
Sixosix

On 17 Jan 1999 11:33:41 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>Two questions:
>In general, were the graphics on 7800
>games better than the A8 (higher resolution,
>more colors, etc.)
>And did they use regular (A8-type)
>joysticks?
>Larry

660. Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be42af77225000ce374382@vidar>
Source record: 56116
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

I remember a long time ago (in a galaxy pretty close) we had arguments about the C64 and the Atari 8-bits. I wondered if anybody uses both today ? I do, but still think the edge is on the Atari, except for the SID chip perhaps. Although I like the music of the newer polish games and demos on the Atari a lot.

Take care

661. Re: 7800 vs. A8

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be42af$0cf75b80$ce374382@vidar>
Source record: 56117

> On 17 Jan 1999 11:33:41 GMT, lwhite6497@aol.com (LWhite6497) wrote:
>
> >Two questions:
> >In general, were the graphics on 7800
> >games better than the A8 (higher resolution,
> >more colors, etc.)
> >And did they use regular (A8-type)
> >joysticks?
> >Larry

They can use those joysticks, but some games are not quite the same with them. Xeviuos needs two firebuttons for more control. One for shooting and one for bombing. Using a standard Atari stick does both at the same. Basketbrawl too uses two buttons and I guess a lot more.

The graphics are better. It can use more colors in higher resolution than the Atari 8-bit computer and also has a lot more sprites (player/missiles)

662. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: sbendz@ece.vill.edu
Message-ID: <36A3090E.3EBE@ece.vill.edu>
Source record: 56118
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

```
Alan Sharkis wrote:
>
> sbendz@ece.vill.edu wrote:
> > -- All of which proves that 1.) Be careful what you say, because if you
> > make a simple error, you never know what you might start, and 2.) He who
> > starts a thread has absolutely no control over it afterward. :)
>
> Yeah, but all generalizations are false!
>
> (By way of explanation, I'm sitting here, waiting for the heavy rain to
> melt the ice so that I can get into my car and take it out for a new set
> of tires. Go ahead, tell me there are other things I can be doing ...
> <sheepish G!>)

That was a JOKE. I didn't mean it to be absolutely literal, silly!
```

663. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: sbendz@ece.vill.edu
Message-ID: <36A3182C.2620@ece.vill.edu>
Source record: 56119
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

David Given wrote:
>
> In article <369EB5D8.40F3@ece.vill.edu>, <sbendz@ece.vill.edu> wrote:
> >Just try it- write down a number with infinite
> >precision, and I'll ask you what the next digit is.
>
> There's a notation for doing just that; I can't do it in ASCII but it's
> putting a double-dot above the last digit of a number. So 2.0-double-dot
> means 2.000000... to infinite precision.
>
> Just because it's an infinite-precision number doesn't mean that it can't
> be manipulated. (If it comes to that, all fractions are
> infinite-precision.) My example still holds.
>
> >Now I know some people are going to say, "So that proves that you
<...etc., up to...>
> >range of + or - half the precision (say +/- .005 for a scale with two
> >decimal places.)
>
> Okay, physical quantities are different. But just because something can't
> happen in the real world has never stopped a mathematician yet...
>
Let me clarify my statements; I didn't mean that infinite-precision
numbers couldn't be manipulated, I meant that they couldn't exist in the
real world. I'm familar with the "repeat the last digit ad-infinitum"
notation, except I learned it as a bar above the last digit, like this:

_
2.00 means 2.000000000000000... (display with a non-proportional
font.)

_ _
and 1/3 = 0.333 = 0.3 ...

I guess you put the double-dot horizontally where the bar is. (So
that's good, I learned something.) But that's mathematics. It's like
the geometric definition of a line: nothing in reality can be in the
form of a line; it's an abstract concept. But you can manipulate lines,
and you can draw representations of lines on paper, or on your classic
PC. :) Anyway, that's what I meant, that you can never know any
real-world quantity to infinite precision. I assumed you were talking
about real-world quantities as well, since 1.) we are talking about the
weight of a package (if you search back far enough in the thread,) and
2.) you wrote, "This doesn't, however, mean it can't happen." I thought
"happen" meant in the real world.

The problem with your example is that you are combining real world and abstract concepts. You are presuming the number I picked has infinite precision in order to arrive at 0 probability, and then you are saying, "but it happened" that I picked the number in the real (finite precision) world. If I choose, say, 1/3, that doesn't count as "but it happened," because it didn't *really* happen, since it doesn't correspond exactly to any real-world value. "Pick" implies from a real-world set, and no real-workld set has infinitely many elements. And if it doesn't have infinitely many elements, the probability of picking any one element is not zero.

So the example does not hold. And it should not, since it violates the definition of zero probability. (An event which has zero probability is impossible.)

Anyway, the thing with the water and the bridge.

Stephen

664. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: Peter Young <pry10@damtp.cam.ac.uk>
Message-ID: <36A321D7.41C6@damtp.cam.ac.uk>
Source record: 56120
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Vidar "Hawk" Olavesen wrote:
>
> I remember a long time ago (in a galaxy pretty close) we had arguments
> about the C64 and the Atari 8-bits. I wondered if anybody uses both today ?
> I do, but still think the edge is on the Atari, except for the SID chip
> perhaps. Although I like the music of the newer polish games and demos on
> the Atari a lot.
>
> Take care

I'm a C64 owner, but I used to get annoyed when Julian Rignall (a reviewer from Zzap!64 magazine) raved about the 800XL and how it was better than the 64. Also, I recall Archer Maclean saying that Dropzone (one of the all-time greats) was about 50% faster on the 800XL than on the 64 due to the limitations of the 64.

When I bought a computer back in 1984, though, I had to choose between an 800XL and a 64 (when both were fairly new in the shops), and I'm very glad that I chose a 64. Virtually nobody bought 800XL's in the UK.

Peter

665. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.4.05.9901180903430.20643-100000@fissure.scar.utoronto.ca>
Source record: 56121

On Sun, 17 Jan 1999, Jon Melbo wrote:

> On 17 Jan 1999 10:32:51 GMT, lwhite6497@aol.com (LWhite6497) wrote:
>
> >>I ended up hooking up two AA bateries to >my R-Time8. It worked fine then!
> > >
> > >Thanks, Jon. I will give that a try the next
> > >time I'm in a "soldering iron" mood. :-)
> > >
> > >Larry
> > >
> > Radio Shack has these little deals that hold two AA batteries and have
> > them connected in series to a connector on the end of the holder. The
> > connector is the same type that 9V batteries come with. The also have
> > the mate to that type of connector with two electrical leads coming
> > off of it (which you run into the RTIME and solder to the board).
> >
> > Of course it does nothing about Y2K but then you knew that. :)

Where there is a will there is a way! You guys in this A8 base never
cease to amaze me! All these little hardware hacks, innovative solutions,
things true engineers are made of...

(I don't programmers, hardware designers et al ever envisioned the Atari
8bit ever being used in the year 2000 and onwards. I still have my 256k
800XL, but alas, it has not been booted up since 1997..

Alan
University of Toronto
Computer Science, Management and Economics

666. Re: FA: Classic Computer Books

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <77vn28sga1@nnrp1.dejanews.com>
Source record: 56122
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy

One day is left for the following on ebay:

> David H. Ahl's "Basic Computer Games -- Microcomputer edition" (YES! this is
> the one with the full source for Super Star Trek!)
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=56352179
>
> Richard Mansfield's "Machine Language For Beginners (for the 6502)"
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=56356823
>

thanks,
Dan Vernon

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

667. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: imc@comlab.ox.ac.uk
Message-ID: <17533-Olaf.imc@comlab.ox.ac.uk>
Source record: 56123
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

Mike Uhl entertained comp.sys.sinclair with the following story:
>Probably nothing. I don't know much about it, but from what I have
>seen of most newsreaders the biggest drawback is size. I seriously
>doubt that it will fit on a floppy with all my other goodies and still
>have enough room left over for my gzipped newsgroups.

Ah, well running off floppy is a different matter. :-) Personally for
offline reading I run a news server on my own machine, transferring the
articles in bulk from the Uni's news server to my news server every so
often. Now *that* wouldn't fit on a floppy. :-)
--
---- Ian Collier : imc@comlab.ox.ac.uk : WWW page (including Spectrum section):
------ http://www.comlab.ox.ac.uk/oucl/users/ian.collier/imc.html

668. ?nternal power parts on 1050 and XF551

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <77vl0e$k5v$1@nets3.rz.RWTH-Aachen.DE>
Source record: 56124

Howdy folks

I recently looked at the schematics for the 1050 and the XF551. (I wanted to add a power on light to my XF. It's easy. Just replace the power cable going from the motherboard of the XF to the drive mechanism with a cable they use on PC to power the display in the tower/case. Solder a 180 Ohm resistor to a LED and connect this to the cable I just mentioned. Sorry, I don't remember with pin of the LED goes into +5V and which goes into ground. Be carefull is you want to drill a hole. I used a thingy to place the LED in. Maybe it's better to loose that and glue the LED into the hole.)

Back to business.

So I compared the power stuff inside the XF and 1050 (you know, the rectifier and the stuff that surrounds it). They look about the same.

SO WHY DOES THE XF551 GET SO DAMB HOT, when the 1050 doesn't???

CU Mathy van Nisselroy

PS resently somebody said somewhere that Commodore stuff broke down even faster than Atari stuff. Well, guess who founded Commodore?

669. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <77vlf7$k5v$2@nets3.rz.RWTH-Aachen.DE>
Source record: 56125

Howdy folks

lwhite6497@aol.com says...

>Did anyone ever create a "clone" of the RT8?
>As I recall, Best Electronics was working on
>this at one time. (?)

Brad himself told me (and some other people who wanted to know) that he had some people from the UK working on it. There were some problems. Then Mike Hohman bought ICD's rights and all "clones" including the one Bob Puff planned were gone forever. I've heard from a reliable source in the Atari community, that the manufacturer of the timer-chip in the RT8 MIGHT (MIGHT as in NOT sure, MAYBE, etc.) fire up the old production line of these chips for a big customer. Who knows?

If I'm not mistaken (I don't own one of these carts) the RT(consists of a M2002 (or EM2002 or something like that) and a 74LS138.

CU Mathy van Nisselroy

670. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <77vlph$k5v$3@nets3.rz.RWTH-Aachen.DE>
Source record: 56126

Howdy all

>(I don't programmers, hardware designers et al ever envisioned the Atari
>8bit ever being used in the year 2000 and onwards.

They should have.

They did the same thing with the PC. Rightly so. Unfortunately this never
came through. :-)

CU Mathy van Nisselroy

671. Re: ATR's in download area's

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <77vm4f$k5v$4@nets3.rz.RWTH-Aachen.DE>
Source record: 56127

In article <36A0CEA9.81F8C0DD@online.de>, T.Hirsch@online.de says...
>
>Mathy Van Nisselroy wrote (more than quoted):
>
>>... A couple a days ago, I download SIX files (most, if not all, demo's from
>>Eastern Europe) and ALL are in ATR format. ...
>
>Excuse me, but where did you download these?
>
>Bye!
>
>Tobias

It was an Eastern European site. Don't know where anymore. SixOSix replied to
a message posted here by me in late OCTOBER 1998. I've found a solution.
It's called DISKF090 of DISKFORM by Ken Siders. Runs on atari 8 bit computers
and can change ATR's XFD's and real disks into ATR's, XFD's and real disks.
YOu can use the with SIO2PC or APE or WITHOUT!!!!!

GREAT utility.

CU Mathy van Nisselroy

672. Re: WTB-C025953 chip

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <77vmpd$k5v$5@nets3.rz.RWTH-Aachen.DE>
Source record: 56128

In article <77q45npgj1@news5.svr.pol.co.uk>,
magrep@northnottsmag.freeserve.co.uk says...
>
>I am wanting to upgrade my 130xe to 320 and understand i need this chip. If
>any one can help with a source please email me.
>magrep@northnottsmag.freeserve.co.uk

If you have a 130XE and it works, you don't need to buy the CO25953. It's
already inside the 130XE (on the left side, just above the big chip in the left
hand corner).

If you've blown it, try Best Electronics in SAn Jose, California, USA. There
was somethig like The Alameda in that address too.
They sell them for 10 US dollars (no discount on quantities)

Or try B&C computervision. They sell them for 12 US Dollar.

CU Mathy van Nisselroy

PS you need only a 74LS158 and 8 RAMchips (256kB).

673. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <36A36091.F9AA746C@mail.uni-mainz.de>
Source record: 56129

Hello Freax,
I am maybe completely foolish, but yes, I use my Atari XL and XE every day. At least two hours per day. It is my most beloved hobby, although I am a student and have to do other things as well (earning money to pay studying, learning, etc.). The only thing my PC 486 is good for, is writing long texts, that would be very hard on time, if they were written on the little Atari computers. Of course there are some good text editors for the 8Bit, calculation programs, etc., but mostly you have to do some disk swapping (I do not own a harddisk, thus never use Sparta-DOS), before you get the things you want. Thus I mostly use the 8bit for gaming around, converting PC texts, PC pictures, PC sounds, etc. Also I am transferring Atari files from the PC (Internet, ABBUC Pooldisks CD-ROMs, etc.). And hey, the 8Bit has some uncountable (thousand) games avaiable, how many has the playstation?? It has better graphics you say ?? Ok, then use the Jaguar...

I love the 8Bit, I still use it every day. Most friends of mine cannot understand that, but that doesn`t matter at all. The only thing I hate very much is using Pirate software on or from the 8Bit. In recent years nearly everyone said "The software costs to much money, I cannot afford that" and copied it illegally. Nowadays these people say "The software is not avaiable anymore nor anywhere, thus I have to copy it, to keep it alive." I do not agree to any of these thoughts. Software pirating is just cheap, does not cost any time or money, thats all. If you would spend the money or time needed to search and buy the software, you could nearly have 70% of all the software ever produced for the 8Bit Atari. Just look around at those Atari dealers, Internet auctions, etc. You can find everything here (if you can afford it). But stealing software has ever been so funny, so cheap, so comfortable...

Where would the entire emulator-scene be, without those copies ?? Oh, I forgot to say: I hate Emulators !! They are damn boring, when you can use the original Atari equipment. If you do not have one, buy one, there are many out there, just look at the comp.sys.atari "for sale" announcements... Andreas Magenheimer

674. Re: Zaxxon question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <36A36912.78DD045D@mail.uni-mainz.de>
Source record: 56130

Hello Zaxxon Freax,
the Games Zaxxon and Super Zaxxon were avaiable on Diskette. Here in Europe they were sold under the US Gold label. I also own one Zaxxon disk, sold by Datasoft, but I do not know if they sold Super Zaxxon too. If you want to know whether Zaxxon is/was avaiable on cart., take a look at the big cartridge list from Andrew Krieg (do not know the URL by now). If you like to get the original disks, well, they are still avaiable (call BEST Electronics, Bravo Sierra Computers, B & C Computervisions and in the UK: Micro-Discount, Page 6/N.A.U., etc.).
Andreas Magenheimer

675. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be430f$a2737a80$6e374382@vidar>
Source record: 56131
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> > I remember a long time ago (in a galaxy pretty close) we had arguments
> > about the C64 and the Atari 8-bits. I wondered if anybody uses both
today ?
> > I do, but still think the edge is on the Atari, except for the SID chip
> > perhaps. Although I like the music of the newer polish games and demos
on
> > the Atari a lot.
> >
> > Take care
>
> I'm a C64 owner, but I used to get annoyed when Julian Rignall (a
> reviewer from Zzap!64 magazine) raved about the 800XL and how it was
> better than the 64. Also, I recall Archer Maclean saying that Dropzone
> (one of the all-time greats) was about 50% faster on the 800XL than on
> the 64 due to the limitations of the 64.
>
> When I bought a computer back in 1984, though, I had to choose between
> an 800XL and a 64 (when both were fairly new in the shops), and I'm very
> glad that I chose a 64. Virtually nobody bought 800XL's in the UK.
>
>
> Peter

Well, Dropzone is better on the Atari. The colours for one and the explosion is amazing. Also Rescue on Fractalus is faster and more playable. M.U.L.E. was pretty close on both, but the Atari version of the space ship dropping you off and the pirate ship were better. But I do remember many UK games especially that were really crap on the Atari and good on the C64. I do think the Atari has a little more speed to boost. I coded some demos on the Atari and still haven't seen any on the C64 which uses the machine. My friend is totally awestruck by the C64 sound, but the colours on the Atari is a big plus.

676. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: <>
Message-ID: <916685609.24938.0.nnrp-11.9e9878e0@news.demon.co.uk>
Source record: 56132
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

In article <36A3182C.2620@ece.vill.edu>, <sbendz@ece.vill.edu> wrote:
[...]
>Let me clarify my statements; I didn't mean that infinite-precision
>numbers couldn't be manipulated, I meant that they couldn't exist in the
>real world. I'm familar with the "repeat the last digit ad-infinitum"
>notation, except I learned it as a bar above the last digit, like this:
> _
>2.00 means 2.000000000000000... (display with a non-proportional
>font.)

Hmm. Never thought of doing it like that.

[...]
>The problem with your example is that you are combining real world and
>abstract concepts. You are presuming the number I picked has infinite
>precision in order to arrive at 0 probability, and then you are saying,
>"but it happened" that I picked the number in the real (finite
>precision) world. If I choose, say, 1/3, that doesn't count as "but it
>happened," because it didn't *really* happen, since it doesn't
>correspond exactly to any real-world value. "Pick" implies from a
>real-world set, and no real-workld set has infinitely many elements.
>And if it doesn't have infinitely many elements, the probability of
>picking any one element is not zero.

?

I never mentioned the real world. I could rephrase:

Pick any real number from the bounds (0, 1) and calculate the probability
of that number being picked.

When I say any real number, I mean *any* real number. The probability will
be exactly zero. Zero-probability events are a well-known phenonemon in
the mathematical world.

>So the example does not hold. And it should not, since it violates the
>definition of zero probability. (An event which has zero probability is
>impossible.)

Only under some circumstances.

The subject has stopped breathing. I think it's dead...

--
+- David Given ------------McQ-+

```
| Work: dg@tao.co.uk | Beware of the superficially profound.
| Play: dgiven@iname.com |
+- http://wiredsoc.ml.org/~dg -+
```

677. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: brix@DELETETHIS.plush.de
Message-ID: <MPG.110da58e79b8733989842@news.uni-x.net>
Source record: 56133
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> I do think the Atari has a little more speed to boost. I coded some demos on
> the Atari and still haven't seen any on the C64 which uses the machine. My
> friend is totally awestruck by the C64 sound, but the colours on the Atari
> is a big plus.

Hm, I'm a C64 coder, and I think if you take a look at Turrican and at
some Demos like Spasmolytic/Censor or the latest CREST and Oxyron Demos,
you'll see a lot of machine usage.
What do you mean my "using the machine" ?

Some Wild VIC effects, like Sprite multiplexing, Blittering and border-
opening are definately use of machine in my eyes.

-Brix-

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

Personal HP: http://www.plush.de/brix

GO64!magazine
CSW-Verlag
Goethestr.22
71364 Winnenden
Deutschland
Tel:/Fax: +49(0)7195/61120
GO64!magazine: http://www.go64.c64.org

678. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be4326$0a91d420$5b364382@vidar>
Source record: 56134
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> > I do think the Atari has a little more speed to boost. I coded some
demos on
> > the Atari and still haven't seen any on the C64 which uses the machine.
My
> > friend is totally awestruck by the C64 sound, but the colours on the
Atari
> > is a big plus.
>
> Hm, I'm a C64 coder, and I think if you take a look at Turrican and at
> some Demos like Spasmolytic/Censor or the latest CREST and Oxyron Demos,
> you'll see a lot of machine usage.
> What do you mean my "using the machine" ?
>
> Some Wild VIC effects, like Sprite multiplexing, Blittering and border-
> opening are definately use of machine in my eyes.
>
> -Brix-
>

I haven't seen a demo using the borders, with lots of other stuff going on,
but I did see some using the effects good. I like to see it all in one
demo. That's what I mean. If they do indeed play music, use borders, multi
sprite effects and lots of colours (not interlaced and flickering like
hell) and some scroll texts waving around in sinus curves, that's what I
like to see. I do like the C64 more now than I did then, but I still keep
the edge on the Atari.

679. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19990118165849.25333.00005939@ngol02.aol.com>
Source record: 56135

"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

> I remember a long time ago (in a galaxy pretty close)
> we had arguments about the C64 and the Atari 8-bits.
> I wondered if anybody uses both today ?
> I do, but still think the edge is on the Atari, except for the SID chip
perhaps.

Yes, I have and use both.

There are two things that are pretty annoying on the Atari:
1) Lack of software when compared to the C64
2) Many software titles that look like VCS stuff.

Overall, C64 programmers use the capacities of their computer a lot better.
There are some amazing games on the Commodore (Mayhem in Monsterland, Nobby the
Aardvark, Creatures 2...) and, until someone proves me wrong, I'm not sure
someone could end up with the same quality on the Atari.

Don't get me wrong, I love my Atari more than anything else.
The problem is that a lot of people see the Atari as a computer that can't do
anything better than Pac-Man.
No offense intended, it's just a bad tradition.
Commodore owners ALWAYS want some evolution and are more demanding.
A "modern" program with lame graphics would NEVER be accepted on the C64.
The result is that games are generally better on the Commodore (except most of
the pre-85 classics) and some have a lot of depth, whereas lots of Atari
programs are merely souped up 2600 conversions with mediocre graphics and
sound.
The demos are pretty similar (maybe slightly faster on the C64), thanks to the
fantastic coding of some European programmers.

Bertrand M. (LEXX)
---

680. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: Alex <abg8@aber.ac.uk>
Message-ID: <01be4335$02dfc660$23e77c90@pchcdf>
Source record: 56136
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> I'm a C64 owner, but I used to get annoyed when Julian > Rignall (a

.. heh, cool. what happened to Rignall by the way? didnt h have a web site??

i remember loads of reviewers... Andy Dyer, Ollie Alderton, Steve Jarret, etc etc wot happened to those guys, are they still reviewing games???

l8rs.

681. Re: Is this an ATARI NG ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-18 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36a3c1b5.35232729@news.pressenter.com>
Source record: 56137

On Tue, 12 Jan 1999 09:53:00 GMT, sysop.fox-1@stackbbs.xs4all.nl
(Sysop Fox-1) wrote:

>There are also people posting things like "For sale on Ebay". Useless if
>one asks me, cause if someone is really searching for a specific item, he
>would go there anyway...

I don't like spam, but as long as the stuff being auctioned on ebay is
Atari related or at least even 8-bit computing related I don't have a
gripe about it.

Also, people who are willing to buy something are not always actively
seeking it out. If that were true, you wouldn't see stores advertise.
Heck everybody would already know it all already because they stopped
in and looked at everything they would be willing to buy. In reality
it doesn't work that way.

682. Re: ternal power parts on 1050 and XF551

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36a6cba9.37780643@news.pressenter.com>
Source record: 56048

On 18 Jan 1999 15:46:22 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>So I compared the power stuff inside the XF and 1050 (you know, the rectifier
>and the stuff that surrounds it). They look about the same.
>
>SO WHY DOES THE XF551 GET SO DAMB HOT, when the 1050 doesn't???

I don't know. I never had a XF551, only 1050s. My buddies CBM 1501 (or whatever the drive for the C64) were always had overheating problems. I know those did because the power transformer was in the drive if memory serves me correctly. The 1050s have the 110VAC transformed to (I think) 9VAC outside of the drive (at the wall plug), so that eliminates that porrtion of heat at least. Are the XFs like the Commie drives?

683. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36a5ca09.37364830@news.pressenter.com>
Source record: 56049

On 18 Jan 1999 15:54:15 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>Howdy folks
>
> lwhite6497@aol.com says...
>
>>Did anyone ever create a "clone" of the RT8?
>>As I recall, Best Electronics was working on
>>this at one time. (?)
>
>Brad himself told me (and some other people who wanted to know) that he had
>some people from the UK working on it. There were some problems. Then Mike
>Hohman bought ICD's rights and all "clones" including the one Bob Puff
>planned were gone forever. I've heard from a reliable source in the Atari
>community, that the manufacturer of the timer-chip in the RT8 MIGHT (MIGHT as
>in NOT sure, MAYBE, etc.) fire up the old production line of these chips for
>a big customer. Who knows?
>
>If I'm not mistaken (I don't own one of these carts) the RT(consists of a
>M2002 (or EM2002 or something like that) and a 74LS138.
>
>CU Mathy van Nisselroy

Of course ICD had to file off the numbers off the chips. As to Homan... it sounds like he is responsible for a lot of things NOT happening with the Atari8 as well. I say that because he was going to do such great things, but now what we have is he isn't and no one else can either because 'it wouldn't be fair to Mike.'

Maybe we can get around this with the Rtime, if off the shelf chip(s) can be used and firmware written to provide the same functionailty of the original RTime, then in my mind that is not a violation of copyright. PC clone makers reversed engineered IBMs BIOS to provide the same functionality but without copying the code itself. That was considered totally legal.

684. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990118192035.24349.00000414@ng-cd1.aol.com>
Source record: 56050

>RT(consists of a
>>M2002 (or EM2002 or something like that) and a 74LS138.
>>

Can anyone verify this... mine are filed off as well... I did replace my
battery with a slot socket... that's a plus.. for the next 11 months anyway!
B'rgds,
Vinnie

"Can't means don't want to!"

685. Re: VCS & 2600

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <36a3e161.2533693@207.106.92.52>
Source record: 56051

The switches are not missing. Just moved to the back and replaced
with smaller switches similar to the channel select switch.

On Thu, 14 Jan 1999 07:45:35 GMT, jmelbo@pressenter.com (Jon Melbo)
wrote:

>On Wed, 13 Jan 1999 10:33:13 GMT, ilaskey@cix.compulink.co.uk ("Iain
>Laskey") wrote:
>
>>In article <4840f0.2bade0@tbf.dyn.ml.org>, mika.lindblad@bbbs.net (Mika
>>Lindblad) wrote:
>>
>>>
>>> What are the differences between Atari VCS and Atari 2600?
>>The VCS was the original name for it when it had that crap faked wood look
>>that Americans seem to love. Later versions were called the 2600 and had
>>different casing.
>
>And less switches? I had one of the original VCSs. I think later
>ones were missing a couple of the slider type switches mine had.
>

686. Re: VCS & 2600

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <36a3e20e.2707505@207.106.92.52>
Source record: 56052

Actually VCS is just the initials for Video Computer System which
appears on all 6 and 4 switch, wood and black, consoles. 2600 is just
the model number. I beleive the 4 switch consoles have a model number
of 2600A. I don't know the exact model number of the 2600 jr.

On Wed, 13 Jan 1999 10:33:13 GMT, ilaskey@cix.compulink.co.uk ("Iain
Laskey") wrote:

>In article <4840f0.2bade0@tbf.dyn.ml.org>, mika.lindblad@bbbs.net (Mika
>Lindblad) wrote:
>
>>
>> What are the differences between Atari VCS and Atari 2600?
>The VCS was the original name for it when it had that crap faked wood look
>that Americans seem to love. Later versions were called the 2600 and had
>different casing.
>
>**
>* Iain R Laskey * ilaskey@cix.compulink.co.uk *
>**
>* Analyst Programmer/ Freelance IT writer *
>**

687. RE: NO DOUBT ABOUT IT: Jesus is King of kings! &��+�*�

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990118212953.29272.00000502@ng01.aol.com>
Source record: 56053

uh, is this Atari 8 bit related? And then it is locked out to replies too?
I know, maybe HE uses an Atari. ;-)

Spam belongs in a can and on sandwiches, not here!

688. Re: XC12 Cassette Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <780srn$82s$1@remarQ.com>
Source record: 56054

K'orris (korris@hotmail.com) wrote:
: Since we are on the topic of cassette recorders. I have two 410s and
: it seems that they can't rewind/play/advance a tape very well. I can
: hear the motor coming and the spindles are try to turn.
: Can anyone reccomend a solution to repairing these items.

You probably need drive belts. A 410 has three belts, part numbers
FC100013, FC100014, FC100015. I think Best has 'em at 408-243-6950.

Steve

689. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: mwalters@news.hunter.apana.org.au
Message-ID: <916716323.717779@bombadil.apana.org.au>
Source record: 56055
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Vidar \"Hawk\" Olavesen (olavese@online.no) wrote:
: I remember a long time ago (in a galaxy pretty close) we had arguments
: about the C64 and the Atari 8-bits. I wondered if anybody uses both today ?
: I do, but still think the edge is on the Atari, except for the SID chip
: perhaps. Although I like the music of the newer polish games and demos on
: the Atari a lot.

Also, the Atari "sprites" were smaller, harder to use, and had less
colour options available -
they were 1st generation sprite technology perhaps?
C= were 2nd gen, and MSX-2 was 3rd gen?

Even though the Atari was less popular in the UK than the 64, it did
have an excellent magazine from Page 6 called "Atari User" which
published till at least 1991 before going hard-sale only.
And of course "Mercenary" and "Encounter" appeared on it before the
C64 versions. Ditto "Dropzone" and a pile of English Software
releases (Octapolis, Jet Boot jack).
Jeff Minter did a neat version of "Attack of the Mutant Camels", with
the skyline of graded colours versus the C64's black - but due to
sprite limitations the mutant camels were smaller.

The machine's parent company supported it better than Commodore did
for the 64 (face it, every other computer was better supported!).
But the pricing? Atari outpriced themselves from the market, at least
in the UK and here in Australia.
And the disk drive was a dog.
But the graphics chip was excellent (apart from the sprites)

So, the C64 and Atari, design-wise are roughly equal, the deciding
factor being that Commodore marketed the C64 slightly less badly
than Atari, aided by a better distribution system in Europe and
Australia.

mwalters
mwalters@bombadil.apana.org.au

690. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <JATICHANUP@cabal.shnet.org>
Source record: 56056
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In <36A3FD2D.D4ABFDF9@bigfoot.com> "Stephen C. Johnson" wrote:
>Hmmm... I remember the arguments we got in over which was better (OK, so I was
>14 at the time). Seems kinda silly now, but the one thing C64 and Atari owners
>could agree on is how much the Apple II stank ;) Considering all three used
>the same family (model?) of CPU, its amazing how different they all were.

The Ataris' processor speed was 1.79 MHz, and the 6502C was "C"o-opera-
ting with the ANTIC graphics processor (that was able to halt the CPU).
Additionally, the Atari had many video modes requiring 4K or less, the
C=64 apparently lacked such modes. I have only been told by (former)
C=64 users that "Rescue on Fractalus"' speed sucked - and I guess the
above clarifies why.

>The thing that really bothered me about the C64 was that pig-slow disk drive!
>Loading Seven Cities of Gold --- AAARGGH! I thought for sure there was a
>cassette drive hidden in there. The SID chip is very nice, and the sprite
>handling was better than Player/Missile graphics, IMHO.

Yup, bot OTOH the POKEY had also some nice features. Apparently it was
harder to program than the SID, but e.g. Rob Hubbard's "Warhawk" sound
track sounds better on POKEY than on SID.

The sprites _were_ far better than the Player/Missile concept. I guess
that's why Atari programmers invented their own animated objects so
often or even multiplied the Players in Display List Interrupts.

>Atari had one feature that rocked, and that was the 4 joystick ports... MULE
>anyone? JT was crazy to get rid of them.

That wasn't Tramiel's fault. The 800XL was invented and sold during the
Warner ownership, and it lacked port 3 and 4.

Thorsten

--

691. Re: ternal power parts on 1050 and XF551

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990119052233.02009.00000565@ng40.aol.com>
Source record: 56057

>Are the XFs like
>the Commie drives?

No. (From memory) the 1050 has a large "U"
shaped heat sink that gets quite warm. I don't
recall nearly as much heat sink area on the
XF551's. From the component count and the
more modern drive mechanism, it would
sure look like the XF would use less power.
Yes, C64/VIC 1541/1540's run quite warm. Starting with the 1541-II, they put
the power
supply transformer outside like all A8's. The 1541-II is a nice drive, and
when equipped with "Jiffy Dos" (by the people who make the
"Super CPU") it is very fast..
Larry

692. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F5syM9.2EH@cix.compulink.co.uk>
Source record: 56058

In article <36A321D7.41C6@damtp.cam.ac.uk>, pry10@damtp.cam.ac.uk (Peter Young) wrote:

> When I bought a computer back in 1984, though, I had to choose between
> an 800XL and a 64 (when both were fairly new in the shops), and I'm very
> glad that I chose a 64. Virtually nobody bought 800XL's in the UK.

Maybe no-one you knew ;-) Most people I knew had Atari's, either 800s, 800xls or 130XEs. I only ever met one person with a C64 and they just had the machine and cassette deck for games whereas all the Atari people had disk drives, printers, modems etc and used the machines for all kinds of stuff like word processing, databases etc. One guy was even on a prototype of Barclays Home banking via a prestel emulator and a 1200/75 modem in 1983/84.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

693. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: MagerValp <cl3polof@cling.gu.se>
Message-ID: <p14emorsfk8.fsf@qstore.cling.gu.se>
Source record: 56059
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

```
>>>>> "Vidar" == Vidar \"Hawk\" Olavesen <Vidar> writes:

Vidar> I haven't seen a demo using the borders, with lots of other
Vidar> stuff going on, but I did see some using the effects good. I
Vidar> like to see it all in one demo. That's what I mean. If they do
Vidar> indeed play music, use borders, multi sprite effects and lots
Vidar> of colours (not interlaced and flickering like hell) and some
Vidar> scroll texts waving around in sinus curves, that's what I like
Vidar> to see. I do like the C64 more now than I did then, but I still
Vidar> keep the edge on the Atari.

Try http://jez.c64.org/demos.htm. For the ultimate in border effects
check out Comajob [Crest/Oxyron] on page 2.

--
___ . . . . . + . . o
_|___|_ + . + . + . . Per Olofsson, konstnï¿½r
o-o . . . o + MagerValp@Goth.Org
- + + . http://www.cling.gu.se/~cl3polof/
```

694. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990119075615.11005.00000686@ng-ca1.aol.com>
Source record: 56060

I'd be interested in an updated RT8 as well.. however, my problem is that I have an 800.. and SDX... because of these, things are great.. just turn on the switch and you're ready to go... no loading any disks at all! However, the xl/xe's are in control of this market!
B'rgds,
Vinnie

"Can't means don't want to!"

695. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78283t$8e3$1@flood.xnet.com>
Source record: 56061
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Marc Walters <mwalters@news.hunter.apana.org.au> wrote:

: The machine's parent company supported it better than Commodore did
: for the 64 (face it, every other computer was better supported!).

I don't know what that's supposed to mean. Commodore had pretty good
support, particularly with programmer's resources. Atari was notorious
for withholding technical documentation.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

696. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36A4AA58.7554756E@worldnet.att.net>
Source record: 56062
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Jason,

Thats totally incorrect. From day one, Atari released the entire
source code to the OS for the 400/800, they were instrumental in the
release of DE RE Atari which is the bible to Atari computers, they released
External Release Specifications to all outside vendors for development of
hardware software. Atari was very open about development of product for
its line of computers and also supported third party startup programmers
through the APX group which was Atari Program Exchange, if a piece of
software was above average, Atari would assist in packaging and marketing
through the APX program.

Curt

Jason Compton wrote:

> In comp.sys.cbm Marc Walters <mwalters@news.hunter.apana.org.au> wrote:
>
> : The machine's parent company supported it better than Commodore did
> : for the 64 (face it, every other computer was better supported!).
>
> I don't know what that's supposed to mean. Commodore had pretty good
> support, particularly with programmer's resources. Atari was notorious
> for withholding technical documentation.
>
> --
> Jason Compton jcompton@xnet.com
> www.xnet.com/~jcompton

697. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <782esfagb1@flood.xnet.com>
Source record: 56063
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Curt Vendel <cvendel@worldnet.att.net> wrote:
: Jason,

: Thats totally incorrect. From day one, Atari released the entire
: source code to the OS for the 400/800, they were instrumental in the
: release of DE RE Atari which is the bible to Atari computers, they released
: External Release Specifications to all outside vendors for development of
: hardware software. Atari was very open about development of product for
: its line of computers and also supported third party startup programmers
: through the APX group which was Atari Program Exchange, if a piece of
: software was above average, Atari would assist in packaging and marketing
: through the APX program.

Wasn't De Re Atari released well AFTER the computer? Why, in _Hackers_,
does the story of Atari development specifically say that Apple held out
on information from developers like John Harris?

Sorry, but I don't buy it.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

698. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: <>
Message-ID: <916770114.16573.0.nnrp-12.9e9878e0@news.demon.co.uk>
Source record: 56064
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

```
In article <36a4c29b.35462884@news.pressenter.com>,
Jon Melbo <jmelbo@pressenter.com> wrote:
[...]
>That is incorrect. With infinite precision, the precise probability
>would be 1/infinity which is ALWAYS greater than zero. It is a
[...]
>15/16 lbs. Each graduation on the scale is equal in possibility as the
>other markings, be they fractional or integer. Get it? Why is this
>SOOOOO hard?
[...]

I'm not going to let this degenerate into a flame war by pursuing this;
suffice to say that if you do a web search for "zero probability events"
you'll find lots of references by people who know more than I. e.g.:

http://jse.stat.ncsu.edu:70/R79777-82900-1m/othergroups/statl/log9702

--
+- David Given ------------McQ-+
| Work: dg@tao.co.uk | Abandon all hope ye who PRESS ENTER here.
| Play: dgiven@iname.com |
+- http://wiredsoc.ml.org/~dg -+
```

699. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36A4D266.12D4@netmagic.net>
Source record: 56065
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Jason Compton wrote:
>
> In comp.sys.cbm Curt Vendel <cvendel@worldnet.att.net> wrote:
> : Jason,
>
> : Thats totally incorrect. From day one, Atari released the entire
> : source code to the OS for the 400/800, they were instrumental in the
> : release of DE RE Atari which is the bible to Atari computers, they released
> : External Release Specifications to all outside vendors for development of
> : hardware software. Atari was very open about development of product for
> : its line of computers and also supported third party startup programmers
> : through the APX group which was Atari Program Exchange, if a piece of
> : software was above average, Atari would assist in packaging and marketing
> : through the APX program.
>
> Wasn't De Re Atari released well AFTER the computer? Why, in _Hackers_,
> does the story of Atari development specifically say that Apple held out
> on information from developers like John Harris?
I think you meant Atari vs Apple here.
>
> Sorry, but I don't buy it.
>
> --
> Jason Compton jcompton@xnet.com
> www.xnet.com/~jcompton
Actually John Harris reads the group when he has time. He corrected some
miss information that was in Hackers including the Atari trade secrets
spin from Hackers.

There are several other glaring errors in hackers, Levy is more
interested in sales and or telling a good story. It was necessary for
him to create a few myths of his own to insure sales.

I *wish* I could remember all the details, but I think Levy was also an
author for Rolling Stone or some similar magazine where style & creation
of icons was more important then substance. He has also come out with at
least one other 'sensationalist' book dealing with mass murderers or the
Mafia, can't recall which.

I really liked Hackers myself, it was a good read & very entertaining
even if it wasn't accurate. Levy is a very good story teller, just that
Hackers shouldn't be considered history so much as a novel.

700. Re: ATARI COMPANY STILL EXISTS??

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <782j6v$s8u$1@ultra.sonic.net>
Source record: 56066

Iain Laskey (ilaskey@cix.compulink.co.uk) wrote:
: In article <36972724.EAD719FB@classic-games.com>,
: gmiller@classic-games.com (Greg Miller) wrote:
:
: > You probably did, since that's what happened :) Recent games include
: > Mace, SF Rush, and Area 51.

Remember, we're talking two different Atari's here.

Atari Inc. split up into Atari Corp. (computers/games sytems) and
Atari Games (arcade games and Tengen subsidiary, who did, say, NES versions
of Atari Games games like Hard Drivin' and Gauntlet).

This was mid 1980's.

Recently, like less than 3 years ago? JTS (a hard drive manufacturer)
purchased Atari Corp. and sat on it for a while.

Even more recently, less than a year ago, Hasbro bought Atari from JTS
and is now running(?) it under their Hasbro Interactive division.
That's why Hasbro's doing all the old Atari Inc. games over, like
Frogger and such.

: Area 51 used a modifed jaguar board! It had extra RAM and a hard disk I
: believe.

That's hard to believe for two reasons. (1) Could a Jaguar handle that!? ;)
(2) Why would Atari Games, a separate company that happens to not really
like Atari Corp., use Atari Corp. hardware?

BTW, I almost worked for Atari Games starting last summer, but was too
settled in my decision to live where I'm living (with my girlfriend :)
She's very lucky. ;)) I would have worked on their upcoming SFRush
sequel.

-bill!

701. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: Jason Duerstock <jasond@cdc.net>
Message-ID: <E2FD51427728343B.2D2C50FEDC69DB49.29C32F79CB637DE8@library-proxy.airnews.net>
Source record: 56067

Tony <tony@embeddedmicro.com> wrote:

> If someone can e-mail me the information on the rtime cart (how it
> worked, addresses it used, etc...) I would be willing to make a clock
> compatable with it.

> BUT, I would need the information AND some interest in buyers for a low
> cost rtime replacement.

Check the supercart.c from the atari800 emulator. I hacked in the RTIME8
support and it should be clear enough to let you do what you need to.

Jason

702. Re: Windows (Was Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <782kjt$s8u$2@ultra.sonic.net>
Source record: 56068
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Windows? Mac? Bah! What's WRONG with you people!?

Just get Linux. RedHat 5.1 takes just minutes to install. It runs for
weeks on end without ever needing a reboot. It actually MULTITASKS.
If you're concerned about running software, well, we'll start with the
8-bit-related stuff, since this IS c.s.a.8!

* Worried about SIO2PC/APE? Try femul. If we support this more, it will
hopefully become an excellent replacement. (Right now, it's very
minimalistic, but man it works great!)

* Emulators? Atari800 works awesomely. I run it in full-screen (VGA) mode.
I'm sure it would help if I had better than a 133MHz pentium, but...

* Web browsers? Netscape. Lynx. What else do you need to visit your
favorite Atari websites?

* Word processing? Prefer Word over AtariWriter? Use Corel WordPerfect 8.0.
There's also ApplixWare and StarOffice if you want to pay for software. :)

* Graphics? There is NOTHING better than GIMP. It's like PhotoShop on
steroids. You've of course got layers, alpha channels (transparency),
support for oodles of graphics formats, animations (for animated GIFs,
for example), a SCRIPTING language. Shoot, you can run GIMP as a
server and connect to it and issue commands to make it do stuff!
Of course, besides scripts, it has plug-ins and filters.

* Worried about your interface? X-Window is great, especially once you
get use to it. (it's a little odd compared to Mac or Windows)
And rather than get stuck with one interface (ie, Windows or Mac), there's
a BUNCH of Window Managers out there, most VERY user-definable!

Besides that, Linux distributions usually come ready to run as webservers,
file servers and FTP servers.

Most everything you'd ever want to get for Linux can be had for free,
lots of things come as source so you can poke around and tweak them if
you feel so inclined.

And now with backing from huge corporate companies like Intel,
Netscape (AOL? :)), Oracle, etc., Linux is becoming quite a buzz.

And with many different people producing Linux distributions, you're not
stuck with one sucky company's idea of what they think you need.

Oh, and did I mention, Corel Computers is coming out with a Linux Computer? (It's a tiny little DC-powered machine with lots of RAM and HD space inside).

And Compaq (and soon others) are now officially supporting Linux, with desktops and servers with Linux installed (instead of Win98) and with 24/7 phone support? :)

Cool, no!? :)

-bill!

703. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <782ld0caf1@flood.xnet.com>
Source record: 56069
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Richard Cortese <ricortes@netmagic.net> wrote:
: Actually John Harris reads the group when he has time. He corrected some
: miss information that was in Hackers including the Atari trade secrets
: spin from Hackers.

Yeah, I know he hangs around the newsgroups.

: There are several other glaring errors in hackers, Levy is more
: interested in sales and or telling a good story. It was necessary for
: him to create a few myths of his own to insure sales.

Well and good, but isn't it still the case that De Re Atari post-dates the
release of the machine significantly? The Commodore Programmer's
Reference Guide doesn't, that much I know for absolute certain.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

704. GIANT COMPUTER SALE!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: qhdd@usa.net
Message-ID: <782s7t$l6v$1@nnrp1.dejanews.com>
Source record: 56070

GIANT COMPUTER SALE!

COMMODORE,APPLE,ATARI,TI,TRS-80!
MONITORS, DISK DRIVES, SOFTWARE, CARTS, MANUALS, BOOKS AT LOW PRICES!
http://members.spree.com/apple24ever/forsale/saleindex.htm

Michael
E-Mail: qhdd@usa.net

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

705. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: "White Flame (aka David Holz)" <white-flame!!!@remove!!!.geocities.com>
Message-ID: <782mav$170$1@barad-dur.nas.com>
Source record: 56071
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Thorsten Guenther wrote in message ...
>The Ataris' processor speed was 1.79 MHz, and the 6502C was "C"o-opera-
>ting with the ANTIC graphics processor (that was able to halt the CPU).
>Additionally, the Atari had many video modes requiring 4K or less, the
>C=64 apparently lacked such modes. I have only been told by (former)
>C=64 users that "Rescue on Fractalus"' speed sucked - and I guess the
>above clarifies why.

Actually, the C64 has 2 families of screen modes: character-based and bitmap. Character-based use a byte for each of the 40x25 cells, plus a nybble in I/O space for the color of each cells. That means you're using 1000 bytes for the screen, and 1000 nybbles for color (which can be banked out of address space, leaving only 1000 bytes of system RAM being used). In these character modes, you can define 256 8x8 characters, or use multicolor 4x8 (wide pixel), or extended color mode, where you can define both the foreground and background of each char, etc. It's actually pretty easy to do parallax scrolling with an 8x8 pattern just by manipulating the font definition. All of the bitmap screens use 8000 bytes (1 bit per pixel on screen), and those are usually kinda slow, because they bytes aren't arranged linearly. Using multiplexed sprites (24x21 pixels each) or rectangular arrays of characters, you can achieve an easier-to-address, yet smaller in size, "bitmap" area.

White Flame (aka David Holz)
http://www.geocities.com/ResearchTriangle/Lab/1767

706. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <mbqmZYAKSPp2EwcO@cosine.demon.co.uk>
Source record: 56072
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Stephen C. Johnson:
> The thing that really bothered me about the C64 was that pig-slow disk
> drive! Loading Seven Cities of Gold --- AAARGGH!

I have an Atari 800XL. With a tape drive. Need I go on...? =-)

(Half a piggin' *hour* for Elektraglide... Okay, so the game was nearly
worth it but... =-)

> I love both machines now, and love talking about them. Still not
> crazy about those Apple IIs, though..... ;)

I've never had a play with an Apple II, but from the info I've seen they
don't really seem to be all that much... I was fond of the Atari and if
we'd had the same support for it here as the C64 had/has I *might* have
got a drive and kept with it.

I never found any decent tools though, it was hard enough getting games
'round here...
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

707. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <UrBqleAlhPp2Ew4g@cosine.demon.co.uk>
Source record: 56073
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Thorsten Guenther:
> The Ataris' processor speed was 1.79 MHz, and the 6502C was
> "C"o-opera-ting with the ANTIC graphics processor (that was able to
> halt the CPU). Additionally, the Atari had many video modes requiring
> 4K or less, the C=64 apparently lacked such modes...

Nope, our stock, power up mode is 2K, as are most of the modes used by games. Our bitmap mode is either 9K for mono or 10K for multicolour. One mode we *lack* is an equivalent to the one on the Atari that extends the screen horizontally. We *can* take the sideborders out using a bug in the VIC-II but it's heavy on the processor time and a git to make.

> ...I have only been told by (former) C=64 users that "Rescue on
> Fractalus"' speed sucked - and I guess the above clarifies why.

Not really, our CPU only pulls 0.98Mhz (PAL) and the refresh rate difference is noticeable but not *as* bad as some would have you believe. Considering the fact that it's only just over half the processor power, Fractalus, Koronis and Mercenary all pull what I'd consider a reasonable speed in comparison. Elektraglide on the C64 stood no chance, though... =-)

> ...bot OTOH the POKEY had also some nice features. Apparently it was
> harder to program than the SID...

If my memory of the 800XL is right, the SID is the more complex chip to work with, every sound has ADSR, filtering, waveform and assorted modulation effects. These are, however, shaky memories of the Atari.

> ...but e.g. Rob Hubbard's "Warhawk" sound track sounds better on POKEY
> than on SID.

Because Warhawk is, by sound standards rather than tune, a primitive track even if the CPC AY version managed to murder the thing... =-) Most of the tunes that came later, like Tim Follin's "Ghouls 'n' Ghosts" (with the rain noises and what *sound* like sampled screams) and JCH's "Orcus" (which uses ring modulation to make what sounds quite like a vocoded voice speaking along to the soundtrack) would be a *lot* more difficult.

One thing I don't know about the Atari is if it can handle samples and FM at the same time?

> The sprites _were_ far better than the Player/Missile concept. I guess
> that's why Atari programmers invented their own animated objects so
> often or even multiplied the Players in Display List Interrupts.

Same as we can do with sprites, of course. Record stands at 144 by
Crossbow/Crest.
--
Jason =-)

_____
TMR / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____/ /
_______________________________\/

708. Re: SpartaDos format ques

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <916783570@stackbbs.xs4all.nl>
Source record: 56074

```
Bo asked about the SpartaDos format:
Jm> Well Bo.... I ran into a snag. While trying to scan pages into my OCR
Jm> package, the binding of the books makes it hard to scan the text near
Jm> that area. Looks like I would have to either seperate all the pages
Jm> out of thir binding or else type it all in by hand. Don't feel like
Jm> either right now. If you really need it though I would consider
Jm> making the effort.
```

Ok, don't bother.
I'm already informed enough about the SpartaDos format.
Thanks anyway for your reply.
Sorry my reply is so late, but I've been programming a lot on
my new version of Dir2Atr and Xdir.
I will be posting a new version soon now.

```
Bo.

___ Blue Wave/386 v2.30
```

709. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36A513EC.E93D675B@worldnet.att.net>
Source record: 56075
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> Wasn't De Re Atari released well AFTER the computer? Why, in _Hackers_,
> does the story of Atari development specifically say that Apple held out
> on information from developers like John Harris?
>
> Sorry, but I don't buy it.

DeRe Atari came out after the Atari 400/800 were released, again though the Atari OS Source Code listing was immediately released, Atari also released the SIO bus specifications for development of SIO based devices. As for Hackers, that book is riddled with inaccuracies and I'm not sure if you typo'd when you wrote Apple, but if you talking about John Harris your talking about the Tramiel-Atari era from July 1984-1996 and that was well after the earlier Atari 400/800, XL line and the Warner-Atari era was more open to supporting programmers and hardware developers. The Tramiel-era had abyssmal support for its developers.

I have made a life's side-work out of Atari History and know this information a little bit better then most, especially since I have a large archive of most of Atari's original internal paperwork and also keep in touch with over 50 former Atari employees.

Curt Vendel
The Atari Historical Society
http://www.atari-history.com

710. Re: ATARI COMPANY STILL EXISTS??

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1901991724090001@macmcurrent.library.carleton.edu>
Source record: 56076

In article <782j6v$s8u$1@ultra.sonic.net>, nbs@sonic.net (William Kendrick) wrote:

>Even more recently, less than a year ago, Hasbro bought Atari from JTS
>and is now running(?) it under their Hasbro Interactive division.
>That's why Hasbro's doing all the old Atari Inc. games over, like
>Frogger and such.

Nitpicking, but so far the only thing Hasbro's done with the Atari rights is Centipede. (out for PC CD-ROM, and soon for PlayStation)

Hasbro did re-do Frogger was well, but that was before they bought Atari from JTS. Frogger was by Konami.

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

711. Re: /|\ AUNT - C-64 SUPER CPU

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1dlsnx0.mml6wa1fkl96oN@dhcp0558.findlay.edu>
Source record: 56077

Curt Vendel <cvendel@worldnet.att.net> wrote:

> The problem is, you go back to the old issue of the Antic being tied
> directly to the processor and the GTIA has to sync with the Antic, so you
> can touch one without effecting the others. Whats needed is someone in
> chip design who is an avid Atari person looking for a challenge, that
> being a ground up enhancement of the 8-bit line while attempting to
> maintain backward compatibility. Commodore was toying around with the
> C-65 which had some very impressive screen resolutions. I think first
> what is needed is to see the JAM!! technology come down in price and
> reduced to a small component count, then it could be added as a daughter
> card to any Atari 8-bit, now that coupled with a lot of the 80 column
> software out there gives the 8-bits crisp VGA 80 column resolution, thats
> a start albeit a simple one.
>

Combine all the chips of the Atari into one, and add 128K RAM, sorta
like a super Basic stamp. Have it be able to run at 1.79mHz for
compatability, and also 25 or 30mHz.

That would be an incredible!

--
Ryan ' Gozar' Collins
rlcolli@ibm.net

712. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: Tony <tony@embeddedmicro.com>
Message-ID: <36A53386.41BA6B0@embeddedmicro.com>
Source record: 56078

> Umm, why remake the RTime 8? Wouldn't it be better to build new clock
> hardware and then write software drivers that produce the same results as
> the RTime drivers?
>

Well, thats what I'm talking about. But, I can't write the drivers
unless I know what the output should look like. To be perfectly honest,
I was hoping to make something that acted just like a rtime8 (but be
current) so all the compatability issues wouldn't be an issue.

tony

713. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: Tony <tony@embeddedmicro.com>
Message-ID: <36A533E5.CCFCDD1E@embeddedmicro.com>
Source record: 56079

Jason Duerstock wrote:

> Check the supercart.c from the atari800 emulator. I hacked in the RTIME8
> support and it should be clear enough to let you do what you need to.
>
Jason thanks, but where can I get the supercart.c file? is it part of a
source package?

tony

714. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: Daniel Morrow <videoman@cdsnet.net>
Message-ID: <36A5345C.E94D6831@cdsnet.net>
Source record: 56080
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Rescue on Fractulous for the c64 runs perfect (except the version that doesn't run right on the c128) in my opinion, I don't even bother with the scpu at all when playing this game (I own Rescue on Fractulous and the spcu and they are fast).

715. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: Mike Uhl <ShoeLeather_Express@RadioLink.net>
Message-ID: <Mike.Uhl.199901191950@ShoeLeather.Express>
Source record: 56081
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

```
On 18 Jan 1999, (Ian Collier)
wafted these smoke signals into the breeze:
> Mike Uhl entertained comp.sys.sinclair with the following story:
> >Probably nothing. I don't know much about it, but from what I have
> >seen of most newsreaders the biggest drawback is size. I seriously
> >doubt that it will fit on a floppy with all my other goodies and
> >still have enough room left over for my gzipped newsgroups.
>
> Ah, well running off floppy is a different matter. :-) Personally for
> offline reading I run a news server on my own machine, transferring
> the articles in bulk from the Uni's news server to my news server
> every so often. Now *that* wouldn't fit on a floppy. :-)

OOHHH, Yeeaahhh, now that would take two or three floppies -- maybe
even more for that! ;-)

Actually, I download to a ramdrive rather than a floppy. Then I split
everything up and gzip the chunks. Then I move them to the floppy. It
is really much more convenient for me to do it this way, because I
take the floppy everywhere and I can use my own stuff on just about
any computer.

I haven't seen a desk-top computer yet that will fit into a shirt
pocket. ;-)

--
[,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
"Logic is the art of going wrong with confidence."
-- George Bernard Shaw
```

716. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36A5447B.7CA2@netmagic.net>
Source record: 56082
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Jason Compton wrote:
<snip>
> Well and good, but isn't it still the case that De Re Atari post-dates the
> release of the machine significantly? The Commodore Programmer's
A bit, but then it was written by such luminaries as Chris Crawford of
Eastern Front fame so it was worth it.

I would have to check my "Atari Technical Reference for the 400/800
Computers", but I thought is was copyrighted around 1979.

IMO: Given how things are done now, that is advance specifications are
done & circulated before a product sees the light of day, there may have
been a bit of a delay at Atari to give their programmers a slight lead,
but it is hard to say for sure.

I live in the area & know more then a few people that worked at Atari.
The amount of confusion & just plain goofyness that went on there is
incredible. Figure any company that bases the names of projects on the
names of women with big hooters is going to be more then a little
offbeat.

W/O naming names since he follows this newsgroup too, someone once told
me about a guy at Atari that insisted he be paid in $50 bills. I can't
remember if he insisted Atari give him the money or if he just got $50s
from the bank when he cashed his check. Punch line is he had the thought
there could be counterfit money circulating & he knew the $50 was so
hard to counterfit that most crooks just do 20s & 100s so....

I don't think he was out of place at Atari: People zoo.

Had some really amazingly talented people too. One time I let all the
magic smoke out of my homebrew computer. I really gave up, chips,
traces, everything gone up in smoke. I had made a 44 pin daughter board
for some A/D & a little I/O. Plugged it in backwards to give you some
idea of how much I hurt that puppy. Found a tech at Atari to look at it
for me, I think he found about 6 fried chips, wire wrapped all the
missing traces, replace fried chips with ones he had laying around <this
was back when 4 bit X 256 Intel chips were $5 a pop>, & ended up
charging me $10 or so.

> Reference Guide doesn't, that much I know for absolute certain.
>
> --
> Jason Compton jcompton@xnet.com
> www.xnet.com/~jcompton

717. FS: New/Sealed Atari 8 Bit Software

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <783kg8$1ho$2@nntp2.uunet.ca>
Source record: 56083
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

I have several copies of each of the following atari 8 bit software for sale. All items are new/sealed/complete. Orders over $50 receive a 10% discount.

The titles are grouped by publisher:

Software Published by Atari
CXL4013 Asteroids (Cartridge) $7.50
AX2020 Atari Music I (Diskette) $7.50
AX2026 Atari Music II (Diskette) $7.50
RX8064 Ballblazer (Cartridge) $7.50
CXL4020 Centipede (Cartridge) $7.50
RX8104 Crime Buster (Cartridge) $7.50
RX8088 Crossbow (Cartridge) $7.50
RX8083 David's Midnight Magic (Cartridge) $7.50
CXL4025 Defender (Cartridge) $7.50
RX8089 Desert Falcon (Cartridge) $7.50
RX8026 Dig Dug (Cartridge) $7.50
RX8039 Eastern Front 1941 (Cartridge) $7.50
RX8030 E.T. Phone Home! (Cartridge) $7.50
CX421 Family Finances (Diskette) $7.50
RX8067 Final Legacy (Cartridge) $7.50
RX8079 Food Fight (Cartridge) $7.50
RX8029 Football (Cartridge) $7.50
RX8024 Galaxian (Cartridge) $7.50
CX415 Home Filing Manager (Diskette) $7.50
RX8048 Millipede (Cartridge) $7.50
CXL4012 Missile Command (Cartridge) $7.50
RX8052 Moon Patrol (Cartridge) $7.50
CX4007 Music Composer (Cartridge) $7.50
RX8108 Necromancer (Cartridge) $7.50
RX8093 One on One Basketball (Cartridge) $7.50
RX8022 Pole Position (Cartridge) $7.50
CXL4027 Qix (Cartridge) $7.50
RX8063 Rescue on Fractalus (Cartridge) $7.50
RX8033 Robotron: 8024 (Cartridge) $7.50
CXL4008 Space Invaders (Cartridge) $7.50
CXL4011 Star Raiders (Cartridge) $7.50
RX8113 Thunderfox (Cartridge) $7.50
DX5047 Timewise (Diskette) $7.50

Software Published by Coleco
9725 Wargames (Diskette) $7.50

Software Published by Imagic
IZ4203 Atlantis (Cartridge) $7.50
IZ4200 Demon Attack (Cartridge) $7.50

Software Published by Sierravision
SRL307 Crossfire (Cartridge) $4

Software Published by Spinnaker
Aerobics (Diskette) $3
Delta Drawing (Cartridge) $3
Facemaker (Cartridge) $3
Fraction Fever (Cartridge) $3
Snooper Troops (Diskette) $3
Story Machine (Cartridge) $3

Please email offers to rsmith@planeteer.com

Thanks,

Richard.
~~~~~~
Richard Smith
Barrie, Ontario, Canada
email: rsmith@planeteer.com
Homepage: http://toronto.planeteer.com/~rsmith
Atari Warehouse: http://toronto.planeteer.com/~rsmith/atari.htm
~~~~~~

718. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-19 00:00:00 UTC
From: atari-things@spamnot-ehrich.com
Message-ID: <PM8p2.1006$il1.8410890@news3.voicenet.com>
Source record: 56084

```
Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Ape Face Model XLP Digital Device.................. $14
Atari XMM801 printer............................... $15
Atari 410 Tape Deck................................ $15
Atari 1020 Printer................................. SOLD
Hot Stuff Joystick (rough)......................... $ 4
Joysticks (square) (3)............................. $ 8 each
DVE Printer Power Supply Model DV-2412A............ $ 8
50 5-1/4 diskettes ................................ $10
50 3-1/2 diskettes................................. $12.50
Orders & Questions

Diskette Software for Atari Computers
$4 each (6 for $16)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
SOLD - Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
SOLD - DeBug by Childware
SOLD - Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
SOLD - Reading Skills
Sesame Street Astro-Glover (3-6)
SOLD - Sesame Street Print Kit for Atari & Commodore
Spinnakers Alphabet Zoo (3-8)
Spinnakers Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
```

Spinnakers Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
SOLD - Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)
Orders & Questions

Diskette Software for Atari Computers
$2.50 each (7 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Astro Grover
Cardware High Tech Expressions
SOLD - Compute Disk October-December 1986
SOLD - Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Match Up
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell
Moon Shuttle
My First Alphabet
Paint Master Diskette
Sea Bandit
Shape Up
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Computer Crosswords for Atari or Commodore
Orders & Questions

Antic Diskettes from Atari
$2 each (5 for $8) (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
Orders & Questions

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)

Orders & Questions

Tape Software for Atari Computers
$3 each (4 for $8) (10 for $16)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Program Exchange - Counter (3-8)
Canyon Climber for Atari 400/800 (16k)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
SOLD - Gulp!!
Hangman
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)

Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
Orders & Questions

Atari Books $5 each (6 for $20)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

719. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36A6B613.6049E666@arn.net>
Source record: 55988

I love Mac but they are TOO expensive and it's hard as hell to find
software support, SO I get a WinTel machine anytime I need a new 'puter
in a hurry and low on cash.

Since we are comparing Coms w/ Ataris, how would the PET and the Atari
400 compare w/ each other?

Laters,

antbaker@arn.net

VINNIE5757 wrote:
>
> >
> >>Didn't we tire of the 'my computer can beat up your computer' back in the
> >>days of the Speccy flame war? Please, folks.
> >
>
> I though so.. guess we're all gettin cranky!!!
>
> >Rather that then 'my Linux is better then your Windows'. I kinda miss
> >the days when there were 2001 different computers. Now it's all PC
> >with an ocasional Apple thrown in.
> >
>
> Now... THAT is the real problem... I have to support Microsoft - PC's- because,
> and only because, that's all there really is-- for me- who buys packaged..
> (cannot program!)
>
> B'rgds,
> Vinnie
>
> "Can't means don't want to!"

720. Atari2600 Section Updated on my Home Page

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: netrunnr <netrunnr68@yahoo.com>
Message-ID: <36A6D0F6.37CC5C8F@yahoo.com>
Source record: 55989
Cross-posted to: comp.sys.atari.8bit,alt.binaries.emulators,alt.binaries.game-consoles

Just updated my 2600 Section on my Home page. I should have the Atari800

Section up by this weekend!

http://homepages.infoseek.com/~mrnukem/index.html

Thanks
Derek

721. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990119204115.04932.00000593@ng126.aol.com>
Source record: 56085

For sure, I'm not as accurate about dates as, let's say Curt is.. however.. there's no doubt that Atari release the OS very early. I have Atari's Technical Reference notes loaded with detail... it's dated 1982...released under Warner.. for sure I got them, and my 400, around 1982... the problem Atari had.. and every other maker out there.. was how to win over a fragmented market.. remember.. you had the 400, the 800 the vic 20.. the TI... the Sinclair(!)... we probably all wanted to see more from ATARI themselves.. there's no doubt.. lots of small entrepenaurs made some quick money... from software to keyboards, to memory systems.. IF Atari had been just slightly faster, we'd have a little more uniformity in the various 'add ons' out there..

B'rgds,
Vinnie

"Can't means don't want to!"

722. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <783fbcisu1@flood.xnet.com>
Source record: 56086
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Daniel Morrow <videoman@cdsnet.net> wrote:
: Rescue on Fractulous for the c64 runs perfect (except the version that doesn't run
: right on the c128) in my opinion, I don't even bother with the scpu at all when
: playing this game (I own Rescue on Fractulous and the spcu and they are fast).

Steve Judd's SuperCPU-fixed version of Rescue on Fractalus is absolutely
awesome.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

723. Re: /|\ AUNT - C-64 SUPER CPU

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <783m7vbju1@nnrp1.dejanews.com>
Source record: 56087

yes but if it wasn't a problem on the 800 why would it be a problem on the xl/
xe? from my understanding they are almost identical....btw does anyone know
where i can get some 65ce02's? i would like to get a few and toy around with
them again... the ones i had i gave to a friend.....

sloopy.

In article <36A18882.79874963@worldnet.att.net>,
cvendel@worldnet.att.net wrote:
> The problem is, you go back to the old issue of the Antic being tied directly to the
processor
> and the GTIA has to sync with the Antic, so you can touch one without effecting the
others.
> Whats needed is someone in chip design who is an avid Atari person looking for a
challenge,
> that being a ground up enhancement of the 8-bit line while attempting to maintain
backward
> compatibility. Commodore was toying around with the C-65 which had some very impressive
> screen resolutions. I think first what is needed is to see the JAM!! technology come down
> in price and reduced to a small component count, then it could be added as a daughter
card to
> any Atari 8-bit, now that coupled with a lot of the 80 column software out there gives
the
> 8-bits crisp VGA 80 column resolution, thats a start albeit a simple one.
>
> Curt
>
> sloopy_m@my-dejanews.com wrote:
>
> > hey bob what do you think of using a 65ce02 to speed up the atari xl/xe? i
> > know it wouldnt speed it up greatly but would be pretty nice bump up.... i
> > knew of a place i could get them a few years back but i am not sure now tho'
> > i put one in a 800 and had to change the os rom a little (because of the
> > timing...)
> >
> > sloopy.
> >
> > In article <369E9E4A.ED4ECD44@postoffice.pacbell.net>,
> > rwoolley@pacbell.net wrote:
> > > well. I guess I have to reply to this, don't I?
> > > My plan is to run the memory (using SRAM, not SIMMs) at 14mhz. Replace the 6502 with
a
> > > 65816, since I have no source for 20mhz 6502s. All other CPU accesses will be at
1.79mhz
> > > in no time.

> > >
> > > Bob
> > >
> > > > When you have a card like this, ONLY the Simms are used by
> > > > the new processor on the turbocard. To make the memory
> > > > visible to the other chips (e.g. the videochip) a part of
> > > > the Simm-Ram is mirrored to the original RAM every genuine
> > > > clockcycle (if it is 1.79 mhz of the original frequency and
> > > > your turbocard runs 20Mhz it happens about each 10th cycle
> > > > of the turbocard).
> > > > At least this is how CMD made it on the C-64.
> > > >
> > >
> > >
> >
> > ----------== Posted via Deja News, The Discussion Network ==----------
> > http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

724. ape/pc2sio

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <783mtgcah1@nnrp1.dejanews.com>
Source record: 56138

is there a program for the mac that allows me to use it as a drive for my 8bit? i havnt run across any but then i havnt look too hard....

also i am looking for a rom for the supra/k product hdd interface.. i have tried to mail bob and left msg's here for him but i get no response so i hope someone else has a rom for it... (i bought the interface used and the rom was put in backwards so it got blown :'(so if any has one and want to sell it or has a mio for cheap....

sloopy.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

725. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: Darren Spiteri <Spit@spam-free.UUCP>
Message-ID: <dh0287.m8.ln@bucket>
Source record: 56139
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 19 Jan 1999 03:25:24 GMT, Marc Walters wrote:
> So, the C64 and Atari, design-wise are roughly equal, the deciding
> factor being that Commodore marketed the C64 slightly less badly
> than Atari, aided by a better distribution system in Europe and
> Australia.

Yeah, I hardly ever saw Ataris for sale around Canberra, but there were c64s everywhere you looked. One thing I noticed was there were many flavours of the 8bit Atari, but only ever one c64.

Not so long ago I was at the local rubbish tip and found a whole pile of Atari computers and peripherals in great condition. I would have liked to have taken them all but I already had a mountain of C= stuff. There's too many orphans in this world for one person to take under their wing. :)
--
+-___ ___ ______ __ __/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\-+
: / __)| _ \||_ _| /__/_/ NOTE: Above email address is fictitious. :
|:__ \: _:: :: : @# '') "Bunch of savages in this town..." - Dante |
`(____/|_|><|_||_|><><__3- - -*(at)hempseed(dot)com><><><><><><><><><><>'

726. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36a55fcb.141255057@news.pressenter.com>
Source record: 56140

On Mon, 18 Jan 1999 17:25:53 +0100, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>understand that, but that doesn`t matter at all. The only thing I hate
>very much is using Pirate software on or from the 8Bit. In recent years
>nearly everyone said "The software costs to much money, I cannot afford
>that" and copied it illegally. Nowadays these people say "The software
>is not avaiable anymore nor anywhere, thus I have to copy it, to keep it
>alive." I do not agree to any of these thoughts. Software pirating is
>just cheap, does not cost any time or money, thats all. If you would
>spend the money or time needed to search and buy the software, you could
>nearly have 70% of all the software ever produced for the 8Bit Atari.
>Just look around at those Atari dealers, Internet auctions, etc. You can
>find everything here (if you can afford it). But stealing software has
>ever been so funny, so cheap, so comfortable...

Oh pleeaaaassee don't start this debate again.

>Where would the entire emulator-scene be, without those copies ?? Oh, I
>forgot to say: I hate Emulators !! They are damn boring, when you can

How about coming in here and live and let live, and maybe throwing
something a bit more posative around? Sheesh. I love emulating the
Atari8 on a PC. Can you think of anything more fun to emulate?
Besides, in a strange way the Atari8 sort of lives on through the PC
longer. I think the emulation scene breathes a lot of life into
something that would otherwise be dead or very close to it. And
before you ask, yes, I do have the real equipment as well.

727. Re: Looking for input on an article...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36a66157.141650383@news.pressenter.com>
Source record: 56141

On Mon, 18 Jan 1999 21:33:44 -0500, "Hugh Falk"
<hughfalk@mediaone.net> wrote:

>I'm writing an article for an on-line publication about technological
>breakthroughs in video/PC gaming. I'm going to include breakthroughs that
>were successes and flops. I'm looking for as much input as possible so I
>can be as accurate as possible. If you know a game, game system, computer
>accessory, etc. that you think is worthy of this topic, please write me at
>hughfalk@mindspring.com.
>
>Examples:
>
>The first PC game to network 2 PCs.
>The first game that allowed two players to play via a split screen.
>The first game to use parallax scrolling.
>The first light gun.
>Etc....

I would say Star Raiders in 8K!

728. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a51cfc.17558607@news.localnet.com>
Source record: 56142
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

WOW! Your original message has produced alot of responses. Here's another VERY LENGTHY but informative one:

The Atari 8-bit line, selling in 1979, is a full 3 years older than the C-64, which, I believe, began selling in 1982. Heck, The Atari is even older than the miserable Commodore Vic-20! Considering the age difference (which, for the computer field, should be measured in dog years) the Commodore should have had alot more advantages (hardware wise) over the Atari than it did. Consider this: In just a little over 3 short years (same difference in timeframe as between the Atari and C64) the Amiga, which which had a quantum fold increase in capabilities over previous computers, began to sell.

When the Atari came out it (in 1979) it was hands down the cadillac of computers that suffered from one major hardware problem: standard RAM limited to a paultry 8-16K. Many Atari programs, therefore, had to be coded for this pitiful amount of memory. Because of a drastic reduction of RAM prices by 1982 Commodore was able to include a full 64K as STANDARD! Because of Commodore's cheap price and full complement of RAM, the Atari quickly lost favor and most programmers (and companies) began coding exclusively for the C-64. In addition, the C-64 became exceedingly popular in Europe which was (and is) the breeding ground of by far the best game and demo programmers OF THE WORLD (Just compare the difference in quality between American Amiga programs and European Amiga programs and you'll understand. The difference is ASTOUNDING.)

Now here's a list of specific issues between the C64 and Atari 8-bits:

SOFTWARE

After about a year of the C-64's existence, it became the defacto standard for 8-bits and, therefore, most other competing systems either quickly died or lingered in the sidelines. Atari's suffered the latter problem. On top of this, a few years later (mid 80's) the C-64 gained a second life (comparable to the second coming of CHRIST) and made MAJOR in-roads in the European market, creating a massive flood of truly great software that has only recently been equalled by the PC compatibles.

WINNER: C-64

RELIABILITY

From day one, C-64's were notoriously failure prone machines. For the first six months of production, the failure rate of C-64's out of the box was about 50%!!!!!!! Many, many, many, many computer magazines of the time had written about this "little" problem. Even if one got a "good" C-64 is no guarantee that it'll stay working a year afterward. Being a garage sale nut I can attest to many sob stories from former C-64 users that were selling off their equipment. One even had his joystick ports taped up claiming that they're sensitive to static electricity.

Atari 8-bits, on the other hand, were quite reliable. This reliability, however, did get slightly reduced when Jack Tramiel (former owner of Commodore) took over Atari and manufactured the updated Atari 8-bit XE machines and especially the (then new) 16 bit ST machines (with failure rates as high as 50 %!!! Hhhhmmmm. Rumor has it that many ST failures were traced to trucks hitting speed bumps in front of the Atari factory, thus causing some socketted chips to become un-socketted.)

I've got about 30 Atari 8-bits and an equal number of C-64's. Of those, one Atari and about 8 C-64's are doorstops.

WINNER: ATARI

DISK DRIVES

I have a large collection of old computer magazines and found Commodore advertising for the C-64's 1541 disk drive. Following truth in advertising (a first for the computer industry) Commodore claimed the disk drives were FASTER THAN A TYPIST!!!! All I can say is ...not by much!!!!

Both the C-64 and Atari 8-bits use a slow serial connection for the transfer of data between the computer and disk drive (Apparently, FCC approval is faster for serial standards than parallel standards). Apples used a parallel standard that was much, much faster (I swear, some Apple games could load up a title graphic display *before* I turned on the machine. Now that's fast!). Unfortunately, in order to cut costs of including a hardware UART chip, Commodore implemented the serial transfer in SOFTWARE #%$%#^##$^%!!! (I must say, Commodore was ahead of their time...A full 15 years later, modem companies are beginning to sell cheap "software" and "win" modems for the PC which only reduces the effective speed of a Pentium 200MMX by a measly 50%!!!) Commodore transfers occured at a rate of "no greater" than 2400 bits per second and usually significantly less. Atari's serial SIO port allowed for a transfer of 19,200 bits per second but usually ran about half that speed (9,600bps). On average, the Atari disk loading was about 4 times faster!

Also, the Atari's serial SIO standard was very flexible. (So flexible, in fact, that I like to call it a serial version of SCSI.) SIO allowed EASILY for up to 8 disk drives to be connected at once (four Atari

manufactured drives) as well as printers, modems, and whatever else a manufacturer could come up with. Commodore allowed for up to two disk drives. Unfortunately, in order to add a second disk drive you literally had to cut a trace on the second drive's circuit board to access it as drive number 2.

Atari's DOS was also amazing. All DOS options could be accessed via a menu screen (Dos Utility Package or DUP?). What could be simpler? The following line is all that's necessary to load up the menu:

DOS

Or the alternative method is to simply take out the BASIC cartridge before you turned on the computer and automatically load DOS from disk

Commodore's file management was absolutely primitive in comparison and relied on typing arcane device numbers (that had to be memorized). Here's an example of displaying a file list from drive number one: (note: I apologize if I make a mistake)

```
LOAD "$",8,1
LIST
```

Please bear in mind that Atari's DOS is in no way perfect. I could easily think of a half dozen major problems (which were corrected by other manufacturer's DOS replacements such as SPARTADOS, ADOS, etc). The upshot is that, because of Commodore's horrendous DOS, alot of people who bought C-64's ended up throwing them in a closet, never seeing the light of day again.

WINNER: ATARI

MANUALS:

The C-64 came packaged with an incredible plastic bound programming manual that had everything. (Basic keywords, memory map, programming tips and examples, hardware explanation and even chip pinouts and even theory of operation!)

Atari's manuals were your standard bit of fluff that was thinner than the included catalog of products (some earlier Atari's also came with a reasonable BASIC programming manual but contained only passing info on Atari's graphics and sound hardware).

WINNER: C-64 BY A LANDSLIDE

BASIC:

This one's tough. Unlike the Atari, the C-64 contained a standard version of Microsoft Basic which made it extremely easy to port simple BASIC programs from other computer platforms. However, ATARI's basic excelled in the support of it's graphics/sound hardware. The C-64 Basic HAD ABSOLUTELY NO SUPPORT FOR IT'S HARDWARE! A programmer for

the C-64 litterally had to resort to POKE's and PEEK's and Machine code to achieve what the Atari could do with a few simple lines of BASIC code or buy a separate BASIC extender utility such as SIMON'S BASIC.

WINNER: NONE

SOUND:

This one's tougher than it seems. Here's a rundoun of the capabilities:

C-64: (SID chip) three 16-bit voices with full control of ADSR (Attack Decay Sustain Release) which allowed a good programmer to simulate various musical instruments. Unfortunately, the volume of all three voices had to be set at the same level. Weird!

Atari: (POKEY) four 8-bit voices that could individually output both pure and unpure (raspy) sounds. Unlike the C-64, each Atari voice could be set at a different volume. Each pair of voices also could be combined for a true 16 bit voice (for a maximum of two 16 bit voices or one 16 bit and two 8 bit voices). Voices could also be combined (cutoff?) for very strange echoing sounds that were wonderfully taken advantage of in DEFENDER. NOTE: Atari's POKEY chip had also been used in many arcade machines at the time and, therefore, many arcade ports contained faithful sound reproduction.

WINNER: NONE

GRAPHICS (COLOR)

The C-64 has a total of 16 colors (which includes black, white, and a couple of grey shades). The Atari has a total of 128 colors (256 in one weird blocky mode). Please note that the maximum colors for each platform DOES NOT mean they are all easy to display on the screen at once. The number of actual displayable colors is closer to just 4 within any specific area of the screen (some reasons for this will be mentioned again, later on). The upshot is that C-64 games all seem to have the same boring color set wheras the Atari's color display appeared lively in comparison.

WINNER: ATARI

GRAPHICS (SPRITES)

Sprites are "hardware based" objects on the screen that are extremely limited in size and can be independently moved around without having to redraw the background screen (thus saving the processor from performing a multitude of unnecessary calculations that could instead be used for other more important things). PC compatibles do not usually contain this ability and something as simple as the Win95

mouse pointer has to be repainted one pixel at a time when either the pointer moves or the screen gets updated. this is why the Win95 mouse pointer blinks so damn much (HATE IT! HATE IT! HATE IT ALMOST AS MUCH AS EWOKS!). In comparison, the Amiga's mouse cursor is a sprite and is always rock steady no matter what is happening in the background.

Atari's sprite system is very primitive in comparison to the C-64. It essentially supports 4 sprites (actually called Player Missile Graphics) 8 pixels wide and 255 pixels tall. Each sprite can have only one color which is independently set from the Atari's 128 color palette. Sprites can be easily moved right and left but, in order to move up or down, each individual line has to be shifted upward or downward via the CPU. There are also 4 mini sprites (called missiles) that are only two pixels wide and 255 pixels tall. They can be combined for a fifth 8 pixel wide sprite. The Atari hardware can tell the program when one sprite "collides" with another or with a specific background color. Collision sensing, when not supported in hardware, can be extremely CPU intensive. I've noticed that none of the "faster" IBM PC Atari emulators support this capability and, therefore, makes a subset of Atari games unplayable on the PC.

Commodore's sprite system is much more sophisticated. I believe the C-64 has 8 separate sprites, each one being 24 pixels wide by 24 pixels tall, each having 3 colors.(Note: some sprite colors are shared by all sprites). Also, C-64 horizontal sprite resolution is double of the Atari sprite resolution (ie. one pixel of an Atari sprite is equal in size to two pixels of a C-64 sprite. C-64 sprites can easily be moved both horizontally and VERTICALLY. I don't believe hardware collision detection is supported. (someone please tell me if I'm in error)

WINNER: C-64

GRAPHICS (SCROLLING)

Both computers support the ability to scroll the display both vertically and horizontally via hardware support (ie. without forcing the CPU to move every dot on the screen to simulate scrolling). Apple computers don't have this ability. Ever noticed the "tearing" that occurs with games written on Apple comuters? This occurs because the CPU can't repaint the entire screen before the monitor displays a new frame (which must occur 60 times per second in North America and 50 times a second in most of Europe). Starting with the VGA standard, IBM's also have this ability, but is not always taken advantage of because third party video cards don't always implement it properly. Ah, the joys of "standardization."

Unfortunately, the C-64's hardware scrolling is limited and, when implemented, necessitates the use of a smaller display screen (with larger, much more noticeable black boards). Also, after moving the screen 8 pixels either horizontally or vertically, the screen ulimately must be repainted one pixel at a time.

One minor C-64 advantage: The C-64 can scroll at double the resolution of the Atari (ie. every two pixel C-64 scroll is equivalent to a one pixel Atari scroll).

WINNER: ATARI

GRAPHICS (TEXT)

Both the C-64 and Atari can only display 40 colums of text (Atari, with overscan, can support up to 48 columns). Atari's text is "monochromatic." It can only support "1 and a half" colors. Atari's text can only be a lighter or darker shade of the background color (ie. a dark blue background and light blue text). Commodore's text display allows for the ability to INDEPENDENTLY set the color of EACH character on the screen.

WINNER: C-64

GRAPHICS (MODES and MEMORY USAGE)

Because the Atari was created when RAM prices were outrageous, there are many display modes/resolutions geared toward minimizing RAM usage. Most of these modes are very blocky and quickly became useless when the addition of more RAM became the norm. Sometimes, though, reduced RAM usage can be an advantage when screen updating speed becomes more important than resolution. LUCASFILM'S RESCUE ON FRACTALUS (BENEATH JAGGI LINES) is one of those games that take advantage of this Atari quirk and plays much better than the C-64 version.

Atari's graphics subsystem also allowed for something that has no parallel on the C-64: DISPLAY LISTS.

A display list is a simple and ingenius way of telling the Atari how to display a vertically stacked series of graphics lines on the screen. Remember, the Atari has over a dozen different display modes, some being bitmapped (all points -or pixels- are freely addressable) and others being text based (where a single byte in RAM ultimately represents an entire character "cell" on the screen). With the DISPLAY LIST, any combination of these modes can be on the screen AT ONE TIME. These individual lines can also be set for a combination of vertical and/or horizontal fine scrolling as well as something called a DLI (Display List Interrupt) that allows the hardware to force the CPU (6502) to do something special at a specific point of the display screen. WHY? Lots of things such as: changing the base color set for such things as that weird rainbow color rotation effect that only the Atari could do, sprite multiplexing (displaying more than the maximum of 4-5 sprites), and sound hardware modification. It was INCREDIBLE! Also, the RAM locations devoted for the Atari's display isn't fixed. I remember writing a small 10 line BASIC program that could literally scroll through the entire 64K of memory. WOW! Using a combination of the above capabilities, PARALLAX SCROLLING (seen in MOONPATROL) becomes fast and easy.

In comparison to the Atari, the C-64's number of display modes appear grossly inadequate. There's just three major modes: text (40x25), medium res (160x200), and high res (320x200). Believe it or not, like the Atari, most games for the C-64 are written in 40x25 TEXT MODE with a redefinable character set. WHY? Because it's faster (and more memory efficient) to manipulate 1Kilobytes of data than it is to manipulate 8 Kilobytes of medium and high res graphics. The one saving grace of the C-64 is something that (believe it or not) the Atari doesn't have: a special half kilobyte of COLOR RAM which allows small 8x8 areas of the screen to have a limited (but important) amount of separate color control. The C-64, through RASTER INTERRUPTS, also allows for the 6502 processor to be interrupted at a certain point of the screen. Unfortunately, the C-64's RASTER INTERRUPT method isn't as flexible and takes a great deal more effort to accomplish more than one interrupt on the screen. Also, because the C-64 doesn't have a DISPLAY LIST (which allows the Atari to easily display multiple graphics modes on the screen) the C-64's only method of mixing display modes on the screen is through the use of RASTER INTERRUPTS.

Also, I mentioned above that most games use text mode with a redefined character set. The C-64's character set redefining is better. It allows for the display of a fulll 256 separately defined blocks. The Atari only allows for half (128). This problems can be circumvented on the Atari by changing the character set pointer in midscreen during a DISPLAY LIST INTERRUPT.

WINNER: ATARI (with the pie-in-the-sky wish that it had C-64 style color RAM)

CPU SPEED

Both the Atari and C-64 use the 6502 processor (C-64's version is a slightly customized version but not any faster than the generic version). the C-64's 6502 is clocked at 1.02 Megahertz. The Atari's 6502 is clocked at 1.79 megahertz.

Judging from the above specs, Atari's are about 60% faster than the C-64. However, there's a very major caveat. Unlike the C-64, Atari's display hardware steels cycles from the 6502 processor, thus degrading the apparent speed of the Atari. The amount of "cycle stealing" is dependent on resolution and number of colors the Atari must display. Believe it or not, the worst offender is 40 column text and multicolor (what most games use) modes, which reduces the Atari's effective speed to 1.2 Megahertz. Sprite implementation also also has an impact (don't know the exact amount but don't believe it's significant).

The upshot is that, under normal circumstances, the Atari's are closer to 20% faster than the C-64

WINNER: ATARI

JOYSTICKS/KEYBOARD

The keyboard "feel" is subjective. Both computer platforms have their strengths and weaknesses. Also, there were many more styles of Ataris (and keyboards) than the C-64. Atari 1200 keyboards were the best, Atari 800's were good, Atari 800XL's were so-so, and the Atari 400's membrane keyboard was just plain horrendous (but not quite as bad as IBM PC JR's chicklet keyboard). C-64 keboards had a good "feel" but seemed a bit "smaller" than a standard size keyboard.

Why am I even talking about joysticks? After all, C64's and Atari's use the same ones. The problem lies in the number of joystick ports. The older Atari's had 4 and later models had 2. C64's had only 2 with one additional problem. For some reason, keboard access on the C-64 interfered with reading the first joystick one, which effectively made a computer with ONE JOYSTICK PORT.

Now remember I said the original Ataris had 4 ports? and the later models had 2? Why the change? Apparently, ATARI felt the number of games that used ports 3 and 4 were few (MULE being the exception) and they wished to reduce costs of production. So far not a major problem. The real stupidity lies in Atari's re-use of the hardware "port", that was originally used for reading the second pair of joysticks, for bankswitching additional RAM memory that underlied the ROM based operating system. The problem is that many programs, as part of their initializing routiner, would reset all the hardware registers by writing zeros into the entire register space. Unfortunately, doing this to the new bank switching port causes the operating system to be switched out. Without the operating system the computer immediately CRASHES! STUPID ATARI!!!!!! Luckily, programs could easily be modified to prevent this crash. I've even done it myself with BERZERK and a few others. Still, it was a major headace for many Atari users who upgraded to the new Ataris

WINNER: ATARI

>I remember a long time ago (in a galaxy pretty close) we had arguments
>about the C64 and the Atari 8-bits. I wondered if anybody uses both today ?
>I do, but still think the edge is on the Atari, except for the SID chip
>perhaps. Although I like the music of the newer polish games and demos on
>the Atari a lot.
>
>Take care

729. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a537b5.24400528@news.localnet.com>
Source record: 56143
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

YOU'RE KILLING ME!!!!! I WOULD HAVE LOVED FINDING THAT ROADKILL!

>Not so long ago I was at the local rubbish tip and found a whole pile of Atari
>computers and peripherals in great condition. I would have liked to have taken
>them all but I already had a mountain of C= stuff. There's too many orphans in
>this world for one person to take under their wing. :)
>--

730. Re: Looking for input on an article...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a53922.24765109@news.localnet.com>
Source record: 56144

>>
>>The first PC game to network 2 PCs.
>>The first game that allowed two players to play via a split screen.
>>The first game to use parallax scrolling.
>>The first light gun.
>>Etc....
>
>I would say Star Raiders in 8K!
>
And what did Atari's Star Raiders do first? It didn't have parallax scrolling. Was it the first to display a StarTrek like moving starfield? Whether or not it was a "first" at anything I still think it has a place in history as one of those few games that had a major (and I MEAN MAJOR) impact on many people. Wasn't this game on the top ten sales charts for well over a year? That in itself would be miraculous nowadays.

731. Re: Windows (Was Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: look@my.sig
Message-ID: <78444cqof2@cfs2.kis.keele.ac.uk>
Source record: 56145
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In the sacred domain of comp.sys.sinclair didst William Kendrick <nbs@sonic.net>
eloquently scribe:
: * Word processing? Prefer Word over AtariWriter? Use Corel WordPerfect 8.0.
: There's also ApplixWare and StarOffice if you want to pay for software. :)

Why?
StarOffice 5 is free as well. (For personal use).
It was even on a cover CD last month.

: And Compaq (and soon others) are now officially supporting Linux, with
: desktops and servers with Linux installed (instead of Win98) and with 24/7
: phone support? :)

I think the "Others" you're thinking of are Gateway and Dell.

: Cool, no!? :)

Actually, yes.

P.S. I prefer SuSE.
:)
--

---
u5a77@teach.cs.keele.ac.uk	
Andrew Halliwell	"The day Microsoft makes something that doesn't
Finallist in:-	suck is probably the day they start making
Computer science	vacuum cleaners" - Ernst Jan Plugge

|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++ |
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!| Space for hire |
---

732. Re: Windows (Was Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: unsatisfactory@bigfoot.com
Message-ID: <36a59c3e.1588739@news.ukonline.co.uk>
Source record: 56146
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

nbs@sonic.net (William Kendrick) wrote this:

>Windows? Mac? Bah! What's WRONG with you people!?
>
>Just get Linux. RedHat 5.1 takes just minutes to install. It runs for
>weeks on end without ever needing a reboot. It actually MULTITASKS.
>If you're concerned about running software, well, we'll start with the
>8-bit-related stuff, since this IS c.s.a.8!

Er.... it's c.s.s from where I'm sitting...

Chris
--
Your Sinclair: A Celebration
http://www.bigfoot.com/~ysac
Unsatisfactory Software - "because it is"
http://www.unsatisfactory.freeserve.co.uk

733. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: Nate / DAC <natedac@southwind.net>
Message-ID: <Pine.BSI.4.02A.9901200307090.7767-100000@onyx.southwind.net>
Source record: 56147
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> From day one, C-64's were notoriously failure prone machines. For the
> first six months of production, the failure rate of C-64's out of the
> box was about 50%!!!!!!! Many, many, many, many computer magazines of

The primary failure in a C64 is the crappy power supply they were originally chipped with, no argument there.

Some had failures of other components as well, most noteably the PLA.

That said, I've never had a machine completely fail on me in the last 15 years, though I've managed to kill a few by hacking and playing witht he hardware.

> 2400 bits per second and usually significantly less. Atari's serial
> SIO port allowed for a transfer of 19,200 bits per second but usually
> ran about half that speed (9,600bps). On average, the Atari disk
> loading was about 4 times faster!

The standard loading speed on a C64 is anywhere from 2400 BPS to over 25,000 (25 thousand) BPS.

The latter is accomplished by replacing the Kernal with an updated one, which can be found at many sources.

Alternatively, you can load a fat-load routine, which is usually only a few K in length anyways.

Most software used fast-load routines that average 10000 BPS or so.

There are still speeder chips and cartridges available today, such as JiffyDOS and The Action Replay cartridge.

> manufacturer could come up with. Commodore allowed for up to two disk
> drives. Unfortunately, in order to add a second disk drive you
> literally had to cut a trace on the second drive's circuit board to
> access it as drive number 2.

The Commodore serial bus allows for up to 22 devices. The drives that Commodore made allowed for up to 4.

Older 1541's had two jumpers inside the drive which could be cut to change the device number. The default is device #8.

Alternatively, you can "softwire" a drive to temporarily alter it's device number.

Anything made after the 1541-II drive, has switches in the back that can be flipped with a ball-point pen, to alter the device number.

CMD FD and HD drives can be set to any of 8 possible numbers by hardware (FD only) or the full 22-device range in sofware (HD and FD, HD retains it's device number permanently even after shutdown).

> Commodore's file management was absolutely primitive in comparison and
> relied on typing arcane device numbers (that had to be memorized).
> Here's an example of displaying a file list from drive number one:
> (note: I apologize if I make a mistake)
>
> LOAD "$",8,1
> LIST

You made two mistakes here.

1) You don't use a ,1 when loading a directory, else it'll overwrite screen memory.

2) Any idiot already knows to get a DOS extension program to take care of this problem. Commodore even supplied one on thier 1541 Test/DEMO disk called "DOS 5.1".

You load it, SYS 52224 and the wedge is active. It stays out of the way of BASIC programs, and most smaller ML extensions are compatible as well.

With it and any other DOS extension (JiffyDOS and virtually all utility cartridges), a simple command like...

@$

...displays the disk directory immediately, without having to load it first.

> Please bear in mind that Atari's DOS is in no way perfect. I could
> easily think of a half dozen major problems (which were corrected by
> other manufacturer's DOS replacements such as SPARTADOS, ADOS, etc).
> The upshot is that, because of Commodore's horrendous DOS, alot of
> people who bought C-64's ended up throwing them in a closet, never
> seeing the light of day again.

All of the C64's DOS, Kernal, and disk speed shortcomings are taken care of as well shortly after it's release.

Commodore even saw fit to release an updated DOS in thier Commodore 128 series, which contained a much better DOS structure as well as faster serial speeds.

> excelled in the support of it's graphics/sound hardware. The C-64
> Basic HAD ABSOLUTELY NO SUPPORT FOR IT'S HARDWARE! A programmer for
> the C-64 litterally had to resort to POKE's and PEEK's and Machine
> code to achieve what the Atari could do with a few simple lines of
> BASIC code or buy a separate BASIC extender utility such as SIMON'S
> BASIC.

Or download one off your favorite BBS.

BASIC extension programs have been around for years. The first one I got toplay with was SuperBASIC, which was a type-in program in Compute's First

Book of the Commodore 64.

Sure you had to buy the book, but most anyone who needed the program could find someone who had it back then.

> C-64: (SID chip) three 16-bit voices with full control of ADSR

Three 8-bit voices.

The 16-bit facility is the frequency register. The actual output is 8-bits, while internally the waveform is 24 bits.

> once. The number of actual displayable colors is closer to just 4
> within any specific area of the screen (some reasons for this will be

The C64's limit was destroyed with the advent of FLI, IFLI, UIFLI and other extended graphics modes.

Any dusty old C64 can display these modes right outof the box. It was a matter of using the hardware more fully.

> Commodore's sprite system is much more sophisticated. I believe the
> C-64 has 8 separate sprites, each one being 24 pixels wide by 24

24 by 21.

> pixels tall, each having 3 colors.(Note: some sprite colors are
> shared by all sprites). Also, C-64 horizontal sprite resolution is

You can mix and match 3-color and single-color sprites as you please. #-color sprites have a resolution of 12x21 (where each pixel is composed of two hires pixels, to get the extended color info).

> can easily be moved both horizontally and VERTICALLY. I don't believe
> hardware collision detection is supported. (someone please tell me if
> I'm in error)

Hardware collision is fully supported for both Sprite-to-sprite and sprite-to-background-data collisions.

The VIC chip will detect either type of collision and set bits appropriately in it's collision registers. Those bits remain set until they are read.

> Unfortunately, the C-64's hardware scrolling is limited and, when
> implemented, necessitates the use of a smaller display screen (with
> larger, much more noticeable black boards). Also, after moving the
> screen 8 pixels either horizontally or vertically, the screen
> ulimately must be repainted one pixel at a time.

Unless you use FLD or VSP, tricks which cause the VIC chip to move the screen for you an unlimited distance either vertically or horizontally.

Again any dusty old C64 can do this right out of the box.

> Atari's graphics subsystem also allowed for something that has no
> parallel on the C-64: DISPLAY LISTS.

<snip descripotion of display lists>

Most of the techniques and display methods you describe here have been done to death on the C64. Displaying a text screen along with hires and multi color bitmaps, and other modes in between....

I've seen it all. In fact, I've even used one or two such display types in old programs.

Any dusty old C64 has this capability right out of the box. This includes manipulating the sound and other chips as well. Most demos use these effects.

The C128 even had a couple of split-screen modes built into it's operating system.

> In comparison to the Atari, the C-64's number of display modes
> appear grossly inadequate. There's just three major modes: text
> (40x25), medium res (160x200), and high res (320x200). Believe it or

You forget other modes such as FLI, IFLI, and UIFLI.

> the screen. Unfortunately, the C-64's RASTER INTERRUPT method isn't as
> flexible and takes a great deal more effort to accomplish more than

The rester interrupt method used on the C64 is quite flexible.

It takes two lines (5 bytes) of code to move the raster interrupt position around on screen:

```
LDA $D019 ; Clear interrupt source
LDA #somerasterline ; Set new interrupt.
STA $D012
```

The hardware will take care of resetting the interrupt to occur at the new position.

Display lists, unless handled entirely by the video hardware, are nothing unique to the Atari. If the program has toprocess the display list to keep it active, then ithas no real advantage.

> graphics modes on the screen) the C-64's only method of mixing display
> modes on the screen is through the use of RASTER INTERRUPTS.

Or one can use the tried and true method of waiting for the desired rasterline (by polling $D012) before triggering the desired effect or display mode.

Most demos use this method, as it requires less overhead than a raster IRQ.

> Atari only allows for half (128). This problems can be circumvented on
> the Atari by changing the character set pointer in midscreen during a
> DISPLAY LIST INTERRUPT.

As can the C64.

> Judging from the above specs, Atari's are about 60% faster than the
> C-64. However, there's a very major caveat. Unlike the C-64, Atari's
> display hardware steels cycles from the 6502 processor, thus degrading

As does the video chip in the C64. Disable it (by turning off the display
via a register in the VIC) and you get about a 10% increase in speed.

> one additional problem. For some reason, keboard access on the C-64
> interfered with reading the first joystick one, which effectively made
> a computer with ONE JOYSTICK PORT.

Nope, it's just a bug in the C64's stock keyboard read routine.

Any smart programmer knows how to separate keyboard accesses (point shorts
in the keyboard matrix) from joystick movements (entire rows or columns
being grounded).

Compute was one magazine that published a type-in driver program for this
very thing.

> initializing routiner, would reset all the hardware registers by
> writing zeros into the entire register space. Unfortunately, doing
> this to the new bank switching port causes the operating system to be
> switched out. Without the operating system the computer immediately
> CRASHES! STUPID ATARI!!!!!! Luckily, programs could easily be modified
> to prevent this crash. I've even done it myself with BERZERK and a few
> others. Still, it was a major headace for many Atari users who
> upgraded to the new Ataris
>
> WINNER: ATARI

Seems to me that in many of the places where you say the Atari is the
winner, the result is really the opposite or a draw.

You need to double check your facts before you compare two machines. I
don't know anything about the Atari, so I'll take your word for it that what
you state is correct.

--


```
_____________________________________________________________________
| . . | * http://www2.southwind.net/~natedac/ * |
| _ _ _|_ _ _| _ _ |-----------------------------------------|
| |/ \`_| | /_)/ |`_|/ ` | GCS d- s++:++ a-- C++ UB>++ P+ L>++ !E |
| | |(_| \_ \_ \_|(_|\__ | W++ N++ K- w--- M- V? PS PE Y+ PGP- t++ |
| at southwind dot net | 5 X+ R tv@ b+ DI(++) D+ G++ e+ h+ r- y- |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

734. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.110f7b4d6a639cbb989721@news.midwest.net>
Source record: 56148
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

I was going to avoid this - but i'm not! :)
I am a die hard Atari fan (i've used a C64 a few times, but for overall speed, usefulness, and for playing games, Atari, for me, always wins hands down) Now, if i can get past my own personal bias :) I only wanted to say: If the Vic20 and the C64 came out 3 years AFTER the Atari, and best argument is simply that the C64 was (only!) COMPARABLE to the Atari, sounds to me like the Atari had a much more sound design to it. In other words, if Atari had been around for 3 years, you'd think the 'competition' would come out w/ the 'Next Gen' machine...

On a side note, I did come real close to picking up an INFO (or Info 64) mag once, I was interested in buying an ST, and this particular issue compared the ST to the Amiga. Since the magazine was Commodore-centric, they pointed out that if you wanted to get all the capabilities with an ST that you get 'out of the box' with an Amiga, you'd have to buy all this other stuff. And what I noticed was, (and i'm hoping someone remembers this article), if you took away the $500 synthesizer from the ST side, then, for less than the price of an Amiga, you could get an ST with all of these other goodies! :)

Just my two cents! :)
--
Ron
rlaski@midwest.net

735. Re: Looking for input on an article...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F5uwIH.3xC@cix.compulink.co.uk>
Source record: 56149

In article <f4So2.3589$wm2.8513527@lwnws01.ne.mediaone.net>,
hughfalk@mediaone.net (Hugh Falk) wrote:
> The first PC game to network 2 PCs.
There was a TRS80 wargame in the late 70's that used the serial ports
to link two machines. Can't remember the name though :-(

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

736. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F5uwLK.44n@cix.compulink.co.uk>
Source record: 56150

In article <mbqmZYAKSPp2EwcO@cosine.demon.co.uk>, tmr@cosine.demon.co.uk
(Jason) wrote:
> (Half a piggin' *hour* for Elektraglide... Okay, so the game was nearly
> worth it but... =-)
Or more commonly, half an hour followed by Bzzt "Boot Error" ;-)

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

737. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F5uwLn.45A@cix.compulink.co.uk>
Source record: 56151

In article <36A513EC.E93D675B@worldnet.att.net>, cvendel@worldnet.att.net (Curt Vendel) wrote:

> but if you talking about John Harris your talking about the
> Tramiel-Atari era from July 1984-1996 and that was well after the
> earlier Atari 400/800,
Are we talking about the same John Harris? John Harris who wrote Jawbreaker a looong time before 1984. The ghosty sprites in Jawbreaker was the reason I bought an Atari 400 back in 1981.

I know and appreciate your work on Atari history but I think you're adrift here.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

738. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.110f7d037b413cf2989722@news.midwest.net>
Source record: 56152
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

```
>
> I haven't seen a desk-top computer yet that will fit into a shirt
> pocket. ;-)
>
>
No but I saw a Shirt-Pocket Computer that will fit on a desktop! :)
--
Ron
rlaski@midwest.net
```

739. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990120073552.11238.00000004@ngol06.aol.com>
Source record: 56153

In article <F5uwLn.45A@cix.compulink.co.uk>, ilaskey@cix.compulink.co.uk ("Iain Laskey") writes:

>Are we talking about the same John Harris? John Harris who wrote
>Jawbreaker a looong time before 1984. The ghosty sprites in Jawbreaker was
>the reason I bought an Atari 400 back in 1981.
>

Hmmmmmm... I need to get into my attic to find my receipt... I KNOW the Technical Ref. Notes are dated '82.(I got 'em later -for the schematics - I don't program) .. I'm positive I had my 400 first.. maybe '81? This is becoming a mission... I do know that I have 2 versions of Jawbreaker... the second released under Sierra... I think the first was just Online??? To this day, I still play this game.. the first verions (PacMan type).. my kids like the second (arcade type).... Addictive... Sneakers anyone?!
B'rgds,
Vinnie

"Can't means don't want to!"

740. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990120073553.11238.00000005@ngol06.aol.com>
Source record: 56154

Great comparison...I didn't think the C64 came out in '82... I do remember vividly comparing the 400 to the vic20 to the TI... the 800 was too much money... the 400 won my affection, hands down... lest that keyboard... (Which the minute the new B-Key 400 arrived at my dealer, I left work early to get it... (you know, all of a sudden I felt sick....;-)...) I do remember the full page ads.. back of the computer mags... was it , $695?... brand new...64k... are you sure it was '82? Thought it was later...
B'rgds,
Vinnie

"Can't means don't want to!"

741. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: arenag@my-dejanews.com
Message-ID: <784nsk$787$1@nnrp1.dejanews.com>
Source record: 56155
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36a51cfc.17558607@news.localnet.com>,
aarona@localnet.com wrote:
> manufacturer could come up with. Commodore allowed for up to two disk
> drives. Unfortunately, in order to add a second disk drive you
> literally had to cut a trace on the second drive's circuit board to
> access it as drive number 2.

You can connect up to four floppies, device numbers 8-11 (unless older
1540's and 1541's could only do 8 or 9). There are two traces on the 1541's
PCB that can be cut to address up to four drives.

> Atari's manuals were your standard bit of fluff that was thinner than
> the included catalog of products (some earlier Atari's also came with
> a reasonable BASIC programming manual but contained only passing info
> on Atari's graphics and sound hardware).

Amen to that... After about six months of owning a VIC-20, my parents, at
the suggestion of my elementary school math teacher, bought me an Atari 800XL
and a disk drive. The Atari setup lasted three days because I got frustrated
with it very quickly (I was only 9 years old at the time and knew only a
little bit about BASIC and a tiny bit of ML). The 800XL went back to the
store, and I was happy to go back to my VIC-20 even though it had much less
memory and lower- res graphics. Then my parents gave me a 64 about six months
later which probably made more sense for them financially anyway - I could
keep the 1541 drive and the horrendous 1525 printer that I had been using
with the VIC.

> sprite is equal in size to two pixels of a C-64 sprite. C-64 sprites
> can easily be moved both horizontally and VERTICALLY. I don't believe
> hardware collision detection is supported. (someone please tell me if
> I'm in error)

Hardware collision detection is supported, but there are some caveats about
it with multicolor sprites (certain bit patterns are interpreted as
"background" by the collision hardware and don't count in the collision).
Also, there is just one register that tells you if a sprite has collided with
another - it doesn't tell you WHICH sprites in particular are overlapping.
For example, the register could report that sprites 0, 1, 6, and 7 are
colliding. But is 0 colliding with 1 and 6 colliding with 7? Or is 0
colliding with 6 and 7 colliding with 1? Or ... (you get the idea).

> one additional problem. For some reason, keboard access on the C-64
> interfered with reading the first joystick one, which effectively made
> a computer with ONE JOYSTICK PORT.

I respectfully disagree. My father and I used to play "One-On-One" (Dr. J & Larry Bird) with both joysticks plugged in and no problems at all. Agreed, however, a programmer had to more careful about reading the joystick port on the 64 than on an Atari. I think both computers are about equal despite my early bad experience with Atari. I continued to read about the Atari 8-bit and ST stuff after the 800XL went back to the store and found it very interesting even though I no longer had one to play with. If my parents had given me the 800XL when I was, say 11 or 12 (by that time I was proficient with Commodore, Apple, and Radio Shaft), I probably would have kept it :-)

Greg

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

742. 2 questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: Trystan Negus <tnegus@matra.co.uk>
Message-ID: <784it6$8oq$1@guardian.matra.co.uk>
Source record: 56156

Two questions:

1) A bit of an anorak question this, but how many different 810 drive flaps were there? My original (dead) 810 had a square inch or so of metal that swivelled down and pushed the drive mechanism onto the disk. By contrast, one I've recently bought has a button released spring-loaded flap, with enough power to take my finger off. Are these the only two, or were there more?

2) Soon (once my SIO2PC PC is finally sorted out) I'll be looking for ATRs of all my old tape games, which I doubt work anymore. Although there're some old ones like Star Raiders and Lone Raider, which I've seen on the web, most of my collection is comprised of things like Zeppelin's Mission Shark, Fred, and Mercenary. Is there one big site that has squillions of Atari 8-bit games, including the last (trans-disked) tape releases? Failing that, where are the best smaller sites? Also, does anyone have a manual (emailable) for transdisk?

Thanks in advance for any help,

Trystan

743. Re: 2 questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: Trystan Negus <tnegus@matra.co.uk>
Message-ID: <784ja4$8vv$1@guardian.matra.co.uk>
Source record: 56157

There was a third question too:

3) What's the aim of the game in Joust: Do you aim for the jousting
sword/beak thing (to use the technical term) ??

Trystan Negus wrote in message <784it6$8oq$1@guardian.matra.co.uk>...
>Two questions:
>
>1) A bit of an anorak question this, but how many different 810 drive
>flaps were there? My original (dead) 810 had a square inch or so of metal
>that swivelled down and pushed the drive mechanism onto the disk. By
>contrast, one I've recently bought has a button released spring-loaded
flap,
>with enough power to take my finger off. Are these the only two, or were
>there more?
>
>2) Soon (once my SIO2PC PC is finally sorted out) I'll be looking for
>ATRs of all my old tape games, which I doubt work anymore. Although
there're
>some old ones like Star Raiders and Lone Raider, which I've seen on the
web,
>most of my collection is comprised of things like Zeppelin's Mission Shark,
>Fred, and Mercenary. Is there one big site that has squillions of Atari
>8-bit games, including the last (trans-disked) tape releases? Failing that,
>where are the best smaller sites? Also, does anyone have a manual
>(emailable) for transdisk?
>
>Thanks in advance for any help,
>
>Trystan
>
>

744. FS: New/Sealed Atari 8 Bit Software

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <IIIp2.9622$7I6.299359@tor-nn1.netcom.ca>
Source record: 56158
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

I have several copies of each of the following atari 8 bit software for sale. All items are ne, originally sealed and complete. Orders over $50 receive a 10%
discount. Prices are in US$.

The titles are grouped by publisher:

Software Published by Atari
CXL4013 Asteroids (Cartridge) $7.50
AX2020 Atari Music I (Diskette) $7.50
AX2026 Atari Music II (Diskette) $7.50
RX8064 Ballblazer (Cartridge) $7.50
CXL4020 Centipede (Cartridge) $7.50
RX8104 Crime Buster (Cartridge) $7.50
RX8088 Crossbow (Cartridge) $7.50
RX8083 David's Midnight Magic (Cartridge) $7.50
CXL4025 Defender (Cartridge) $7.50
RX8089 Desert Falcon (Cartridge) $7.50
RX8026 Dig Dug (Cartridge) $7.50
RX8039 Eastern Front 1941 (Cartridge) $7.50
RX8030 E.T. Phone Home! (Cartridge) $7.50
CX421 Family Finances (Diskette) $7.50
RX8067 Final Legacy (Cartridge) $7.50
RX8079 Food Fight (Cartridge) $7.50
RX8029 Football (Cartridge) $7.50
RX8024 Galaxian (Cartridge) $7.50
CX415 Home Filing Manager (Diskette) $7.50
RX8048 Millipede (Cartridge) $7.50
CXL4012 Missile Command (Cartridge) $7.50
RX8052 Moon Patrol (Cartridge) $7.50
CX4007 Music Composer (Cartridge) $7.50
RX8108 Necromancer (Cartridge) $7.50
RX8093 One on One Basketball (Cartridge) $7.50
RX8022 Pole Position (Cartridge) $7.50
CXL4027 Qix (Cartridge) $7.50
RX8063 Rescue on Fractalus (Cartridge) $7.50
RX8033 Robotron: 8024 (Cartridge) $7.50
CXL4008 Space Invaders (Cartridge) $7.50
CXL4011 Star Raiders (Cartridge) $7.50
RX8113 Thunderfox (Cartridge) $7.50
DX5047 Timewise (Diskette) $7.50

Software Published by Coleco
9725 Wargames (Diskette) $7.50

Software Published by Imagic
IZ4203 Atlantis (Cartridge) $7.50
IZ4200 Demon Attack (Cartridge) $7.50

Software Published by Sierravision
SRL307 Crossfire (Cartridge) $4

Software Published by Spinnaker
Aerobics (Diskette) $3
Delta Drawing (Cartridge) $3
Facemaker (Cartridge) $3
Fraction Fever (Cartridge) $3
Snooper Troops (Diskette) $3
Story Machine (Cartridge) $3

Please email offers to rsmith@planeteer.com

Thanks,

Richard.

745. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: Jason Duerstock <jasond@cdc.net>
Message-ID: <F7571E5D54298CA8.8B11581055CE86C4.DF7A1B033DEA87E2@library-proxy.airnews.net>
Source record: 56159

Tony <tony@embeddedmicro.com> wrote:

> Jason Duerstock wrote:

>> Check the supercart.c from the atari800 emulator. I hacked in the RTIME8
>> support and it should be clear enough to let you do what you need to.
>>
> Jason thanks, but where can I get the supercart.c file? is it part of a
> source package?

Yes.

You're probably better off getting the source from
http://cas3.zlin.vutbr.cz/~stehlik/a800.htm.

Jason

746. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: "R. Ebus" <qmhjb@oce.nl>
Message-ID: <36A5DE9F.4DFE@oce.nl>
Source record: 56160
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Heya All,

With much interest I've been lurking this group, and it's only until now that I actually contribute something...

Reading about the classic arguments between the Atari & C64 lovers... Man does this bring back some memories...

ER... But you all will get this a lot, I guess... Every new poster starting to ramble on the good old days, so I'll just skip that and get my own 2pence worth into this discussion.

It's just the fact that whether the C64 or Atari was better (or worse.. whatever).. The C64 users actually improved the machine by abusing those errors... Stuff like FLI and more than 8 sprites and loadsa other stuff were only possible because of an original design flaw of the machine.

No need to tell, that I've enjoyed those bugs (and sometimes still do!)...

Cya'll,
Remi
Tachyon / MEGA - Industries

"War doesn't decide who's right. War decides who's left."

747. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a58438.43990253@news.localnet.com>
Source record: 56161
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>The primary failure in a C64 is the crappy power supply they were
>originally chipped with, no argument there.

My original Atari 800XL power supply died after about a year of
purchasing the system new.
>
>Some had failures of other components as well, most noteably the PLA.
>
What's the PLA? Does it stand for Programmed Logic Array. Was it the
chip responsible for joystick/keyboard/serial access? I'm too lazy to
go into the next room to check out my C64 books.

>The standard loading speed on a C64 is anywhere from 2400 BPS to over 25,000
>(25 thousand) BPS.

I find the maximum output of 25,000 bits per second to be highly
unlikely. This would mean a reasonably large C-64 program could
theoretically be loaded in about 15 seconds...a speed comperable to
the Apple II disk drive mechanism. Regardless, whatever speed increase
was accomplished via additions that came out years after the C64's
introduction (I think just a few short months before the C-128's
introduction).

>The Commodore serial bus allows for up to 22 devices. The drives that
>Commodore made allowed for up to 4.

Wasn't aware of that.
>
>Older 1541's had two jumpers inside the drive which could be cut to change
>the device number. The default is device #8.

...and the second would be device 9. Correct?

>Anything made after the 1541-II drive, has switches in the back that can be
>flipped with a ball-point pen, to alter the device number.
>
I was aware of that...which is why I specified "older drives."

>CMD FD and HD drives can be set to any of 8 possible numbers by hardware (FD
>only) or the full 22-device range in sofware (HD and FD, HD retains it's
>device number permanently even after shutdown).

How does the HD retain the device number if it's accomplished only in
software?

FD stands for Floppy Drive? HD stands for Hard Drive? What does CMD
stand for?
>
>> Commodore's file management was absolutely primitive in comparison and
>> relied on typing arcane device numbers (that had to be memorized).
>> Here's an example of displaying a file list from drive number one:
>> (note: I apologize if I make a mistake)
>>
>> LOAD "$",8,1
>> LIST
>
>You made two mistakes here.
>
>1) You don't use a ,1 when loading a directory, else it'll overwrite screen
>memory.

I had a hunch I made a mistake. It's been awhile since I used a Commie
>
>2) Any idiot already knows to get a DOS extension program to take care of
>this problem. Commodore even supplied one on thier 1541 Test/DEMO disk
>called "DOS 5.1".
>
>You load it, SYS 52224 and the wedge is active. It stays out of the way of
>BASIC programs, and most smaller ML extensions are compatible as well.
>
>With it and any other DOS extension (JiffyDOS and virtually all utility
>cartridges), a simple command like...
>
>@$
>
>...displays the disk directory immediately, without having to load it first.

I think, with the above info, you've confirmed what I said. Commodore
DOS was absolutely arcane.

>> Please bear in mind that Atari's DOS is in no way perfect. I could
>> easily think of a half dozen major problems (which were corrected by
>> other manufacturer's DOS replacements such as SPARTADOS, ADOS, etc).
>> The upshot is that, because of Commodore's horrendous DOS, alot of
>> people who bought C-64's ended up throwing them in a closet, never
>> seeing the light of day again.
>
>All of the C64's DOS, Kernal, and disk speed shortcomings are taken care of
>as well shortly after it's release.

Not by Commodore. They did eventually come out with the 1571 drive
which, when combined with the C-128, gave a noticeable improvement in
speed over the older model. Unfortunately, the 1571 connected to a
C-64 did nothing. Regardless, even the 1571/C-128 combo was still
awfully slow compared to even Atari's not-so-fast drives.

I had forgotten to add that one trade-off for the reduced speed was
about 50% increase in storage space over Atari formatted disks. Also,

Atari filenames were limited to a pitiful 8 characters with an
extension of another 3. No computer company would have ever been
stupid enough to repeat that mistake!!! (Wink, wink! Nudge, nudge :-)
)
>
>> C-64: (SID chip) three 16-bit voices with full control of ADSR
>
>Three 8-bit voices.
>
>The 16-bit facility is the frequency register. The actual output is 8-bits,
>while internally the waveform is 24 bits.

How can the output be only 8-bits if the frequency facility was
16-bit? It doesn't make sense.
>
>> once. The number of actual displayable colors is closer to just 4
>> within any specific area of the screen (some reasons for this will be
>
>The C64's limit was destroyed with the advent of FLI, IFLI, UIFLI and other
>extended graphics modes.

FLI, IFLI, UIFLI?????? What do these mean?

>> Commodore's sprite system is much more sophisticated. I believe the
>> C-64 has 8 separate sprites, each one being 24 pixels wide by 24
>
>24 by 21.

I was certain about 24 (exactly 3 bytes) across but wasn't exactly
sure of the vertical amount.
>
>> pixels tall, each having 3 colors.(Note: some sprite colors are
>> shared by all sprites). Also, C-64 horizontal sprite resolution is
>
>You can mix and match 3-color and single-color sprites as you please.
>#-color sprites have a resolution of 12x21 (where each pixel is composed of
>two hires pixels, to get the extended color info).

Oops. made a small mistake.

>> can easily be moved both horizontally and VERTICALLY. I don't believe
>> hardware collision detection is supported. (someone please tell me if
>> I'm in error)
>
>Hardware collision is fully supported for both Sprite-to-sprite and
>sprite-to-background-data collisions.

Yeah, I thought I was a shaky ground there.

>The VIC chip will detect either type of collision and set bits appropriately
>in it's collision registers. Those bits remain set until they are read.
>
>> Unfortunately, the C-64's hardware scrolling is limited and, when

>> implemented, necessitates the use of a smaller display screen (with
>> larger, much more noticeable black boards). Also, after moving the
>> screen 8 pixels either horizontally or vertically, the screen
>> ulimately must be repainted one pixel at a time.
>
>Unless you use FLD or VSP, tricks which cause the VIC chip to move the
>screen for you an unlimited distance either vertically or horizontally.
>
What is FLD and VSP? I'd really like to know about this trickery. I
don't remember this being listed in my books! If I remember correctly,
the VIC's internal addressing scheme was 14 bit and could only access
a 16K bank of the C-64's memory at any moment (a separate hardware
register allowed one to change which 16K bank was accessed). Am I
wrong?

>> Atari's graphics subsystem also allowed for something that has no
>> parallel on the C-64: DISPLAY LISTS.
>
><snip descripotion of display lists>
>
>Most of the techniques and display methods you describe here have been done
>to death on the C64. Displaying a text screen along with hires and multi
>color bitmaps, and other modes in between....
>
>I've seen it all. In fact, I've even used one or two such display types in
>old programs.
>
>Any dusty old C64 has this capability right out of the box. This includes
>manipulating the sound and other chips as well. Most demos use these
>effects.

Yes, I'm aware of the the C-64's ability to "simulate" Atari's display
lists via software. I believe I mentioned it in the article. However,
It's much more processor intensive than Atari's method. Also, because
of the C-64's limited display modes, it isn't as important.
>
>The C128 even had a couple of split-screen modes built into it's operating
>system.

Yeah. I completely overlooked the C-128's new and improved BASIC. It
was by far the best version of BASIC ever pre-packaged with an 8-bit
computer. I tried not to discuss the specifics of the C-128/C-128D
because the number of them sold was dwarfed by the various C-64 level
incarnations.
>
>> In comparison to the Atari, the C-64's number of display modes
>> appear grossly inadequate. There's just three major modes: text
>> (40x25), medium res (160x200), and high res (320x200). Believe it or
>
>You forget other modes such as FLI, IFLI, and UIFLI.

I'VE NEVER HEARD OF FLI, IFLI, AND UIFLI!!!!! Please, please, please
tell me more (or direct me to a URL that contains the information). I
love to be surprised about the capabilities of old computers.

>> the screen. Unfortunately, the C-64's RASTER INTERRUPT method isn't as
>> flexible and takes a great deal more effort to accomplish more than
>
>The rester interrupt method used on the C64 is quite flexible.
>
>It takes two lines (5 bytes) of code to move the raster interrupt position
>around on screen:
>
>LDA $D019 ; Clear interrupt source
>LDA #somerasterline ; Set new interrupt.
>STA $D012

That's 10 wasted machine cycles that the Atari doesn't doesn't need to
throw away. This might not seem like much until one calculates 10 by
the frame rate of 60 hertz for a grand total of 600 wasted machine
cycles per second. If, for some odd reason, one wanted to cause a
raster interrupt on all 200 lines we'd be wasting 120,000 machine
cycles more than the Atari's method. That's a healthy chunk of the
C-64's (roughly) 1,020,000 total cycles per second.

>The hardware will take care of resetting the interrupt to occur at the new
>position.
>
>Display lists, unless handled entirely by the video hardware, are nothing
>unique to the Atari. If the program has toprocess the display list to keep
>it active, then ithas no real advantage.

The whole idea of a Display List is to be hardware based. The overhead
in maintaining Atari's display list is minimal to nonexistent (except
for that irritating ANTIC bug of crossing a 4K boarder via an
unnecessary Load Memory Scan (LMS). Heck I've even set up multiple
display lists to point to each other in order to create full screen
animation without ANY PROCESSOR INTERVENTION!! WOW!! I just got a full
body shiver just thinking about that one.
>
>> graphics modes on the screen) the C-64's only method of mixing display
>> modes on the screen is through the use of RASTER INTERRUPTS.
>
>Or one can use the tried and true method of waiting for the desired
>rasterline (by polling $D012) before triggering the desired effect or
>display mode.

Pulease....that would waste more processor cycles than setting up a
raster interrupt. Unless you're into politics, POLLING IS NOT AN
OPTION!!

>Most demos use this method, as it requires less overhead than a raster IRQ.
>
>> Atari only allows for half (128). This problems can be circumvented on

>> the Atari by changing the character set pointer in midscreen during a
>> DISPLAY LIST INTERRUPT.
>
>As can the C64.

Because (I believe) of the 16K limitation of the VIC II chip,
character set pointer changes are a bit limited.

>> Judging from the above specs, Atari's are about 60% faster than the
>> C-64. However, there's a very major caveat. Unlike the C-64, Atari's
>> display hardware steels cycles from the 6502 processor, thus degrading
>
>As does the video chip in the C64. Disable it (by turning off the display
>via a register in the VIC) and you get about a 10% increase in speed.

Yes, I was being a bit simplistic in my explanation. The VIC chip does
steal cycles but, compared to the Atari, the amount of cycle
"stealing" between the various display modes is pretty much the same.
Question: Does the processor run at an apparent 1.02 Megahertz before
or after the VIC II chip is turned off? Also, I believe some
telecommunications programs would turn off the VIC II chip when trying
to transfer serial data at the highest possible rate.

>> one additional problem. For some reason, keboard access on the C-64
>> interfered with reading the first joystick one, which effectively made
>> a computer with ONE JOYSTICK PORT.
>
>Nope, it's just a bug in the C64's stock keyboard read routine.
>
>Any smart programmer knows how to separate keyboard accesses (point shorts
>in the keyboard matrix) from joystick movements (entire rows or columns
>being grounded).

I've always found C-64 keyboard/Joystick access to be very confusing.
It always seemed a bit odd and a waste of processor time (compared to
Atari's and even Apple II's method of reading a single register for
the key press and a separate register for joystick reading.)

>> initializing routiner, would reset all the hardware registers by
>> writing zeros into the entire register space. Unfortunately, doing
>> this to the new bank switching port causes the operating system to be
>> switched out. Without the operating system the computer immediately
>> CRASHES! STUPID ATARI!!!!!! Luckily, programs could easily be modified
>> to prevent this crash. I've even done it myself with BERZERK and a few
>> others. Still, it was a major headace for many Atari users who
>> upgraded to the new Ataris
>>
>> WINNER: ATARI
>
>Seems to me that in many of the places where you say the Atari is the
>winner, the result is really the opposite or a draw.

Yeah, I know. It's not always easy to separate one's emotional
connection with a computer versus one's intellectual understanding.
However, I still stand by the end results. While typing the original
article I began to remember serious flaws with the Atari ST design
which seemed to be a carry over from the C-64 (after all, Shirav
Shivgi happened to design both computers). Although programmers were
able to eak out quite a bit of performance out of the Atari ST, I've
always felt that it was a has-been from day one (in comparison to the
much more sophisticated Amiga).
>
>You need to double check your facts before you compare two machines. I
>don't know anything about the Atari, so I'll take your word for it that what
>you state is correct.
>
I don't think I did that badly. I believe I have a good basic (albeit
somewhat flawed) understanding of both machines. Admittedly, my
knowledge of the Atari is somewhat greater because I've actually
programmed the thing with both BASIC and MACHINE CODE. I've done very
little of either on the C-64 (although I've spent many hours over the
years pooring through various C-64 programming documentation).

On the level of learning to program graphics hardware, I feel the
Atari is by far the better choice. For understanding how to program
sound, the Commodore 64's SID chip is far-and-away superior (even
though I considered both machine's sound hardware to be a draw). Also,
Atari's operating system is a thing of beauty whereas the C-64's
kernel has a generational, quilt-like feeling similar to, although not
quite as bad as, that of the Apple II computer.

Despite my apparent biases, you must agree that it's interesting how 3
computers (Atari, C64, Apple II) share the same "brain" and yet are
all so very different. It's a tribute to what the human mind is
capable of.
> ____
>| . . | * http://www2.southwind.net/~natedac/ * |
>| _ _ _|_ _ _| _ _ |--|
>| |/ \`_| | /_)/ |`_|/ ` | GCS d- s++:++ a-- C++ UB>++ P+ L>++ !E |
>| | |(_| _ _ _|(_|__ | W++ N++ K- w--- M- V? PS PE Y+ PGP- t++ |
>| at southwind dot net | 5 X+ R tv@ b+ DI(++) D+ G++ e+ h+ r- y- |
> ~~~~~~
>

748. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a5a8e9.53384810@news.localnet.com>
Source record: 56162

I'm having a problem pinning down the actual year and month of the
C-64's introduction. I just found issue one of Ahoy! magazine dated
January 1984 (by this time the C-64 was quite popular). Give me a
couple days. I may also be able to confirm the exact date of the Atari
800/400 introduction.

Heck. I just remembered that I once got to a web page that broke down
computer and game machine introductions by year. It was very nice.

Despite it's ideosyncracies, the Atari 400 was a capable little
computer which could be upgrade to Atari 800 like capability (unlike
the Vic 20 which was almost entirely incompatible with the C64). Oh, I
believe the Vic 20 came out in 1981. I'll also try to confirm this.

>
>Great comparison...I didn't think the C64 came out in '82... I do remember
>vividly comparing the 400 to the vic20 to the TI... the 800 was too much
>money... the 400 won my affection, hands down... lest that keyboard... (Which
>the minute the new B-Key 400 arrived at my dealer, I left work early to get
>it... (you know, all of a sudden I felt sick....;-)...) I do remember the full
>page ads.. back of the computer mags... was it , $695?... brand new...64k...
>are you sure it was '82? Thought it was later...
>B'rgds,
>Vinnie
>
>"Can't means don't want to!"

749. Re: Windows (Was Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a5ad4e.54510239@news.localnet.com>
Source record: 56163
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

A 1.8 Mhz Atari? Mine only runs a shade below 1.79Mhz. Please tell me
how to speed it up :-)
>I have to turn on my 800 or my 130XE just to get back to a sense of
>reality. 1.8MHz really will run just about everything you really
>need, as long as it's an Atari, right?
>
>
>
>Steven E. Posey
>Network Administrator
>Pardee Hospital
>Hendersonville, NC USA
>
>Atari user/programmer/gamer/fanatic since 1982.

750. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a5ae81.54816688@news.localnet.com>
Source record: 56164
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Ah, the good old days when a computer bug could be your personal pet
and saviour. Nowadays, when my virus (WIN95) gets infected by a bug,
the hard drive mysteriously gets fumigated and the computer implodes
faster than the U.S.S. Thresher!

>It's just the fact that whether the C64 or Atari was better (or worse..
>whatever).. The C64 users actually improved the machine by abusing those
>errors... Stuff like FLI and more than 8 sprites and loadsa other stuff
>were only possible because of an original design flaw of the machine.
>
>No need to tell, that I've enjoyed those bugs (and sometimes still
>do!)...
>
>
>Cya'll,
>Remi
>Tachyon / MEGA - Industries
>
>"War doesn't decide who's right. War decides who's left."

751. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a5b05d.55292647@news.localnet.com>
Source record: 56165
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> Amen to that... After about six months of owning a VIC-20, my parents, at
>the suggestion of my elementary school math teacher, bought me an Atari 800XL
>and a disk drive. The Atari setup lasted three days because I got frustrated
>with it very quickly (I was only 9 years old at the time and knew only a
>little bit about BASIC and a tiny bit of ML). The 800XL went back to the
>store, and I was happy to go back to my VIC-20 even though it had much less
>memory and lower- res graphics. Then my parents gave me a 64 about six months
>later which probably made more sense for them financially anyway - I could
>keep the 1541 drive and the horrendous 1525 printer that I had been using
>with the VIC.

Was the 1525 printer the dot matrix thing with the printout that
looked like a child's rendition of computer printing and a ribbon that
had to be replace every couple of months?

>> sprite is equal in size to two pixels of a C-64 sprite. C-64 sprites
>> can easily be moved both horizontally and VERTICALLY. I don't believe
>> hardware collision detection is supported. (someone please tell me if
>> I'm in error)
>
> Hardware collision detection is supported, but there are some caveats about
>it with multicolor sprites (certain bit patterns are interpreted as
>"background" by the collision hardware and don't count in the collision).
>Also, there is just one register that tells you if a sprite has collided with
>another - it doesn't tell you WHICH sprites in particular are overlapping.
>For example, the register could report that sprites 0, 1, 6, and 7 are
>colliding. But is 0 colliding with 1 and 6 colliding with 7? Or is 0
>colliding with 6 and 7 colliding with 1? Or ... (you get the idea).

That does sound nasty.

>> one additional problem. For some reason, keboard access on the C-64
>> interfered with reading the first joystick one, which effectively made
>> a computer with ONE JOYSTICK PORT.
>
> I respectfully disagree. My father and I used to play "One-On-One" (Dr. J &
>Larry Bird) with both joysticks plugged in and no problems at all. Agreed,
>however, a programmer had to more careful about reading the joystick port on
>the 64 than on an Atari. I think both computers are about equal despite my
>early bad experience with Atari. I continued to read about the Atari 8-bit
>and ST stuff after the 800XL went back to the store and found it very
>interesting even though I no longer had one to play with. If my parents had
>given me the 800XL when I was, say 11 or 12 (by that time I was proficient
>with Commodore, Apple, and Radio Shaft), I probably would have kept it :-)

>
>Greg
>
A close friend (he lived just 3 houses from me) liked purchasing
Commodore equipment (first the Vic 20 then the 64) and, based on what
I saw at his house, I almost purchased one in late 1984. Why did I go
for an Atari 800XL instead? When I walked into Child World with cash
in hand I found out the Atari was just marked down to $89.95; a full
$25 less than the C64. Of course, I had to wait six months before I
got a disk drive, which was almost double the price of the CPU!!!!!

>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

752. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <784v6n$f0b@chronicle.concentric.net>
Source record: 56166
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Didn't we tire of the 'my computer can beat up your computer' back in the
days of the Speccy flame war? Please, folks.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

753. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: pruss+@pitt.edu
Message-ID: <785017kie2@usenet01.srv.cis.pitt.edu>
Source record: 56167
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

David Given (dg@) wrote:
: >David Given wrote:
: >> Just as an aside, the probability of the weight being an integer number of
: >> pounds (when *are* you going to go metric?) is exactly zero.
: >>
: >> This doesn't, however, mean it can't happen. Consider a random number
: >> between 0 and 1. What's the probability of you picking that particular
: >> number? 0. But you picked it anyway.
: >
: >Ah, but zero probability means that it can't happen. And there's no
: >contradiction there, because David's example involves picking a number
: >with infinite precision. The probability of picking any number with
: >infinite precision is 0, which proves the central point that you can't
: >have infinite precision. Just try it- write down a number with infinite
: >precision, and I'll ask you what the next digit is.

: There's a notation for doing just that; I can't do it in ASCII but it's
: putting a double-dot above the last digit of a number. So 2.0-double-dot
: means 2.000000... to infinite precision.

Yes, but you're not choosing a number "at random". The set of numbers
that can be written down in this kind of notation is a small subset of
the real numbers. In fact, the set of numbers that can be written down
is a finite set, because one only has a finite amount of time during which
one can write down the number (one's time on earth is limited; one's
personal end is near), so that only numbers that can be expressed as
having a certain length can be written down--and there are only finitely
many of those. But the probability of picking one number from a finite
set will presumably be non-zero.

Of course, if the universe were to go on forever, and if the basic laws
of nature were indeterministic, one could build a machine that chooses
something that has probability zero: the machine simply chooses a random
digit each second. The number as a whole would then be random.

Alex

--
Alexander R. Pruss || e-mail: pruss+@pitt.edu
Graduate Student || home page: http://www.pitt.edu/~pruss
Department of Philosophy || alternate e-mail address: pruss@member.ams.org
University of Pittsburgh || Erdos number: 4
Pittsburgh, PA 15260 ||
U.S.A. ||

"Philosophiam discimus non ut tantum sciamus, sed ut boni efficiamur."
- Paul of Worczyn (1424)

754. Atari Sites

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a5b36c.56075742@news.localnet.com>
Source record: 56168

>2) Soon (once my SIO2PC PC is finally sorted out) I'll be looking for
>ATRs of all my old tape games, which I doubt work anymore. Although there're
>some old ones like Star Raiders and Lone Raider, which I've seen on the web,
>most of my collection is comprised of things like Zeppelin's Mission Shark,
>Fred, and Mercenary. Is there one big site that has squillions of Atari
>8-bit games, including the last (trans-disked) tape releases? Failing that,
>where are the best smaller sites? Also, does anyone have a manual
>(emailable) for transdisk?

The following Atari specific URLs are from my personal bookmarks. You
should be able to find everything you need (or don't need). Not all of
these sites contain downloads. Some are essentially only museums.
>
ftp://pmftp.cs.vu.nl/pub/atari8bit/
http://home.columbus.rr.com/ksiders/atari.htm
http://www.spy.net/~white/vidgames/atari/atari.htm
http://www.sonic.net/~nbs/xlsearch/
http://www.fujiman.com/
http://www.best.com/~jearney/
http://homepages.ihug.co.nz/~aaronat/atari3.html
http://www.ultranet.com/~asmolar/atari8/
http://www.infinet.com/~ngsippel/cv.html
http://www.digitpress.com/
http://www.atari-history.com/
http://www.atari.nu/
http://www.atarihq.com/5200/5200faq/index.html
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/The.Hardware/computers/800.html
http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit%3ayogis_site/ATR/
http://www.tu-chemnitz.de/~sgl/atari/
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html
http://atarihq.com/danb/
http://www.pcc.net/dzone/atari8.htm
http://wwwrzstud.rz.uni-karlsruhe.de/~un55/8bit.html
http://www.dbyte.com/wysk/
http://www.farago.com/atari/files/
http://www.farago.com/atari/

755. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: usenet@iwantnospam.doomdark.demon.nl
Message-ID: <7850htbbp1@news2.xs4all.nl>
Source record: 56169
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
wrote:

>Didn't we tire of the 'my computer can beat up your computer' back in the
>days of the Speccy flame war? Please, folks.

Rather that then 'my Linux is better then your Windows'. I kinda miss
the days when there were 2001 different computers. Now it's all PC
with an ocasional Apple thrown in.

Etienne!

-- Homepage --> http://www.doomdark.demon.nl/
-- MOO --> NowMOO | http://www.dds.nl/~nowmoo/
-- IRC --> irc.NL.net | Chaos_One | #AmigaNL
-- ICQ --> UIN 2559832 (Authorize)

756. Confirmed Y2K problems with Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a5b69a.56890739@news.localnet.com>
Source record: 56170

Y2K problems on the Atari? It's loaded with them. Here's a list:

1) Berzerk. When the date reaches 2000 the Robots turn to chickens and run out the exits in mass hysteria. This causes the stick figure with the laser gun to commit suicide and smokes any joystick connected to port 2.

2) Pacman. When the date reaches 2000 a second completely different maze shows up. Unfortunately, none of the dots can be eaten and the game becomes pointless.

3) When the year 2000 rolls around Jack Tramiel will suddenly go on the Larry King show to admit his mistakes of not properly upgrading the Atari 8-bit line to run Win95 via a half mile tall stack of 5 1/4" floppies and that damn PaperClip dongle in the joystick port.

4) When the year 2000 rolls around all the Antic chips in every Atari ever made suddenly metamorphoses into the Amiga's Gary chip and forever displays a GURU MEDITATION ERROR! on the screen.

>Hi folks
>
> Has anyone checked out their Atari 8-bit software for Year 2000 problems?
>I'm putting together an article on this subject but obviously I don't have
>access to every application. I've already come across quite a few that ask
>for two digit date inputs and don't cope too well past 12/99. Any known
>problems, please let me know.
>
>On a similar subject, has anyone got one of those plug-in clock cartridge
>things for the 8-bit (can't even remember what they are called). And does it
>cope past Y2K?
>
>Regards
>
>PJR
>
>

757. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990120121548.22153.00000070@ng94.aol.com>
Source record: 56171

>
>>Didn't we tire of the 'my computer can beat up your computer' back in the
>>days of the Speccy flame war? Please, folks.
>

I though so.. guess we're all gettin cranky!!!

>Rather that then 'my Linux is better then your Windows'. I kinda miss
>the days when there were 2001 different computers. Now it's all PC
>with an ocasional Apple thrown in.
>

Now... THAT is the real problem... I have to support Microsoft - PC's- because,
and only because, that's all there really is-- for me- who buys packaged..
(cannot program!)

B'rgds,
Vinnie

"Can't means don't want to!"

758. Re: Confirmed Y2K problems with Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <36A61BDE.9680C7C4@erols.com>
Source record: 56172

Aaron wrote:
>
> Y2K problems on the Atari? It's loaded with them. Here's a list:
>
> 1) Berzerk. When the date reaches 2000 the Robots turn to chickens and
> run out the exits in mass hysteria. This causes the stick figure with
> the laser gun to commit suicide and smokes any joystick connected to
> port 2.
>
> 2) Pacman. When the date reaches 2000 a second completely different
> maze shows up. Unfortunately, none of the dots can be eaten and the
> game becomes pointless.
>
> 3) When the year 2000 rolls around Jack Tramiel will suddenly go on
> the Larry King show to admit his mistakes of not properly upgrading
> the Atari 8-bit line to run Win95 via a half mile tall stack of 5 1/4"
> floppies and that damn PaperClip dongle in the joystick port.
>
> 4) When the year 2000 rolls around all the Antic chips in every Atari
> ever made suddenly metamorphoses into the Amiga's Gary chip and
> forever displays a GURU MEDITATION ERROR! on the screen.
>
I LOVE IT!

759. Missing disks

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: Eric Sejr Jensen <esjensen@interlog.com>
Message-ID: <7858lh$28m$1@news.interlog.com>
Source record: 56173

Hi,
I recently found this newsgroup and it has inspired me to put my old 800XL system back together. I've got everything going, but unfortunately, most of my floppy disks were chucked out years ago. I simply had too many. :-(

Oh the things I lost - SpartaDOS 3.2D(I found a backup with most of the files), SpartaDOS Toolkit, SpartaDOS Backup (which I believe I used ONCE), BASIC XL Toolkit, BASIC XE Extentsion Disk (fortunately I found the BASICXE.OSS file), MAC/65 Toolkit, Atari DOS 2.0s, Atari DOS 2.5, Atari DOS 3 (well no great loss there), LightSpeed C, Ultima 3, Ultima 4, Autoduel (I love that little screwdriver set it came with), and all my BlackBox utils (I got them back from the CSS BBS). Oh the pain, to read the manuals, and have all the memories flood back. Luckily I still have my SpartaDOS X cart, and R-Time 8 Cart (disk is lost though) so I'm not completely lost. For some odd reason, I also managed to keep a copy of DOS/XL.

I'd like to get back to programming this old baby. My favorite was LightSpeed C. I still have my manual, but the disks are, apparently, landfill. Does anybody still have a copy of it? I think I found a copy of Disk 1 and Disk 2, but I need disk 3 and 4. I believe they had the runtime modules (of course) and the SpartaDOS files.

Does anybody know where I can get these files?

Thanks

Eric Jensen
esjensen@interlog.com

760. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: Kenneth Rempfer <kennyr@hsicommunity.com>
Message-ID: <WGpp2.9631$yt4.64148@typhoon-sf.pbi.net>
Source record: 56174
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Actually, the copyright on the inside cover of De Re Atari is 1982,
which may outdate the 400/800 release in 1979, but predate all of
the xl/xe machines and predates the c64 machine. The whole scene
before 1983 was different on many levels. I credit the c64 with
opening up the 8-bit pc market by driving prices down. There were
some premium games avail for 8bit atari before 83, but with the c64
came lower prices and was followed by a software boom for both
platforms. Lets face it, more users (due to lower machine prices)
attracted more programmers.

One last note: The copyright in my copy of VisiCalc for Atari 800
is 1981.

>Well and good, but isn't it still the case that De Re Atari post-dates the
>release of the machine significantly? The Commodore Programmer's
>Reference Guide doesn't, that much I know for absolute certain.

761. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <785dupmuk1@alexander.INS.CWRU.Edu>
Source record: 56175

(Vinnie 'cannot program'.)
To quote Vinnie 'can't means don't want to'.)
Russ

762. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <785f2h$rn7$1@kc.trail.com>
Source record: 56176
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hola Vidar,

You're opening up a can of worms here :)

In article <01be4326$0a91d420$5b364382@vidar>,
Vidar \"Hawk\" Olavesen <olavese@online.no> wrote:
>> > I do think the Atari has a little more speed to boost. I coded some
>demos on
>> > the Atari and still haven't seen any on the C64 which uses the machine.
>My
>> > friend is totally awestruck by the C64 sound, but the colours on the
>Atari
>> > is a big plus.

re: colors. Remember that while the Atari has a large palette, the screen
colors are fetched from registers. Compare with the 64, which has
a smaller palette, but fetches colors from RAM. Thus while the
Atari has more colors, the 64 is in general more colorful.

>like to see. I do like the C64 more now than I did then, but I still keep
>the edge on the Atari.

I do think it's worth mentioning that there are programs other than
demos, and these programs are really what sell a computer -- to wit,
games and application software. I would claim that color RAM, sprites,
custom characters, and good sound are very valuable to the former,
and that simple things such as hardware timers are very valuable
to the latter.

Toss in a full 64K of RAM and decent hardware expansion ports and
you've got a winner; stick a decent price tag on it, and suddenly
it's pretty easy to see why the 64 was so dominant. While I like
the Atari, I of course give more than an edge to the 64.

-Steve

763. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990120160158.05423.00000144@ng-fu1.aol.com>
Source record: 56177

```
>
>
>(Vinnie 'cannot program'.)
>To quote Vinnie 'can't means don't want to'.)
>Russ
>

YES... THAT'S RIGHT!!!!!!!!!!!!
B'rgds,
Vinnie

"Can't means don't want to!"
```

764. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <pwcVzVASekp2EwuO@cosine.demon.co.uk>
Source record: 56178
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron:
> I find the maximum output of 25,000 bits per second to be highly
> unlikely. This would mean a reasonably large C-64 program could
> theoretically be loaded in about 15 seconds...a speed comperable to
> the Apple II disk drive mechanism.

202 blocks loaded in six seconds, including the drive's getting the head ready, under an Action Replay 6 or the external strip a hacker did of it's fastloader. The AR claims 25X stock speed and JiffyDOS and DolphinDOS are both faster.

> Regardless, whatever speed increase was accomplished via additions
> that came out years after the C64's introduction (I think just a few
> short months before the C-128's introduction).

Software fastloads were around in 1983 that could manage about 10X to 15X standard speed. The bad memories most people have of long loads are due to programmer negligence in not using a speeder.

Nate:
> Older 1541's had two jumpers inside the drive which could be cut to
> change the device number. The default is device #8.

Aaron:
> ...and the second would be device 9. Correct?

Yup, and the third and fourth were 10 and 11. Tape was 1 and the printer normally 4.

> FD stands for Floppy Drive? HD stands for Hard Drive? What does CMD
> stand for?

Yes, yes and because someone stole their seats. Err, no CMD is Creative Micro Designs, who still sell C= equipment and software. They manufacture C64 hard drives and 3.5" floppy drives, as well as doing a load of other products.

> I think, with the above info, you've confirmed what I said. Commodore
> DOS was absolutely arcane.

Depends on your idea of arcane, if you don't know what "dir" means you're not going anywhere fast and if you don't know, for example, that the Amstrad CPC uses "cat" instead... I'm used to hitting F3 for a directory, or typing LOAD"$",8 if I haven't got an Action Replay (a *rare* occurrence).

Aaron:
> Please bear in mind that Atari's DOS is in no way perfect. I could
> easily think of a half dozen major problems (which were corrected by
> other manufacturer's DOS replacements such as SPARTADOS, ADOS, etc).
^^^^^ ^^^^^^^^^^^^^^

Nate:
> All of the C64's DOS, Kernal, and disk speed shortcomings are taken
> care of as well shortly after it's release.

Aaron:
> Not by Commodore.

Best read what you said above, Aaron.

Nate:
> The C64's limit was destroyed with the advent of FLI, IFLI, UIFLI and
> other extended graphics modes.

Aaron:
> FLI, IFLI, UIFLI?????? What do these mean?

All three are generated using bugs in the vertical smooth-scroll
register $D011 and increase the colour resolution and, apart from FLI,
the screen resolution above the standard hardware specs. None are
documented features of the chip.

Nate:
> Unless you use FLD or VSP, tricks which cause the VIC chip to move the
> screen for you an unlimited distance either vertically or
> horizontally.

Aaron:
> What is FLD and VSP?

Flexible Line Distancing and Variable Screen Positioning. The former
can push an entire 10,000 byte bitmap downwards by 1 to 200 pixels, the
latter can move the screen horizontally by up to 320 pixels. Both are
more bugs with $D011 and undocumented.

Nate made a slight slip with his description, the trick to move an
unlimited distance horizontally is a variant of VSP called LineCrunching
(sometimes called a "wanker" routine by the European coders, for reasons
I've not managed to get out of 'em yet... =-) but is again a $D011 bug
and again undocumented.

> I'd really like to know about this trickery. I don't remember this
> being listed in my books!

They won't be, along with upper and lower borders, sideborders, Half
FLI, AHires and a load of other stuff. The C64 coders invented all
these modes using what Commodore supplied and making do what it
shouldn't. And, as someone who has done most of the above, they're a
bugger to do an' all, and that's half the fun of it. =-)

> If I remember correctly, the VIC's internal addressing scheme was 14
> bit and could only access a 16K bank of the C-64's memory at any
> moment (a separate hardware register allowed one to change which 16K
> bank was accessed). Am I wrong?

No, that's right. But you could change that bank on every rasterline.
With FLIP (a variant on FLI) it's possible to split where the C64 is
getting it's character and screen data from on every rasterline from
almost anywhere in the memory.

> Yes, I'm aware of the the C-64's ability to "simulate" Atari's display
> lists via software. I believe I mentioned it in the article. However,
> It's much more processor intensive than Atari's method. Also, because
> of the C-64's limited display modes, it isn't as important.

Nope, we all live in raster interrupts, believe me. The extended modes
Nate listed all rely on them, as do the border tricks and a load of
other stuff. 'Sides which, how else do you get away with loading at the
same time as running an effect...? =-)

Nate:
> It takes two lines (5 bytes) of code to move the raster interrupt
> position around on screen:

> LDA $D019 ; Clear interrupt source
> LDA #somerasterline ; Set new interrupt.
> STA $D012

Aaron:
> If, for some odd reason, one wanted to cause a raster interrupt on all
> 200 lines we'd be wasting 120,000 machine cycles more than the Atari's
> method. That's a healthy chunk of the C-64's (roughly) 1,020,000 total
> cycles per second.

You don't do it that way, you just wait for the raster to kick in at the
top and lock the interrupt into a loop until you're done. Take the
ESCOS routines for example.

ESCOS is the 1001 Crew's Expanded Screen COnstruction System, it uses 56
horizontally and vertically expanded sprites to fill the entire screen,
including all four borders. Sideborders on the C64 is a *very*
processor intensive job (and a git to time as well) and every rasterline
that you want open has to perform some trickery to use a bug in $D016
(horizontal smooth-scroll and, surprise surprise, not documented) and
ESCOS runs for just under 300 lines.

Of course, at 300 lines, it's a PAL routine, BTW... =-)

Nate:
> Or one can use the tried and true method of waiting for the desired
> rasterline (by polling $D012) before triggering the desired effect or
> display mode.

Aaron:
> Pulease....that would waste more processor cycles than setting up a

> raster interrupt. Unless you're into politics, POLLING IS NOT AN
> OPTION!!

It can and *has* been done and it's more efficient than you seem to
think. I actually tend towards doing the equivilent on a raster,
trigger the first position and wait for various others down the frame.
Means my runtime code is normally a JMP back to itself...

> Because (I believe) of the 16K limitation of the VIC II chip,
> character set pointer changes are a bit limited.

There is room for seven character sets in bank 1 and bank 3 (allowing
for a screen in there too, of course) and you would only need five to
fill an entire screen with different character definitions. Not a
problem.

> Yes, I was being a bit simplistic in my explanation. The VIC chip does
> steal cycles but, compared to the Atari, the amount of cycle
> "stealing" between the various display modes is pretty much the same.

The extended modes that Nate has mentioned produce much higher VIC-II
overheads, FLI and it's variants force the VIC-II to produce more "bad"
lines, so instead of one in every eight rasterlines stealing some CPU
time, they all do it.
--
Jason =-)

_____
TMR / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
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765. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <785qnm$t4j$1@kc.trail.com>
Source record: 56179
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Hola Ronald,

In article <MPG.110f7b4d6a639cbb989721@news.midwest.net>,
Ronald A. Laski, Jr. <rlaski@midwest.net> wrote:
>I am a die hard Atari fan (i've used a C64 a few times, but for overall

A few times?

>speed, usefulness, and for playing games, Atari, for me, always wins
>hands down) Now, if i can get past my own personal bias :) I only wanted
>to say: If the Vic20 and the C64 came out 3 years AFTER the Atari, and
>best argument is simply that the C64 was (only!) COMPARABLE to the Atari,

I believe you are perhaps missing the bigger picture here: it is the
Atari people that are saying that the 64 is comparable to the Atari.
This quite a step up from the "Atari, designed by deities and known
only to a chosen few, was overwhelmingly superior to the 64 which only
sold well due to cheapness and C= 'dirty tricks'" argument of a year ago.

In fact, it seems to me that if _Atari_ people think it is comparable,
then it must indeed be quite markedly superior!

-Steve :)

766. Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <785red$t8f$1@kc.trail.com>
Source record: 56180
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <mbqmZYAKSPp2EwcO@cosine.demon.co.uk>,
Jason <tmr@cosine.demon.co.uk> wrote:
>Stephen C. Johnson:
>
>> I love both machines now, and love talking about them. Still not
>> crazy about those Apple IIs, though..... ;)
>
>I've never had a play with an Apple II, but from the info I've seen they
>don't really seem to be all that much... I was fond of the Atari and if

Well, spec sheets can be quite deceptive. The Apple II had something
which neither the Atari nor 64 had: slots. Not only could you add
all kind of graphics and sound cards, I recall things like 286 boards
and IBM emulators, when I was in high school! Add in a decent BASIC,
a built-in monitor, and a whole lot of software, and it's an OK
machine.

It also had one other thing Atari and 64 never had: support!
The downside of this is that Apple 8-bit people got so dependent
on Apple that they have forgotten how to "fend for themselves"
(at least, this is my impression) -- now that Apple is no longer
supporting them, the 8-bit people seem in trouble.

-S

767. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <785s3ptcg1@kc.trail.com>
Source record: 56181
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36A4AA58.7554756E@worldnet.att.net>,
Curt Vendel <cvendel@worldnet.att.net> wrote:
>Jason,
>
> Thats totally incorrect. From day one, Atari released the entire
>source code to the OS for the 400/800, they were instrumental in the

Hmmmm, seems to me that an argument of a year ago was that the Atari
had such a great OS that you never had to modify it or know how it
worked.

Besides, disassembling code is pretty easy. When did Atari release
detailed hardware descriptions, though? That is, the graphics hardware
specs, how to access the graphics -- descriptions of each bit of
every hardware register byte? Did Atari _ever_ release this info?

-Steve

768. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <785tc5tin1@kc.trail.com>
Source record: 56182
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Hola Thorsten,

In article <JATICHANUP@cabal.shnet.org>,
Thorsten Guenther <guenther@cabal.shnet.org> wrote:
>
>The Ataris' processor speed was 1.79 MHz, and the 6502C was "C"o-opera-
>ting with the ANTIC graphics processor (that was able to halt the CPU).

To be fair, it is worth pointing out just how often ANTIC halts the
CPU. A PAL 64 loses 1000 cycles every frame, giving 18656 free cycles
per frame. By contrast, a plain jane gr0 screen loses 11288 cycles
per frame, giving 24180 free cycles/frame -- a speed difference of
about 1.29 times. Thus while the Atari is noticably faster, it's not
1.8x faster. (Hires graphics do better than 1.29x, too).

Obviously, if a program can take advantage of hardware features
(e.g. sprites) it will gain a significant speed boost.

>Additionally, the Atari had many video modes requiring 4K or less, the

Honestly now, how many (non-demo) progams ever use those modes?

The 64 needs 1k for a character graphics screen, and that's it.
(Color RAM is separate from system RAM, and may be switched out, hence
I see no reason to include it).

>C=64 apparently lacked such modes. I have only been told by (former)
>C=64 users that "Rescue on Fractalus"' speed sucked - and I guess the
>above clarifies why.

Rescue is indeed somewhat lousy on the 64, but that is a tribute to
the programmers, not the machine. All things being equal the
Atari would undoubtably be faster, but there is some rather lame
coding in the 64 version.

Put it this way: I bet my 64 3D programs are faster than a lot of
Atari 3D programs. But that doesn't mean the 64 is faster.

>Yup, bot OTOH the POKEY had also some nice features. Apparently it was
>harder to program than the SID, but e.g. Rob Hubbard's "Warhawk" sound
>track sounds better on POKEY than on SID.

SID is really rather sophisticated -- each voice can have four waveforms,
an ASDR envelope, filters, different pulse widths, and so on.

>The sprites _were_ far better than the Player/Missile concept. I guess

Indeed.

-Steve

769. OS Listings

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <epvp2.489$Ot4.2873@newsfeed.slurp.net>
Source record: 56183

I'm still looking for these, either on the Web at somebody's home page (preferrably) or in hardcopy. I will be happy to pay shipping and a modest amount of money to the person selling this (as I am HARDLY rich). Unfortunately, the people whom I have been contacted by have not got back with me about their copy/edition of the Atari OS Source listing, so I am posting this message once again to the group...

Thanks in advance!

770. Re: Missing disks

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-2001992010060001@refdesk.library.carleton.edu>
Source record: 56184

In article <7858lh$28m$1@news.interlog.com>, "Eric Sejr Jensen"
<esjensen@interlog.com> wrote:

>I'd like to get back to programming this old baby. My favorite was
>LightSpeed C. I still have my manual, but the disks are, apparently,
>landfill. Does anybody still have a copy of it?

As a last resort, LightSpeed C is still available for purchase from
http://www.myatari.com - B&C ComputerVisions.

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

771. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: Nate / DAC <natedac@southwind.net>
Message-ID: <Pine.BSI.4.02A.9901201911500.29054-100000@onyx.southwind.net>
Source record: 56185
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> What's the PLA? Does it stand for Programmed Logic Array. Was it the
> chip responsible for joystick/keyboard/serial access? I'm too lazy to

The PLA is responsible for I/O device address decoding primarily. In other words, it's what gives the CPU access to the SID, VIC, CIA's, and whatever is attached to the expansion port.

It also controls things like ROM mapping on the expansion port.

If that chip goes, the computer will be paralysed. It's functionally equivalent to a person being rendered quadrapalegic (sp?) - he can think and see and hear, but he can't move, and in some cases, he can't even talk :(

> >The standard loading speed on a C64 is anywhere from 2400 BPS to over 25,000
> >(25 thousand) BPS.
>
> I find the maximum output of 25,000 bits per second to be highly
> unlikely. This would mean a reasonably large C-64 program could
> theoretically be loaded in about 15 seconds...a speed comperable to

The best fastloaders (which are entirely software based) can load a 50KB program in about 9-10 seconds.

This equates to around 5 KB/sec, which is about 40,000 bits/sec - far faster than the average speed :-)

> the Apple II disk drive mechanism. Regardless, whatever speed increase
> was accomplished via additions that came out years after the C64's
> introduction (I think just a few short months before the C-128's
> introduction).

Only because theprogrammers took that long to come up with fast routines. As I said, any dusty old C64 built in early 1982 can do these kinds of speeds, using a plain old 1541 drive and absolutely no hardware hacking (you either plug in a cartridge or load your fastloader from disk).

In comparison, the C64's tape has been sped up to around 10x it's original 300 bps speed - about that of a stock 1541. The average game under such a fastloader would take 3-4 minutes to load, versus 30+ minutes when loading without a fastloader.

> ...and the second would be device 9. Correct?

Correct, hence LOAD"filename",9

Following that were 10 and 11, and so on up to device #30. I recommend avoiding device #30, since the CMD HD uses that device # temporarily when it

is in Install or Configuration mode.

> I was aware of that...which is why I specified "older drives."

My fault - I didn't notice the "older drives" qualifier.

> How does the HD retain the device number if it's accomplished only in
> software?

It stores it on the HD mechanism along with the rest of it's DOS.

The CMD HD's DOS can be permanently upgraded by simply running a program, and the device number is saved into that area as well as other things such as the default partition to open on powerup.

> FD stands for Floppy Drive? HD stands for Hard Drive? What does CMD
> stand for?

CMD = Creative Micro Designs

The FD, for what it's worth, is a 1.6MB high-density 3.5" floppy drive - takes standard HD 3.5" disks and formats them for use on a C64. It can also read, write, and format 720KB or 1.44MB PC disks using software lik Big Blue Reader or Little Red Reader.

> I think, with the above info, you've confirmed what I said. Commodore
> DOS was absolutely arcane.

Oh yeah, the actual DOS is pretty wierd if you're not familiar with it, but after you learn it, it is quite straightforward.

```
OPEN 1,8,15 <--- open a channel to the disk drive command interpreter
PRINT #1,"some command"
CLOSE 1
```

Or with a standard DOS extantion, simply type @some command without the OPEN/PRINT/CLOSE fluff.

It's not so much that the DOS itself is arcane, but rather the way in which you access it.

Command N means "new disk". S means Scratch (delete). C means copy (a file), V means validate (rebuild Block Availability Map).

The digit "0" and a colon usually follow the command letter, mostly out of force of habit from using the older dual-drive systems. It also avoids potential bugs that exist in the old 1541 DOS.

Following the colon will be one or more filenames (for scratching/deleting), or a disk name and two-character ID code (for New disk (format)).

> Not by Commodore. They did eventually come out with the 1571 drive
> which, when combined with the C-128, gave a noticeable improvement in
> speed over the older model. Unfortunately, the 1571 connected to a

As I said, Commodore themselves released the DOS extension, DOS 5.1, with the 1541 drive.

It came on the Test/Demo disk that was shipped with every new drive Commodore made, even the 1571 and 1581's.

The fac that they Didn't just burn it into a ROM does puzzle me, though.

> C-64 did nothing. Regardless, even the 1571/C-128 combo was still
> awfully slow compared to even Atari's not-so-fast drives.

Well the 1571 does nothing for the C128 itself anyways - The C128's fast serial works with 1571, 1581, and CMD devices

When combined and used properly, the C128 is capable of fairly fast speeds.

Desterm 2.00, for example, can be booted from a 1571 disk in about 20 seconds - that program is pretty large, and has many moduls that it has to load.

The trick is knowing how to save the file to the disk properly - By using correct sector interleaving, you can increase the speed. This isn't a hardware hack, and programs saved with modified interleaves are perfectly fine under standard C64 DOS.

> extension of another 3. No computer company would have ever been
> stupid enough to repeat that mistake!!! (Wink, wink! Nudge, nudge :-)

hehe

> How can the output be only 8-bits if the frequency facility was
> 16-bit? It doesn't make sense.

I use the term "resolution" and "sample rate" in the same way with analog as I do with a digital waveform such as a *.WAV file.

Resolution refers to the height of the waveform, and in particular the number of steps from 0 (or minimum voltage) to maximum.

Sample Rate refers to the number of times per second that the output is calculated and updated. In he case of the SID chip, thatis 1 Mhz - a bit over 1 million updates per second.

I suspect the "Pokey" chip has a similar effective sample rate.

And now that I think about it, I made an error - the full 24-bit resolution of each voice makes it to the output of the SID.

The 8-bit resolution was just an oversight - I was thinking of the Waveform and Envelope output registers for voice 3 - those allow a program to read the upper 8-bits of these twqwo functions on voice 3. Normally this is used for FM effects (like vibrato or ring modulation) and random numbers (by using the noise waveform).

In addition, each voice may be used to generate up to a 4 KHz sample rate 8-bit digital waveform. You can combine two voices to extend the sample rate to about 64 Khz. I don't know offhand what three voices can do when

ganged together.

Higher samaple rates on single voices are possible but the SID will lose resolution - effectively 1 bit for every 2x increase in rate (so 8 Khz yields about 7-bits, 16 Khz would be about 6-bits, and so on).

Combining voices together properly can alleviate much of this problem.

> FLI, IFLI, UIFLI?????? What do these mean?

FLI means FLexible Line Interpretation. In a nutshell, it provides a 160x200 screen with 16 colors. Color Data is interpreted in three ways. One is the background color, which is usually common to the entire screen. The second is standard color memory, which forms a 40x25 matrix of color cells, each specifying one color. Third is the 40x200 matrix of color cells, each cell of which may specify two more colors.

IFLI is the Interlaced version of the above. Put simply, two standard FLI screens, interlaced, with alternating fields offset by 1 pixel in the horizontal. The effect is 320x200 with 136 colors (of which about 55 are flicker-free). In some applications, the 40x25 color cell map as specified above can also be interlaced, while in others, both fields get thier 40x25 color map data from the same area of memory.

UIFLI is basically IFLI with two full-screen layers of X-expanded sprites. That is, each 160x200 field has a 160x200 layer of sprite data along with it, data which I believe can have 1 color per 48x2 area (really 24x2 but the hardware has doubled the widths of the sprites). There are two such 160x200 fields (and thus two 160x200 sprite layers) which are interlaced in the same way as the standard IFLI mode.

On accellerated machines, it is also possible to change the background color on every raster line, and change the sprite colors as well, giving the sprite maps a 48x1 color resoultion, and the background a 320x1 resolution.

There are other formats as well, such as MCMLace, Drazlace, HiFLI, and so on, which are variations on the above modes, using various types of standard displays. Some are interlaced, others are not.

> I was certain about 24 (exactly 3 bytes) across but wasn't exactly
> sure of the vertical amount.

The 24x21 matrix yields 63 bytes, and the actual sprite mapping calls for 64-byte wide segments. The 64th byte is useful for storing the sprite's color and a few flags such as X expand and Y expand, and perhaps whether or not the sprite should be considered when checking for sprite-to-background-data and sprite-to-sprite collisions.

> >Unless you use FLD or VSP, tricks which cause the VIC chip to move the
> >screen for you an unlimited distance either vertically or horizontally.
> >
> What is FLD and VSP? I'd really like to know about this trickery. I

These are more new tricks invented by programmers.

FLD means Flexible Line Displacement, and allows one to use the VIC to scroll an entire bitmapped display (even FLI/IFLI modes can be done) using only a minimal amount of processor overhead.

VSP is Variable Screen Positioning, and can move up and down (a raster at a time), or sideways (by a whole byte). Combined with the standard scrolling registers, one can scroll an entire display using very little processor time.

Smart coders (of which I am not :-) can do all kinds of calculations and such during FLD and VSP time, as they tend to tie up theprocessor in a wait loop. No prob, just do some calculations, and time them out properly with a few NOP commands or whatevr if needed, so that the FLD or VSP effect is still being done.

> a 16K bank of the C-64's memory at any moment (a separate hardware
> register allowed one to change which 16K bank was accessed). Am I
> wrong?

You are correct, the VIC has access to only 16 KB at any one time. Modes like IFLI and UIFLI change the 16KB bank register between fields, giving the illusion of 32K of address space.

> Yes, I'm aware of the the C-64's ability to "simulate" Atari's display
> lists via software. I believe I mentioned it in the article. However,
> It's much more processor intensive than Atari's method. Also, because
> of the C-64's limited display modes, it isn't as important.

Perhaps so, however intelligent programs know how to split the screen (even once per raster line if desired) and still accomplish a full regimen of functions at the same time.

It may be a little more involved to program, but that's strictly a matter of convenience. IF the programmer can accomplish with software what another machine uses hardware for, without losing a significant portion of the CPU in doing so, then the point becomes moot anyways.

> Yeah. I completely overlooked the C-128's new and improved BASIC. It
> was by far the best version of BASIC ever pre-packaged with an 8-bit

Agreed. However you are right - this is a C64 vs. Atari discussion, and as such C128 functions have no real bearing anyways.

> computer. I tried not to discuss the specifics of the C-128/C-128D
> because the number of them sold was dwarfed by the various C-64 level
> incarnations.

I never understood ewhy either - overall the C128 is a much more capable machine. It was probably just the cost of the machine, and the fact that it had a full C64 compatibility mode (minus one or two hardware-unfriendly programs, like with the Atari's later machines). That full C64 mode meant coding games/tools strictly for the C128 would have yielded less revenue.

Commodore's crap marketing didn't help the C128 either.

> I'VE NEVER HEARD OF FLI, IFLI, AND UIFLI!!!!! Please, please, please
> tell me more (or direct me to a URL that contains the information). I
> love to be surprised about the capabilities of old computers.

Hehe, described above.

ftp.funet.fi and ftp.scs-trc.net are two good places to find software that works in these modes. Look for the various editor packages. I recommend the UIFLI editor produced by Crest (a well-known demo group). It comes with the absolute best ever C64 graphic image, called "Multimediot", drawn by the one and only DeeKay.

The display quality and total amount of color resolution shown should knock you right off your chair. It just doesn't get any better than this without an accellerator.

The editor (and most of the various other ones out there) is/are available in both PAL and NTSC versions.

> >LDA $D019 ; Clear interrupt source
> >LDA #somerasterline ; Set new interrupt.
> >STA $D012
>
> That's 10 wasted machine cycles that the Atari doesn't doesn't need to

True.

> The whole idea of a Display List is to be hardware based. The overhead
> in maintaining Atari's display list is minimal to nonexistent (except

I see.

> Pulease....that would waste more processor cycles than setting up a
> raster interrupt. Unless you're into politics, POLLING IS NOT AN
> OPTION!!

Well, as I said the average VIC programmer does various kinds of calculations during that wait time. Good programmers can fill the entire 63-cycle line with code, leaving just enough time to update various registers for the next line.

> Because (I believe) of the 16K limitation of the VIC II chip,
> character set pointer changes are a bit limited.

Yes, they are. Good programmers know how to change VIC banks mid-screen, to increase the VIC's memory range.

With the right combination of register changes, one can give the illusion of a full 64KB access range (Normall the graphics modes I mention give the illusion of 32K of addressing).

> Question: Does the processor run at an apparent 1.02 Megahertz before
> or after the VIC II chip is turned off? Also, I believe some

Before. And actually, 1.02 Mhz is the hardware clock itself. As such, turning the screen off gives the entoire 1.02 Mhz clock to the CPU.

With it turned on, the VIC chip steals 43*25 cycles per frame, which amounts to around 10% of the CPU's time, by placing the 6502 in a "wait state".

> telecommunications programs would turn off the VIC II chip when trying
> to transfer serial data at the highest possible rate.

So do, yes. But with proper code and a decent UART chip (which come on cartridge, as with the SwiftLink and Turbo232), one can blast data to theport at a full 57600 BPS, with the screen turned on.

> I've always found C-64 keyboard/Joystick access to be very confusing.
> It always seemed a bit odd and a waste of processor time (compared to
> Atari's and even Apple II's method of reading a single register for
> the key press and a separate register for joystick reading.)

It saved money back then, by using the same register for two different functions and relying on the software to be able toproperly decode keyboard and joystick accesses.

> Yeah, I know. It's not always easy to separate one's emotional
> connection with a computer versus one's intellectual understanding.

Indeed. It really pays off (in terms of what a person thinks of you) when you know first hand what a machine is really capable of.

> I don't think I did that badly. I believe I have a good basic (albeit
> somewhat flawed) understanding of both machines. Admittedly, my

Indeed, you were close, but at the same time you left wuite a bit out :-)

> Atari's operating system is a thing of beauty whereas the C-64's
> kernel has a generational, quilt-like feeling similar to, although not
> quite as bad as, that of the Apple II computer.

Actually, the C64's operating system was derivied from many of the older PET computers. Personally, I think the C64's firmware (and maybe the disk access system) should have been completely and totally rewritten. It would have been far better to drop the idea of VIC-20 compatibility (which is why, for example, the C64 continued to use the old Serial bus, once they switched to using it in the VIC-20).

Commodore should have designed better peripjherals that used parallel instead of serial access, and firmware that didn't give a shit about older hardware :-)

Someone would have eventually made an adaptor to connect otherwise incompatible hardware, to serve the market for those who didn7t want to throw away thier old peripherals (hence, we have things like IEEE interfaces to connect old PET drives to the C64)

> Despite my apparent biases, you must agree that it's interesting how 3
> computers (Atari, C64, Apple II) share the same "brain" and yet are all
> so very different. It's a tribute to what the human mind is capable of.

Indeed. In many cases, it comes down to what the hardware is capable of when wrapped around the same 6502 core - Apple had expandability, Atari had

the faster clock speed, the C64 had the superior video/audio hardware.

Each has it's uses and eash was aimed at a different audience.

--


```
_____________________________________________________________________
| . . | * http://www2.southwind.net/~natedac/ * |
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```

772. Re: Confirmed Y2K problems with Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: Tony <tony@embeddedmicro.com>
Message-ID: <36A6917A.4894C6B6@embeddedmicro.com>
Source record: 56186

> > 1) Berzerk. When the date reaches 2000 the Robots turn to chickens and
> > run out the exits in mass hysteria. This causes the stick figure with
> > the laser gun to commit suicide and smokes any joystick connected to
> > port 2.

WAIT! I think I've seen this one before....

tony

773. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-20 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36A6B750.EAE0411D@arn.net>
Source record: 56187
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

That's all find and dandy but, you know why Apple was cheaper than
Atari? Because it's graphics SUCK and it was somewhat hard to program.
The Apple II by itself was pretty weak as far as graphics. However,
everything else in that damn machine was pretty powerful when they
started coming out w/ the 256K models.

Laters,

antbaker@arn.net

Steve Judd wrote:
>
> In article <mbqmZYAKSPp2EwcO@cosine.demon.co.uk>,
> Jason <tmr@cosine.demon.co.uk> wrote:
> >Stephen C. Johnson:
> >
> >> I love both machines now, and love talking about them. Still not
> >> crazy about those Apple IIs, though..... ;)
> >
> >I've never had a play with an Apple II, but from the info I've seen they
> >don't really seem to be all that much... I was fond of the Atari and if
>
> Well, spec sheets can be quite deceptive. The Apple II had something
> which neither the Atari nor 64 had: slots. Not only could you add
> all kind of graphics and sound cards, I recall things like 286 boards
> and IBM emulators, when I was in high school! Add in a decent BASIC,
> a built-in monitor, and a whole lot of software, and it's an OK
> machine.
>
> It also had one other thing Atari and 64 never had: support!
> The downside of this is that Apple 8-bit people got so dependent
> on Apple that they have forgotten how to "fend for themselves"
> (at least, this is my impression) -- now that Apple is no longer
> supporting them, the 8-bit people seem in trouble.
>
> -S

774. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a7b1f3.3550027@news.localnet.com>
Source record: 55938
Cross-posted to: alt.c64,comp.sys.atari.8bit

>Alan Sharkis <asharkis@erols.com> wrote:
>
>: However, I've seen Commodores in schools. They just didn't stand up
>: mechanically witht the punishment that kids gave them. My school system
>
>Maybe Canadian kids are easier on equipment, because Canadian school
>systems used Commodores pretty extensively.

I guess maple leaves don't fall far from the tree. (Why the hell did I
say this? Guess I'm just stupid.)

775. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a7b26e.3673092@news.localnet.com>
Source record: 55939
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Thu, 21 Jan 1999 13:00:20 -0600, "Erika E. Gray"
<eeg@eagle.cc.ukans.edu> wrote:

>Well this has been so much fun to read I think I will ad my 2 cents.
>
>C64 did not need slots all you did was plug it in and go no need to
>remove the top, no cables to screw in and no extra speakers to plug in.
>Great picture and great sound on any tv with no extra cards.
>
> Yes Commodore never had support but did you really need it? I
>didn't. I know I can still go to my closet pull it out and plug it in
>and I am playing Spy Hunter in minutes.
>
>Now I am not saying Apples are bad. If they were they would not have
>made the MIMIC or ApSoft-64. But when it came down to it the reason
>that most of us ran the 64 was for the games.

...And, unlike Apple computers, the C-64 was CHEAP, CHEAP, CHEAP!
That's something I (and my wallet) can respect.

776. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a7b3e7.4050020@news.localnet.com>
Source record: 55940
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Thu, 21 Jan 1999 14:47:21 -0800, Daniel Morrow
<videoman@cdsnet.net> wrote:

>That depends on what you mean by "only possible on the ATARI.". Sound can be played
>back from an audio cassette in a commodore datasette drive, indeed it can even be
>digitized and edited/saved/loaded as any other digitized data can.

The Atari was the only one capable of freely mixing Analog and digital
data on the same cassette tape via program control. (ie. in the case
of a foreign language program, a segment of computer code containing a
foreign language test would load up and then the newly running code
would proceed to play the next section of tape that contained analog
voices..through the TV or monitor speakers.)

777. ?nternal power parts on 1

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <917149481@stackbbs.xs4all.nl>
Source record: 55941

> Why the XF551 is damned hot!
Mathy,
The XF551 mechanic runs at 12VDC, while the electronix uses 5VDC. The
XF551 has approx. 15VDC right after the rectifier, which must be dropped
to 12VDC and 5VDC. In case of the 12VDC, you only have to drop 3V, but
looking at the 5V, you've to drop 10V, and this 10V will all be tranformed
into heat...

This is also true for the 1050, but this one has less things running at
5V, and has more power-regulators, which reduces the heat a bit...

I know you are using a Black-Box, so I guess you also have a PC-type
powersupply, so why not mount an extra input on the XF551 to run from +5V
and +12V, so you don't have to use the power-regulators inside the XF551 ?

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

?

778. Re: Is this an ATARI NG ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <917149482@stackbbs.xs4all.nl>
Source record: 55942

> Maybe completely foolished / use Atari every day
Andreas,
Not at all! I know there are still people like us, still using the Atari 8-bits. It's a pitty we don't read from them very much, but not all Atari-owners do own a PC or something to acces the internet.

> Games

I don't play games on Atari 8-bit very often, but if I do, I like ZADOR2, Missle-Command, or DynaKillers! TekBlast is also great.

> Better graphix, then use Jaguar

I have one, so I do. I like DOOM, even it's outdated. Also Alien vs Predator seems to be a good game, but I haven't played that much since I don't have it that long. I bought it at the last ABBUC JHV (hmm, bad statement I guess, buying a 64bit game bit on an 8-bit meeting :-))

> Pirated games

Well, if the game is not available anymore, how will I ever get it if I don't have acces to the internet ? Or someone had to "buy" the copyrights and release it again, or better, release it as Public-Domain, like you do!

Sysop Fox-1 (fox-1 AT aq DOT nl)

p.s. Text-processing is o.k. on Atari 8-Bit. I don't use my Pentium for this. Atari-Writer+ or Panther 1.0 are great word-processors, so why would I change to another platform for this task ? Never had the luck to word-processing on a Jaguar anyway, which is a 64-bit system :-))

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
---

779. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <917149483@stackbbs.xs4all.nl>
Source record: 55943

> Atari: Lack of software, not using machine capacity
You're kidding, don't you ???

There is way enough software for the Atari 8-bitters. It's sometimes a bit hard to obtain, but everything is available somewhere...

More titles on a platform doesn't have to mean "different" titles, like, what do you want to do with 67 different (actually nearly the same) versions of Pac-Man ?

Atari-coders are not using the capacities of the Atari ? In my opinion, there are no coders using the capacity of a computer more, then most Atari 8-Bit coders do...

Have you ever tried the "DynaKillers" game from GMG ? Or the more recent game from Sikor Soft named "TekBlast" ?
Or some older games like Trix, Drop-It, Misja, Brundles, etc... ?

If you did, what do you think of these games ?

Sysop Fox-1, owner of C64, user of Atari XE (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
---

780. FS: Atari 800 w/ ALOT of extras!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: stejs01@moravian.edu
Message-ID: <786516gqg1@nnrp1.dejanews.com>
Source record: 55990
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Excellent condition Atari 800 console and Atari 810 disk drive with printer and Super Sketch graphics pad

-Cables/switchbox/power supply included

-2 Joysticks

-Parallel Port Interface with Okidata Microline 82A Dot Matrix Printer (Did not try this setup, but should work)

-9 boxes of 5.25 inch games/utilities. All together there is over 100 homemade 5.25 inch disks with 2-4 games on each disk!

2 "copy-paper" boxes full of boxed games/utilities and documentation. They are too numerous to list all, but there is Music Painter, Mickey in the Great Outdoors, Various Programming, Basketball, childrens educational. This is only a few of them!

Here is the description for the Super Sketch:
Super Sketch provides a totally unique and simple medium for creating video graphics. As the stylus is moved across the pad, an image is created on your computer screen. Four push buttons at the top of the controller pad control the color selection and graphics functions of the stylus. Graphics may be "free-handed" or "traced" onto your computer.

This system plays all Atari 800 disks and cartridges. Everything works, but I did not try the printer. There is no way that I have the time to try out all the games, but out of the ones I tried they all worked. Montior not included. Can work on a regular TV.

Make me an offer!!

I can send a picture off all of it if you request!

Shipping will be a lot because there is a lot of stuff here!!

E-mail: stejs01@moravian.edu

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

781. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990120203101.10689.00000288@ng43.aol.com>
Source record: 55991

>Subject: Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Good Job! (A very short compliment...)
Larry

782. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: martin@pugh.prestel.co.uk
Message-ID: <36a9770c.1604616@news.prestel.co.uk>
Source record: 55992
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

mwalters@news.hunter.apana.org.au (Marc Walters) wrote:

>Even though the Atari was less popular in the UK than the 64, it did
>have an excellent magazine from Page 6 called "Atari User" which
>published till at least 1991 before going hard-sale only.
>And of course "Mercenary" and "Encounter" appeared on it before the
>C64 versions.

Erm! Granted Encounter appeared on the Atari a while before the c64
version as Paul Woakes was originally an 8 Bit Atari programmer, but
Mercenary ' Escape from Targ' was in development for what seemed a
very long time and the potential market of a sole Atari version was
far too small to pay for the development costs. When Mercenary was
finally unleashed it was virtually a simultaneous release on both
platforms as I recall. Paul Woakes was a bloody genius, it was the
fastest wireframe graphic game on either computer - but the speed was
thanks to maths rather than the dedicated graphics chips of either
computer hence the code was NOT really platform dependant as with
most other games of the era. In fact the only descernable difference
was the different messages you received if you shot a commodore or an
atari billboard. Unfortunately, Novagen was effectively a one
programmer outfit and it was the fact that this programmer was a
perfectionist that Novagen finally went to the wall :-((((

Martin (email: martin@pugh.prestel.co.uk / ICQ 12051192)

Visit my C64 games index page at:
http://arnold.c64.org/index
And my MAME cheat page at:-
http://www2.prestel.co.uk/pugh/ (soon moving to 'cheat.retrogames.com')

783. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: Andrew Williams <awilliams@daikin.com.au>
Message-ID: <36A69A93.C70A3A6B@daikin.com.au>
Source record: 55993
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron wrote:

> >The C64's limit was destroyed with the advent of FLI, IFLI, UIFLI and other
> >extended graphics modes.
>
> FLI, IFLI, UIFLI?????? What do these mean?
>

Some of these graphics (gfx) modes, including FLI, are explained here:

http://www.geocities.com/SoHo/Studios/6463/gfxmodes.htm

Have a look around while you're there - there are some examples on other pages of this site that show some of the results of these gfx modes. In particular, have a look at the page relating to the Krestology demo by Crest.
(http://www.geocities.com/SoHo/Studios/6463/gfxmodes.htm)

> What is FLD and VSP? I'd really like to know about this trickery. I
> don't remember this being listed in my books!

FLD is Flexible Line Distance, and VSP is...something I'll let someone else answer (Vertical Scroll...?). If you are interested, though, get hold of the CCS64 emulator and look at the game "Mayhem in Monsterland" (1993). It uses VSP and because of that can't be run on just any emulator.

Also, FD = floppy drive, HD = hard drive, and CMD is not a drive, but a company (Creative Micro Designs) that is still making C64 products including a super-CPU add on, hard drives, etc.

http://www.cmdweb.com/

Regards,

Andrew.

784. Re: Amstrad gfx chip (was: Blake's 7)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: Joe Cincotta <joevc@ozemail.com.au>
Message-ID: <36A6AF65.511AD767@ozemail.com.au>
Source record: 55994
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Isn't this a bit of a non-argument? There *were* more C64 users than there *are* playstation users at one point in history, but time moves on. No? It doesn't mean that for over a decade (1982 - 199x) the Commodore64 was an *awesome* machine which had some killer demo concepts hacked on its hardware... much like on Net Yaroze today.

Niall Tracey wrote:
>
> > >{re: CPC}
> > >> > Ah yes, 16 sprites versus the Playstation's 100,000 odd polygons. I bet
> > >> > that would have gone really well.
> > >>
> > >> Well, people are still using it ain't they? :)
> > >>
> > >>More people use the Playstation....
> >
> > Yeah, and there are more stupid people in the world than intelligent people,
> > are there not?
> >
> >
> Not the world, just the net... ;-)
>
> Niall Tracey
> _________________
> A X o
> /</ \>
> / \ /\
> ___/ /___\ ___
>
> Your thoughts betray you...

785. Atari Macro Assembler -HELP

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: ralphxpn@aol.com
Message-ID: <19990121012724.20421.00000455@ng-fx1.aol.com>
Source record: 55995

Hello everybody,

I built a 6502 home made computer, and I pulled out my Atari800 to use it as a cross assembler, I pulled out my Atari Macro Assembler box, I found all my manuals and refrence card but NO DISK. I looked around, and I cant find it. Does anybody have it, or know where its posted???

Thanks in advance

Ralph

786. PET versus Atari 400??????

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a69ca2.2329904@news.localnet.com>
Source record: 55996

>I love Mac but they are TOO expensive and it's hard as hell to find
>software support, SO I get a WinTel machine anytime I need a new 'puter
>in a hurry and low on cash.
>
>Since we are comparing Coms w/ Ataris, how would the PET and the Atari
>400 compare w/ each other?
>
As far as I'm concerned, The PET and Atari 400 are two entirely
different animals. The PET was a business computer with a very, very
good keyboard and editing functions but absolutely no bitmapped
graphics or sound support whereas the Atari 400 was essentially a low
cost computer (or expensive game machine, depending on how you look at
it) with a god awful keyboard.

Perhaps next time we should compare Stephen Hawking to Karem Abdul
Jabarr!!???

787. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a69e2d.2725477@news.localnet.com>
Source record: 55997

On 21 Jan 1999 01:31:01 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>>Subject: Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)
>
>Good Job! (A very short compliment...)
>Larry

THANK YOU THANK YOU THANK YOU THANK YOU THANK YOU.

788. Re: Confirmed Y2K problems with Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a69f2f.2983393@news.localnet.com>
Source record: 55998

> I LOVE IT!

If you wish, I can probably discover other Y2K quirks with Atari's. I believe there's one specific to the Atari 1200 when connected to a car battery but am not so certain :-)

789. Re: Missing disks

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a6a0a8.3359729@news.localnet.com>
Source record: 55999

Check out the URLs that I previously placed in a message titled ATARI SITES.

>Hi,
>I recently found this newsgroup and it has inspired me to put my old 800XL
>system back together. I've got everything going, but unfortunately, most of
>my floppy disks were chucked out years ago. I simply had too many. :-(
>
>Oh the things I lost - SpartaDOS 3.2D(I found a backup with most of the
>files), SpartaDOS Toolkit, SpartaDOS Backup (which I believe I used ONCE),
>BASIC XL Toolkit, BASIC XE Extentsion Disk (fortunately I found the
>BASICXE.OSS file), MAC/65 Toolkit, Atari DOS 2.0s, Atari DOS 2.5, Atari DOS
>3 (well no great loss there), LightSpeed C, Ultima 3, Ultima 4, Autoduel (I
>love that little screwdriver set it came with), and all my BlackBox utils (I
>got them back from the CSS BBS). Oh the pain, to read the manuals, and have
>all the memories flood back. Luckily I still have my SpartaDOS X cart, and
>R-Time 8 Cart (disk is lost though) so I'm not completely lost. For some
>odd reason, I also managed to keep a copy of DOS/XL.
>
>I'd like to get back to programming this old baby. My favorite was
>LightSpeed C. I still have my manual, but the disks are, apparently,
>landfill. Does anybody still have a copy of it? I think I found a copy of
>Disk 1 and Disk 2, but I need disk 3 and 4. I believe they had the runtime
>modules (of course) and the SpartaDOS files.
>
>Does anybody know where I can get these files?
>
>Thanks
>
>Eric Jensen
>esjensen@interlog.com
>
>
>
>

790. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a6a16e.3557724@news.localnet.com>
Source record: 56000
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Apple II style computers were an odd bunch. In many ways they were
very primitive in comparison to the Ataris and Commodores. But it
should be understood that the beginnings of the Apple line predates
even the Atari by at least 2 years. Also, unlike Atari and, to a
somewhat lesser extent, Commodore, Apple actually UPGRADED the line
over the years. (anyone remembe the wonderful Apple IIGS, with its
all-new graphics and sound hardware and graphical "Mac like" OS or the
AppleIIC Plus with a 4 Mhz 6502 in an Apple IIc style "portable" case
and without the necessity for a "brick" power supply?)

No matter how much I look down on the Apples over my beloved Ataris, I
must say that the Apple was THE HACKER'S PARADISE (in terms of both
hardware and software). Apple computers had the absolute best 3rd
party programming & hardware fiddling books. In fact, my favorite
programming manual was called ASSEMBLY LINE for the Apple.

Has anyone ever studied the Apple II series memory map? It's
absolutely Byzantine, with sections of DOS code spread over a
multitude of RAM "segments"? Or, maybe, the nonlinear RAM layout of
grapics memory that required a lookup table just to support it? (not
to mention the 8th bit of every screen byte being used for a second
color palette and not an extra pixel). Oh, and then there's the color
burst signal that allowed one to see color but made text absolutely
unreadable? And then there's the SLOT problem where certain cards had
to be placed in certain slots before most software would recognize it
(a problem that, luckily, the IBM doesn't have)?

>In article <mbqmZYAKSPp2EwcO@cosine.demon.co.uk>,
>Jason <tmr@cosine.demon.co.uk> wrote:
>>Stephen C. Johnson:
>>
>>> I love both machines now, and love talking about them. Still not
>>> crazy about those Apple IIs, though..... ;)
>>
>>I've never had a play with an Apple II, but from the info I've seen they
>>don't really seem to be all that much... I was fond of the Atari and if
>
>Well, spec sheets can be quite deceptive. The Apple II had something
>which neither the Atari nor 64 had: slots. Not only could you add
>all kind of graphics and sound cards, I recall things like 286 boards
>and IBM emulators, when I was in high school! Add in a decent BASIC,
>a built-in monitor, and a whole lot of software, and it's an OK
>machine.
>

>It also had one other thing Atari and 64 never had: support!
>The downside of this is that Apple 8-bit people got so dependent
>on Apple that they have forgotten how to "fend for themselves"
>(at least, this is my impression) -- now that Apple is no longer
>supporting them, the 8-bit people seem in trouble.
>
>-S

791. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: arenag@my-dejanews.com
Message-ID: <787a0c$f00$1@nnrp1.dejanews.com>
Source record: 56001
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36a5b05d.55292647@news.localnet.com>,
aarona@localnet.com wrote:
> Was the 1525 printer the dot matrix thing with the printout that
> looked like a child's rendition of computer printing and a ribbon that
> had to be replace every couple of months?

:-D Yes, that was the printer. I did a couple of reports in elementary school that thing, and one of my teachers asked me if I had forgotten to set the thing to lower case because the g's and q's did not descend below the line properly. It was also the noisiest dot matrix printer I have ever heard.

> A close friend (he lived just 3 houses from me) liked purchasing
> Commodore equipment (first the Vic 20 then the 64) and, based on what
> I saw at his house, I almost purchased one in late 1984. Why did I go
> for an Atari 800XL instead? When I walked into Child World with cash
> in hand I found out the Atari was just marked down to $89.95; a full
> $25 less than the C64. Of course, I had to wait six months before I
> got a disk drive, which was almost double the price of the CPU!!!!!

That might have been another reason why my parents gave me an 800XL at first - it was at least a year later before they got me the 64 after the 800XL went back to the store, so they were probably waiting for the prices to come down. :-) Yep, I remember when disk drives were that expensive! I have the premier issue of Computer!'s Gazette, and 1541 disk drives were selling in there for about $350 compared to $150-$200 for a VIC-20. Even a datasette would have set you back $60-$80 then.

Greg

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

792. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: Alan Reed <areed@NOSPAMzoomnet.net>
Message-ID: <7876bf$8vh$1@remarQ.com>
Source record: 56002
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Apple was cheaper than Atari? My recollection is that the Apples were ridiculously expensive. In fact, that's the sole reason I started on the Commodore rather than the computer I first learned on (the old black Apple II+). Turned out to a be a good decision in many ways, but it was really just due to price.
And Apple's BASIC was good, better than Commodore's anyway. No poking necessary. Where Apple fell down and Commodore excelled was onscreen editing. Apple's graphics did suck, but what was worse (a thousand-fold) was the so-called 'sound' the Apple produced. Total joke.

Anthony Baker wrote in message <36A6B750.EAE0411D@arn.net>...
>That's all find and dandy but, you know why Apple was cheaper than
>Atari? Because it's graphics SUCK and it was somewhat hard to program.
>The Apple II by itself was pretty weak as far as graphics. However,
>everything else in that damn machine was pretty powerful when they
>started coming out w/ the 256K models.
>
>Laters,
>
>antbaker@arn.net
>
>Steve Judd wrote:
>>
>> In article <mbqmZYAKSPp2EwcO@cosine.demon.co.uk>,
>> Jason <tmr@cosine.demon.co.uk> wrote:
>> >Stephen C. Johnson:
>> >
>> >> I love both machines now, and love talking about them. Still not
>> >> crazy about those Apple IIs, though..... ;)
>> >
>> >I've never had a play with an Apple II, but from the info I've seen they
>> >don't really seem to be all that much... I was fond of the Atari and if
>>
>> Well, spec sheets can be quite deceptive. The Apple II had something
>> which neither the Atari nor 64 had: slots. Not only could you add
>> all kind of graphics and sound cards, I recall things like 286 boards
>> and IBM emulators, when I was in high school! Add in a decent BASIC,
>> a built-in monitor, and a whole lot of software, and it's an OK
>> machine.
>>
>> It also had one other thing Atari and 64 never had: support!
>> The downside of this is that Apple 8-bit people got so dependent
>> on Apple that they have forgotten how to "fend for themselves"

>> (at least, this is my impression) -- now that Apple is no longer
>> supporting them, the 8-bit people seem in trouble.
>>
>> -S

793. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: Tony <tony@embeddedmicro.com>
Message-ID: <36A71F0C.C4944C90@embeddedmicro.com>
Source record: 56003

Jason,
Thanks, I got the sources, but all I can figure is the order of the registers. I 'm not sure if I'm correct or not, or where they would be located in memory.

Are they starting at $A000 (left cart?) and extending to $A010? 16 locations with only the first 8 or so used?

I guess some hard and fast facts from the DOS gurus that check for a clock for time stamping would be even more helpful.

Anyone?

tony

794. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <36A72776.C577096D@erols.com>
Source record: 56004
Cross-posted to: alt.c64,comp.sys.atari.8bit

Hey guys, you just bolstered my argument that Atari could have blown Apple out of the schools if it chose to do so! After all, what do kids need?

1. Assuming that the big push for programming in BASIC was still there in schools, the screen editor on Ataris and Commodores alone would have made Apple][s look weak.

2. Sound and graphics, sound and graphics, sound and graphics! If you want to grab kids and hold them, these are the elements you need!

However, I've seen Commodores in schools. They just didn't stand up mechanically witht the punishment that kids gave them. My school system (NYC Board of Ed.) never went in for Atari to any extent. But those schools that do have them report that while they still operate, they can't use them. System policy is that a school can't sell what they don't use. They must send it to another facility within the system. I guess those few Ataris (mostly 600XLs) are still making the rounds.

I was a teacher of the homebound for many years. At one point, I was issued an Apple //c to drag around with me. We did some programming on it, used it to teach applications (AppleWorks,) and broke the social isolation of homebound youngsters. They could send messages to each other in a section of the Board's BBS that was moderated by one of our guidance counselors. I got to know the day-to-day workings of the //c fairly well, but I'd never tell a student to go out and buy one.

Alan Reed wrote:
>
> Apple was cheaper than Atari? My recollection is that the Apples were
> ridiculously expensive. In fact, that's the sole reason I started on the
> Commodore rather than the computer I first learned on (the old black Apple
> II+). Turned out to a be a good decision in many ways, but it was really
> just due to price.
> And Apple's BASIC was good, better than Commodore's anyway. No poking
> necessary. Where Apple fell down and Commodore excelled was onscreen
> editing. Apple's graphics did suck, but what was worse (a thousand-fold)
> was the so-called 'sound' the Apple produced. Total joke.
>
> Anthony Baker wrote in message <36A6B750.EAE0411D@arn.net>...
> >That's all find and dandy but, you know why Apple was cheaper than
> >Atari? Because it's graphics SUCK and it was somewhat hard to program.
> >The Apple II by itself was pretty weak as far as graphics. However,
> >everything else in that damn machine was pretty powerful when they

> >started coming out w/ the 256K models.
> >
> >Laters,
> >
> >antbaker@arn.net

795. Atari 800XL keyboard question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: John Marks <marks7@flinet.com>
Message-ID: <36A6F243.7D63@flinet.com>
Source record: 56005

Hello,
I am new to this newsgroup. I just bought an Atari 800 XL computer with a 1050 disc drive at a thrift shop. When I hooked it up to a TV, I noticed that the numerical keys 7, 8, 9, and 0 do not work! Has this happened to anyone else? Does it have anything to do with the cartridge slot door? I say this because the doors position kinda coorelates with the position of the numerical keys that don't work. Any help would be appeciated. I don't want to open up the box if there is another solution besides cleaning the contacts.
Thanks!
--
John Marks
Jupiter, FL
e-mail: marks7@flinet.com
homepage: http://www.flinet.com/~marks7

796. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <787fuq$rqk@chronicle.concentric.net>
Source record: 56006
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

aarona@localnet.com (Aaron) writes:

>over the years. (anyone remembe the wonderful Apple IIGS, with its
>all-new graphics and sound hardware and graphical "Mac like" OS or the
>AppleIIC Plus with a 4 Mhz 6502 in an Apple IIc style "portable" case
>and without the necessity for a "brick" power supply?)

Remember? I have a ROM 0 Woz signature edition IIgs myself.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

797. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <787g20$c0f@journal.concentric.net>
Source record: 56007
Cross-posted to: alt.c64,comp.sys.atari.8bit

Alan Sharkis <asharkis@erols.com> writes:

>However, I've seen Commodores in schools. They just didn't stand up
>mechanically witht the punishment that kids gave them. My school system
>(NYC Board of Ed.) never went in for Atari to any extent. But those
>schools that do have them report that while they still operate, they
>can't use them. System policy is that a school can't sell what they
>don't use. They must send it to another facility within the system. I
>guess those few Ataris (mostly 600XLs) are still making the rounds.

The local schools here used a few Commodore 64s (La Mesa-Spring Valley
District, San Diego County). But it was an Apple shop by a wide majority.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

798. Apple IIGS "Signature Edition"

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a6f91c.26007988@news.localnet.com>
Source record: 56008
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>aarona@localnet.com (Aaron) writes:
>
>>over the years. (anyone remembe the wonderful Apple IIGS, with its
>>all-new graphics and sound hardware and graphical "Mac like" OS or the
>>AppleIIC Plus with a 4 Mhz 6502 in an Apple IIc style "portable" case
>>and without the necessity for a "brick" power supply?)
>
>Remember? I have a ROM 0 Woz signature edition IIgs myself.

A couple months ago, I picked up a Woz signature edition Apple IIGS
for the astounding price of $20 at my local thrift store. It was in
absolutely gorgeous condition. Up to that point I never knew there was
such a "signature edition."

>--
>Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
> -- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
> head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
>personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

799. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a6fac4.26431519@news.localnet.com>
Source record: 56009
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>Apple was cheaper than Atari? My recollection is that the Apples were
>ridiculously expensive. In fact, that's the sole reason I started on the
>Commodore rather than the computer I first learned on (the old black Apple
>II+).

I've never seen a black Apple. I thought they were always beige,
manila, or yellow?

> And Apple's BASIC was good, better than Commodore's anyway. No poking
>necessary.

Well, it certainly wasn't as necessary to rely on using POKE's and
PEEK's on the Apple as it was on the C64. However, here's a small list
of a few that I can immediately remember:

1) Shape tables (Apple's fascinating way of simulating vector graphics
which was never duplicated on any other machine)
2) Sound ("pop goes the speaker" :-)
3) nifty non black screen clearing (actually, this was a CALL and not
a POKE)
4) Screen switching (for flicker free animation)

> Where Apple fell down and Commodore excelled was onscreen

And don't forget that, until the advent of the Apple IIe in 1982, all
Apple computers only had UPPER CASE TEXT. CAN YOU IMAGINE BEING FORCED
TO READ TEXT LIKE THIS ON THE NET? WE'D ALL GO DEAF IN NO TIME! WOW! I
FEEL LIKE GARRET MORRIS ON SATURDAY NIGHT LIVE TRANSLATING THE NEWS TO
THE HARD OF HEARING. "OUR TOP STORY TONIGHT....!"

>editing. Apple's graphics did suck, but what was worse (a thousand-fold)
>was the so-called 'sound' the Apple produced. Total joke.

Apple sound? Yeah! Thank god IBM didn't duplicate that error! (NUDGE
NUDGE :-)

Still, it was an indescrebable feeling when the Apple speaker did emit
sound. It caused the whole computer to vibrate. Kinda reminds me of
Nintendo's rumble pack.

800. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a7011d.28056995@news.localnet.com>
Source record: 56010
Cross-posted to: alt.c64,comp.sys.atari.8bit

>Hey guys, you just bolstered my argument that Atari could have blown
>Apple out of the schools if it chose to do so! After all, what do kids
>need?
>
> 1. Assuming that the big push for programming in BASIC was still
> there in schools, the screen editor on Ataris and Commodores
> alone would have made Apple][s look weak.

And don't forget the Apple's lack of uppercase (Apple II and II+).

>
> 2. Sound and graphics, sound and graphics, sound and graphics!
> If you want to grab kids and hold them, these are the elements
>you need!

Yeah. I remember my first programming class in high school. On the
first day, our teacher told us WE WOULD NOT be programming animated
graphics. About a month later, the teacher got all excited when he
showed us a simulated vine swinging back and forth (kinda like in the
old PITFALL game). The joys of Apple graphics can never be
under-emphasized.

>However, I've seen Commodores in schools. They just didn't stand up
>mechanically witht the punishment that kids gave them. My school system
>(NYC Board of Ed.) never went in for Atari to any extent. But those
>schools that do have them report that while they still operate, they
>can't use them. System policy is that a school can't sell what they
>don't use. They must send it to another facility within the system. I
>guess those few Ataris (mostly 600XLs) are still making the rounds.

NOPE. Standard policy is to junk 'em in the dumpster. That's what
Monroe Community College in Rochester, New York does. Sometimes at the
yearly Hamfest I'll meet a person that dumpster dines there and
resells the stuff. Very depressing.

801. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <787kpa$n99$2@flood.xnet.com>
Source record: 56011
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Aaron <aarona@localnet.com> wrote:

: I've never seen a black Apple. I thought they were always beige,
: manila, or yellow?

Some Apple II+es were black sheet metal.

:> Where Apple fell down and Commodore excelled was onscreen

: And don't forget that, until the advent of the Apple IIe in 1982, all
: Apple computers only had UPPER CASE TEXT. CAN YOU IMAGINE BEING FORCED
: TO READ TEXT LIKE THIS ON THE NET? WE'D ALL GO DEAF IN NO TIME! WOW! I
: FEEL LIKE GARRET MORRIS ON SATURDAY NIGHT LIVE TRANSLATING THE NEWS TO
: THE HARD OF HEARING. "OUR TOP STORY TONIGHT....!"

IT WAS SORT OF AMAZING, THOUGH, HOW IF YOU ONLY HAD UPPER CASE YOU SORT OF
GOT USED TO IT.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

802. Re: Atari 800XL keyboard answer?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a703a1.28700586@news.localnet.com>
Source record: 56012

>Hello,
> I am new to this newsgroup. I just bought an Atari 800 XL computer
>with a 1050 disc drive at a thrift shop. When I hooked it up to a TV, I
>noticed that the numerical keys 7, 8, 9, and 0 do not work! Has this
>happened to anyone else? Does it have anything to do with the cartridge
>slot door? I say this because the doors position kinda coorelates with
>the position of the numerical keys that don't work. Any help would be
>appeciated. I don't want to open up the box if there is another
>solution besides cleaning the contacts.
>Thanks!

The cartridge slot is in no way responsible for a keyboard problem on the Atari 800XL.

Here's a few suggestions for keyboard repair. All require the need to unscrew and disassemble the outer case. Once that's done check the following:

NOTE: not all Atari keyboards are created equal. Suggestion number (1) should work with all. But suggestion (2) and later will only work with the "membrane" style of keyboards.

1) There's a flimsy "ribbon" cable connecting the keyboard to the computer's motherboard. Very gently, pull this cable out of the motherboard and clean the exposed contacts (spit and toilet paper should do). Reseat the cable into the motherboard and see if the offending keys work properly.

If the above doesn't work then proceed below.

2) The keyboard is screwed onto a metal plate which applies pressure to a hidden plastic membrane containing the actual circuit traces. Sometimes these traces and the bottoms of the individual keys need to be cleaned (with spit and toilet paper?). Find yourself a small screwdriver and proceed to unscrew the two dozen tiny screws located on the metal plate. BE CAREFUL NOT TO LOSE THEM. Once everything is exposed, proceed to clean the entire plastic membrane and the offending key bottoms. Find yourself a piece of tinfoil and roll it up into a ball. It will be used to test the individual contacts on the membrane. Turn on the computer and press the tinfoil over the area of the membrain were the nonworking keys would align to. If the letters or numbers appear on the screen then you've probably fixed it and you can proceed to screw everything together.

If the above didn't work then a trace on the plastic membrane may have degraded. Check the traces for areas that don't appear fully formed

(this'll take a while). If found, you'll have to purchase a special "conductive" paint to reform the traces. It can be found at most automotive stores as part of a window defroster kit. It costs between $8 and $15.

Let me know what happens. My Email addres is aarona@localnet.com

803. Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a70c24.30880361@news.localnet.com>
Source record: 56013
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>That might have been another reason why my parents gave me an 800XL at first -
>it was at least a year later before they got me the 64 after the 800XL went
>back to the store, so they were probably waiting for the prices to come down.
>:-) Yep, I remember when disk drives were that expensive! I have the premier
>issue of Computer!'s Gazette, and 1541 disk drives were selling in there for
>about $350 compared to $150-$200 for a VIC-20. Even a datasette would have set
>you back $60-$80 then.

I could have gotten a program recorder (Atari's version of Commodore
dataset) but opted to use the money toward the ultimated purchase of a
disk drive. I never regretted the decision.

As a brief asside, did you know that Atari's program recorder could
play audio through the television? There were some wonderful foreign
language program/audio tapes that were only possible on the ATARI.

804. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a70e44.31424438@news.localnet.com>
Source record: 56014
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>: And don't forget that, until the advent of the Apple IIe in 1982, all
>: Apple computers only had UPPER CASE TEXT. CAN YOU IMAGINE BEING FORCED
>: TO READ TEXT LIKE THIS ON THE NET? WE'D ALL GO DEAF IN NO TIME! WOW! I
>: FEEL LIKE GARRET MORRIS ON SATURDAY NIGHT LIVE TRANSLATING THE NEWS TO
>: THE HARD OF HEARING. "OUR TOP STORY TONIGHT....!"
>
>IT WAS SORT OF AMAZING, THOUGH, HOW IF YOU ONLY HAD UPPER CASE YOU SORT OF
>GOT USED TO IT.

LET'S SEE! WE'VE GOT RETR-GAMING. NOW THERE'S RETRO-TYPING. OH, I'M
GOING TO HAVE TO START THE OFFICIAL RETRO-TYPING WEBSITE.

805. My Hopeless Atari 850 Quest?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: Don Rae <donrae@telusplanet.net>
Message-ID: <uYIp2.9221$Kg6.66808@news2.telusplanet.net>
Source record: 56015

I am looking for an Atari 850 interface, just in case there's anyone out there who wants to part with one.

Please e-mail me directly if you want to sell yours, or if you know someone who might do this.

donrae@telusplanet.net

- Don

806. My Hopeless Atari 850 Quest....Addendum

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: Don Rae <donrae@telusplanet.net>
Message-ID: <j1Jp2.9222$Kg6.66810@news2.telusplanet.net>
Source record: 56016

I have numerous Atari 8-bit items to trade as well, lots of software and hardware, including a mint Atari 400, just in case that you might want to part with an 850 interface.

donrae@telusplanet.net

- Don

807. Re: Atari 800XL keyboard question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: mstulir@geocities.com
Message-ID: <787ramvam1@nnrp1.dejanews.com>
Source record: 56017

(John Marks wrote about 4 bad keys on an 800XL)

John, something I have found that tends to fix keyboard problems on the 600XL/800XL systems is to reseat the cable that runs from the keyboard to the motherboard. That cable can "wiggle" itself loose over time, and cause problems that are similar to the one you mentioned.

You have to be careful when you disassemble the 800XL. If I remember correctly, the keyboard cable is VERY fragile, and tears if pulled too hard. You will also need to contend with an RF shield, but that shouldn't be a problem as long as you have a pair of needle-nose pliers to deal with the metal tabs.

I hope you enjoy your XL as much as I have enjoyed mine!

Mike Stulir
Back In Time -- Updated news and complete coverage of ALL things Atari.
http://www.emuclassics.com/backintime
http://www.emulnews.com/backintime (mirror)

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

808. FS: Atari 8-bit software and hardware

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: Larry Richardson <lizr@cyou.com>
Message-ID: <36A75A36.D23EA73C@cyou.com>
Source record: 56018

I am getting rid of some Atari 8-bit software/hardware. To avoid having to deal with many trips to the postoffice to send out single items, I am bundling the software into 4 packages. I am asking $20 for each bundle, which includes shipping.

Bundle #1 - Sold!

Bundle #2
Star Fleet I (Box/Docs)
Animation Station (Drawing Pad/Box/Docs)
Decision in the Desert
Ghost Hunter (Cassette) - (Box/Docs)
Ninja (Box/Docs)
LA Swat/Panther
Tobot/Bros (Box/Docs)

Bundle #3
Drag (Box/Docs)
F-15 Strike Eagle (Box/Docs)
Access Triple Pack - Raid over Moscow, Beach Head, and Beach Head II (Box/Docs)
Party Quiz - 4 player trivia (Controller/Box/Docs)
Graphix AT - Printer Interface (Docs)
Centipede Cart
Galaxian Cart

Bundle #4 - Sold!

Larry Richardson
(remove .NOSPAM for email)
lizr@cyou.com.NOSPAM

809. Re: Does anybody know the name of this game?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: Don Rae <donrae@telusplanet.net>
Message-ID: <4oJp2.9224$Kg6.66816@news2.telusplanet.net>
Source record: 56019

This could be "Realm of Impossibility", or its earlier rendition "Zombies"

A similar game might also be "Shamus: Part 2"

Daniel Bromley wrote in message <01be383e$6d36fa80$d828883e@default>...
>The game I am trying to find the name to featured 2 stick-men (2 player
>mode) in a maze type dungeon scenario looking for treasure (anchs etc..)
>while avoiding zombies (green stickmen) and possibly even snakes. There was
>a lot of ladder climbing involved as well to get to the treasure. The game
>was multi screenand almost top-down, some dungeons being more than 10
>screens long. I remember the name including "Mine" or "Aztec" or something.
>
>
>Can anybody remember the name of the game? It isn't Pharaoh's Curse,
>Loderunner or Montezuma's Revenge.
>
>Thanks,
>
>Daniel Bromley

810. Wanted: Jumpman

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: votava1@aol.com
Message-ID: <19990121124132.18722.00000599@ng26.aol.com>
Source record: 56020

Interested in buying/trading for a copy of Jumpman for Atari 8-bit from anyone
who has one. I have a HUGE collection of games with which I can trade with.
Just ask for a list.

Thanks

Tom

811. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: "White Flame (aka David Holz)" <white-flame!!!@remove!!!.geocities.com>
Message-ID: <787rivdde1@barad-dur.nas.com>
Source record: 56021
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

Mike Uhl wrote in message ...
>I haven't seen a desk-top computer yet that will fit into a shirt
>pocket. ;-)

My C64 fits into my jacket pocket. (the bottom of the inside pocket ripped,
so the entire lining of my jacket is one big (and very useful!) pocket)
Getting a 1541 in there is another issue. :)

White Flame (aka David Holz)
http://www.geocities.com/ResearchTriangle/Lab/1767

812. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: "Erika E. Gray" <eeg@eagle.cc.ukans.edu>
Message-ID: <36A77944.EC42F940@eagle.cc.ukans.edu>
Source record: 56022
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Well this has been so much fun to read I think I will ad my 2 cents.

C64 did not need slots all you did was plug it in and go no need to remove the top, no cables to screw in and no extra speakers to plug in. Great picture and great sound on any tv with no extra cards.

Yes Commodore never had support but did you really need it? I didn't. I know I can still go to my closet pull it out and plug it in and I am playing Spy Hunter in minutes.

Now I am not saying Apples are bad. If they were they would not have made the MIMIC or ApSoft-64. But when it came down to it the reason that most of us ran the 64 was for the games.

813. Re: Does anybody know the name of this game?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be4580$c371d420$3e374382@vidar>
Source record: 56023

Shamus : Case II, but I can't remember any Zombies in that.

Don Rae <donrae@telusplanet.net> wrote in article
<4oJp2.9224$Kg6.66816@news2.telusplanet.net>...
> This could be "Realm of Impossibility", or its earlier rendition
"Zombies"
>
> A similar game might also be "Shamus: Part 2"
>
>
>
> Daniel Bromley wrote in message <01be383e$6d36fa80$d828883e@default>...
> >The game I am trying to find the name to featured 2 stick-men (2 player
> >mode) in a maze type dungeon scenario looking for treasure (anchs
etc..)
> >while avoiding zombies (green stickmen) and possibly even snakes. There
was
> >a lot of ladder climbing involved as well to get to the treasure. The
game
> >was multi screenand almost top-down, some dungeons being more than 10
> >screens long. I remember the name including "Mine" or "Aztec" or
something.
> >
> >
> >Can anybody remember the name of the game? It isn't Pharaoh's Curse,
> >Loderunner or Montezuma's Revenge.
> >
> >Thanks,
> >
> >Daniel Bromley
>
>
>

814. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <788506rao2@flood.xnet.com>
Source record: 56024
Cross-posted to: alt.c64,comp.sys.atari.8bit

Alan Sharkis <asharkis@erols.com> wrote:

: However, I've seen Commodores in schools. They just didn't stand up
: mechanically witht the punishment that kids gave them. My school system

Maybe Canadian kids are easier on equipment, because Canadian school
systems used Commodores pretty extensively.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

815. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: phil_stewart@yahoo.com
Message-ID: <36a79a35.3864935@news.freeserve.net>
Source record: 56025
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
On 6 Jan 1999 18:21:02 -0600, Nathan Wain <nathan@caverock.net.nz>
wrote:
>> (a) report them to their ISPs
>
>Oooh, ooh ooh!!!! Please report me to my ISP. Pretty please!
>
>I'd just *love* to see the shock and dismay they'll display when
>they find out one of their subscribers has _posted_ _off_ _topic_!

Oh dear.

><a pile of other witless rubbish which isn't worth the bandwidth>

Why, oh why, is it that every time I drop in on csa8 - which isn't
very often at the moment - is there always someone being an arsehole?
No offence or anything. Just my little philosophical piece ...

From Phil

Weird Stuff - http://stewart.connect-2.co.uk/weird/stuff.html
-------------------------------------------------------------
"Mmmm, pie..." - Homer
```

816. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: Daniel Morrow <videoman@cdsnet.net>
Message-ID: <36A79DE9.CA892CB5@cdsnet.net>
Source record: 56026
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

I might disagree about some of your previous statements here but I agree with you about the slots. Besides - as I already stated in theis newsgroup before having even just one slot that is external can be superior to several internal slots. Just check out the spartan - one megahuge cartridge that in no way would fit in an Apple-II. Also check out the ex2+1 from CMD (www.cmdweb.com) which gives you more external slots. Also - one advantage of brick power supplies is servicability - just replace with another if it breaks down or even upgrade to a more powerfull also-external power supply.

817. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <n+z2ACAvV6p2Ewul@cosine.demon.co.uk>
Source record: 56027
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron:
> And don't forget that, until the advent of the Apple IIe in 1982, all
> Apple computers only had UPPER CASE TEXT.

Doesn't the VIC 20 predate that...?!
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

818. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <3d8C4IARM5p2Ew+r@cosine.demon.co.uk>
Source record: 56028
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Nate:
> In comparison, the C64's tape has been sped up to around 10x it's
> original 300 bps speed - about that of a stock 1541. The average game
> under such a fastloader would take 3-4 minutes to load, versus 30+
> minutes when loading without a fastloader.

Heh, that's not to say they didn't always take some time. Commodore themselves used Novaload and later Cyberload but would switch the speeds down to "guarantee loading". Typical...

Of course, on the speed front we can't forget the old Martech screamer, it pulled the *entire* Crazy Comets from tape into the C64 in under a minute and a half...

> FLD means Flexible Line Displacement...

Distance. Invented by White of The Judges. The original Think Twice demo (and the other four in the series, TT3 and TT5 are seriously worth checking out if you have PAL or CCS64/VICE) are on the Legacy page at...

http://www.cosine.demon.co.uk/legacy/
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

819. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: Jason Duerstock <jasond@cdc.net>
Message-ID: <4F22C8C5EB51BF13.D285A72B83B231DF.E98BDA90C134EA61@library-proxy.airnews.net>
Source record: 56029

Tony <tony@embeddedmicro.com> wrote:

> Jason,
> Thanks, I got the sources, but all I can figure is the order of the
> registers. I 'm not sure if I'm correct or not, or where they would be
> located in memory.

> Are they starting at $A000 (left cart?) and extending to $A010? 16
> locations with only the first 8 or so used?

> I guess some hard and fast facts from the DOS gurus that check for a
> clock for time stamping would be even more helpful.

AFAIK SpartaDOS is the only DOS that goes fishing for the time.

The two addresses are 0xd5b8 and 0xd5b9.

I'll see if I can't find my RTIME8 source somewhere.

Jason

820. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: Jeff Lemke <lemke@terra.cira.colostate.edu>
Message-ID: <36A7AA2A.536F@terra.cira.colostate.edu>
Source record: 56030
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti,comp.sys.ibm.pc.classic

ToddEStan wrote:
>
> sbendz@ece.vill.edu wrote:
>
> >
> > Ah, but zero probability means that it can't happen. And there's no
> > contradiction there, because David's example involves picking a number
> > with infinite precision. The probability of picking any number with
> > infinite precision is 0, which proves the central point that you can't
> > have infinite precision. Just try it- write down a number with infinite
> > precision, and I'll ask you what the next digit is.

I must have missed something here. Any integer is already "infinitely
precise" by its very nature. Now the number 'pi' is a different story,
and sines and cosines and hyperbolic arctangents for that matter, and
most logarithms and natural logs and square roots and many fractions can
go on forever with digits after the decimal. But with an integer, there
is no need to write down a million zeros after the decimal, or a
billion, or an infinite number of zeros. You can if you want to, and
the next digit after the last one you wrote down after the decimal will
always be zero - forever. With any integer, there's no reason you can't
have what you call infinite precision.

Jeff

821. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: Daniel Morrow <videoman@cdsnet.net>
Message-ID: <36A7AE78.7E1FC651@cdsnet.net>
Source record: 56031
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

That depends on what you mean by "only possible on the ATARI.". Sound can be played back from an audio cassette in a commodore datasette drive, indeed it can even be digitized and edited/saved/loaded as any other digitized data can.

Aaron wrote:

> >That might have been another reason why my parents gave me an 800XL at first -
> >it was at least a year later before they got me the 64 after the 800XL went
> >back to the store, so they were probably waiting for the prices to come down.
> >:-) Yep, I remember when disk drives were that expensive! I have the premier
> >issue of Computer!'s Gazette, and 1541 disk drives were selling in there for
> >about $350 compared to $150-$200 for a VIC-20. Even a datasette would have set
> >you back $60-$80 then.
>
> I could have gotten a program recorder (Atari's version of Commodore
> dataset) but opted to use the money toward the ultimated purchase of a
> disk drive. I never regretted the decision.
>
> As a brief asside, did you know that Atari's program recorder could
> play audio through the television? There were some wonderful foreign
> language program/audio tapes that were only possible on the ATARI.

822. Re: ⍰nternal power parts on 1050 and XF551

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: mwtoelle@edge.net
Message-ID: <36a7b621.1208668@news.edge.net>
Source record: 56032

On Tue, 19 Jan 1999 00:06:15 GMT, jmelbo@pressenter.com (Jon Melbo)
wrote:
>The 1050s have the 110VAC transformed to (I think) 9VAC outside of the
>drive (at the wall plug), so that eliminates that porrtion of heat at least. Are
>the XFs like the Commie drives?

No, the XF551 uses the same power supply as the 1050, IIRC.

Mike Toelle

823. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a7a534.286902@news.localnet.com>
Source record: 56033
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

On Thu, 21 Jan 1999 10:30:13 -0800, "White Flame (aka David Holz)"
<white-flame!!!@remove!!!.geocities.com> wrote:

>
>Mike Uhl wrote in message ...
>>I haven't seen a desk-top computer yet that will fit into a shirt
>>pocket. ;-)
>
>My C64 fits into my jacket pocket. (the bottom of the inside pocket ripped,
>so the entire lining of my jacket is one big (and very useful!) pocket)
>Getting a 1541 in there is another issue. :)

"Is that a 1541 in your pants or are you just glad to see me?"

824. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a7a709.756218@news.localnet.com>
Source record: 56034
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 22 Jan 1999 03:31:26 GMT, mwalters@news.hunter.apana.org.au (Marc Walters) wrote:

>Jason Compton (jcompton@xnet.com) wrote:
>: In comp.sys.cbm Marc Walters <mwalters@news.hunter.apana.org.au> wrote:
>
>: : The machine's parent company supported it better than Commodore did
>: : for the 64 (face it, every other computer was better supported!).

Commodore's customer support always sucked. Luckily, their computers became so popular that a huge multitude of 3rd party companies picked up the ball and extended the C64's life for well over 5 years longer than normal. Also, Commodore at the very least take a few brief stabs at upgrading the machine (the C-128 being the most recognizable piece of equipment).

Atari, on the other hand, kept coming out with different models which were essentially the same, albeit cheaper to produce.

One notable Atari screw-up (IMHO) was the introduction of the XEP-80 which hooked up to the Atari's two joystick ports and supplied 80 column monochrome text. For far greater functionality, this device should have been connected to the Atari's DMA port but, oops, the Atari 65XE was manufactured without one in order to cut costs.

>: I don't know what that's supposed to mean. Commodore had pretty good
>: support, particularly with programmer's resources. Atari was notorious
>: for withholding technical documentation.
>
>Sorry, I'll expand that to something intelligible :)
>Atari made a strong commitment to the 8-bit line by improving and
>expanding the range (XL, peripherals) in the mid-'80s after Tramiel
>took over. Even the amount of "noise" Atari made about their support
>was greater than Commodore's.
>What did Commodore do? The C128, scrapping it 3 years later.

Not many computer companies sell the same computer model for 3 whole years. Didn't the C-128's production end happened to correspond with the rollout of the new cost reduced AMIGA 500?

>The 1750 REU? Stopped production after 6 months due to DRAM shortage.
>1581? Only released it in USA and never advertised it. Here in Australia
>Commodore was repeatedly begged by the local press to introduce the
>REU and 1581, but never did.
>A new model 64? Nope, the 65 never made the Alpha stage.

And don't forget the shit computers they did come out with, such as
the Plus/4, and C16.

>Analogue mouse? Berkely Softworks had to request the 1531.
>Advertising? It was good in this country (John Singleton Advertising
>had their account!) but elsewhere?
>
>Of course as the saying goes- the grass is always greener on the
>other side of the fence.
>
>Marc

825. Re: Looking for input on an article...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a7ab9f.1929480@news.localnet.com>
Source record: 56035

On Fri, 22 Jan 1999 01:20:32 GMT, jmelbo@pressenter.com (Jon Melbo)
wrote:

>On Wed, 20 Jan 1999 02:06:49 GMT, aarona@localnet.com (Aaron) wrote:
>
>>>>The first PC game to network 2 PCs.
>>>>The first game that allowed two players to play via a split screen.
>>>>The first game to use parallax scrolling.
>>>>The first light gun.
>>>>Etc....
>>>
>>>I would say Star Raiders in 8K!
>>>
>>And what did Atari's Star Raiders do first? It didn't have parallax
>>scrolling. Was it the first to display a StarTrek like moving
>>starfield? Whether or not it was a "first" at anything I still think
>>it has a place in history as one of those few games that had a major
>>(and I MEAN MAJOR) impact on many people. Wasn't this game on the top
>>ten sales charts for well over a year? That in itself would be
>>miraculous nowadays.
>
>Well, it was a 1st person perspective. Had that been done before
>1979? Battlezone maybe. Maybe first 1st person perspective space
>shooter.
>
BattleZone was an ARCADE GAME, not a HOME COMPUTER GAME.

826. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a7ac62.2124787@news.localnet.com>
Source record: 56036
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Thu, 21 Jan 1999 13:36:41 -0800, Daniel Morrow
<videoman@cdsnet.net> wrote:

>I might disagree about some of your previous statements here but I agree with
>you about the slots. Besides - as I already stated in theis newsgroup before
>having even just one slot that is external can be superior to several internal
>slots. Just check out the spartan - one megahuge cartridge that in no way
>would fit in an Apple-II. Also check out the ex2+1 from CMD (www.cmdweb.com)
>which gives you more external slots. Also - one advantage of brick power
>supplies is servicability - just replace with another if it breaks down or
>even upgrade to a more powerfull also-external power supply.
>
I prefer having internal slots over the external-only variety. Time
and again, companies with non-internal slots advertized external
"boxes" for extending their computer's expandability but rarely
followed through with an actual, widely available product. Such
external boxes did occasionally appear (mainly via third party
companies) but were few in number and awfully expensive. None ever
became defacto standards that a multitude of vendors supported and,
therefore, very few end-users had 'em.

What was the C-64's Spartan?

"Brick" power supplies versus the internal variety both have an equal
amount of advantages/disadvantages. I have no preference unless the
device is advertised as "portable" and circulate pictures of of the
computer in someones hand in order to prove it (but neglecting to show
the necessary, usually huge, external power supply---such as Apple's
advertizing for the IIC). Another problem with external power supplies
is a complete lack of standardization. Even power supplies that look
alike may not work (ie. Amiga 500 and C-128 power supplies).

827. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-21 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a7b064.3151153@news.localnet.com>
Source record: 56037
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Thu, 21 Jan 1999 22:08:47 +0000, Jason <tmr@cosine.demon.co.uk>
wrote:

>Aaron:
>> And don't forget that, until the advent of the Apple IIe in 1982, all
>> Apple computers only had UPPER CASE TEXT.
>
>Doesn't the VIC 20 predate that...?!

The VIC 20 began selling either late 1980 or mid 1981. I don't know
if it had lower case ability. Regardless, it was designed to be dirt
cheap and compete with keyboardless game machines of the time. (anyone
remember William Shatner's television advertising for the Vic-20? And
don't forget that MASH's Alan Alda hocked the Atari computer line. Oh,
and then there was George Plimpton for the Intellivision. And don't
forget the rest of the MASH cast and a Charlie Chaplin lookalike for
the IBM PCjr).

>Jason =-)
> ____
>TMR / / / / / / /\
> / /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
> / /_/ / /__ / / / / __// Cosine Homepage: / /
> / /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
>/_____/_____/_____/__/__/__/_____/_____________________________________/ /
>____\/

828. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36ace9fc.98981133@news.pressenter.com>
Source record: 55888
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Thu, 21 Jan 1999 10:26:20 GMT, aarona@localnet.com (Aaron) wrote:

>>Apple was cheaper than Atari? My recollection is that the Apples were
>>ridiculously expensive. In fact, that's the sole reason I started on the
>>Commodore rather than the computer I first learned on (the old black Apple
>>II+).

Well, I remember using some of the Bell & Howell (I think that's
right) Apple II/II+ series machines which were a very dark charcoal
(some would say black) color. I guess the were produced under the
permission of Aplle? My school district had them along with genuine
Apples. Who knows more about the Bell & Howell machines?

829. Re: Atari SX212

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Don Rae <donrae@telusplanet.net>
Message-ID: <456q2.9537$Kg6.67777@news2.telusplanet.net>
Source record: 55889

I think I'd have trouble getting my old MPP-1000C to do the same thing!

Daniel Gibson wrote in message <36916B61.543CD355@cyberzone.net>...
>Just for a lark, I just hooked up my sx212 modem to my Pentium, and
>dialed my ISP. Amazingly, the email and newsreader on Netscape are not
>too slow in retrieving data!
>
>1200 bps it may be, but at least one piece of my Atari hardware is on
>the Internet!!!
>
>Dan
>
>--
>Daniel and Kathy Gibson
>http://users.cyberzone.net/dgibson
>"Kate's Track Shack - Home of the 75 cent 8-track!!"
>
>

830. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36aeed5b.99845006@news.pressenter.com>
Source record: 55890
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 22 Jan 1999 07:07:54 PST, Cameron Kaiser
<cdkaiser@delete.these.four.words.concentric.net> wrote:

>No, the Commodore tapes are digital only. There is no analogue track. (Good
>to see you off the classiccmp list. :-)

Actually, to be technical the Atari doesn't have any digital track.
It has a track for ANALOG modulated tones and a track for analog
sounds or voice. I do not know if CBM used digital or analog
modulated tones. I suspect tones. The mainframe computers I've run
have large tape drives which indeed are fully digital not unlike tape
back up units for PCs.

Just picking a nit.

831. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36afee4f.100088794@news.pressenter.com>
Source record: 55891
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Fri, 22 Jan 1999 10:00:08 GMT, aarona@localnet.com (Aaron) wrote:
>Those continuous beeps through the monitor's (or TV's) speaker also
>occured with disk drive access. A program could reduce this sound to a
>muffle but not completely get rid of it. Although this may sound
>annoying, strangly enough many Atari afficionados (including me) grew

Actually those sounds were made to be audible to the operator ON
PURPOSE and by DESIGN! Think about it, it actually serves a valid
function. You might look under such subjects as Human Engineering or
Positive Feedback.

832. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <YLIp9AAPqPq2EwDn@cosine.demon.co.uk>
Source record: 55892
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Jon Melbo:
> That I disagree with. Both Atari and CBM supported their equipment
> also.

I think this varies from place to place. Atari in the UK, for example, were lousy and I gave up on them (and this was true of a lot of software companies too, trying to get a 6502 assembler was something I never managed...). Commodore UK were okay, but took an age to do things but because the C64 was prolific there were other avenues open if you needed help. Apple never really pushed their 8bit machines over here.

It must be said that Atari UK improved like nobody's business when Jack Attack took over, they actually started talking to people! Commodore were their old, bloody-minded self nearly to the end, just *slightly* faster... =-)
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

833. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36A8FCD0.CF20B484@worldnet.att.net>
Source record: 55893
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Atari was foolish how they cut back the design of the Atari 1200XL, in Late 81' - Early 82' the spec for the "Sweet-16" project which was to become the 1200XL called for the basically the Gumby mod and for a monitor port with stereo output as well and a new enhanced SIO port using all 15 of the DB-15 connector (replacing the 13 Molex SIO connector) it also had a new wake on command line so that the computer could automatically turn on periherals when it booted up, also it was supposed to have the Parallel Bus Interface which if released in 82' would have given Atari the early lead time for parallel disk drives, the expansion chasis, with expansion cards, all around it would have been a much better system then the 1200XLs and the 600/800XL's would have been released, instead more high-end systems may have followed, but foolishly Atari sold a closed box and here came the C-64 and Vic-20 with all the features give or take that the Atari's had but with a much lower price tag, the timing for Atari couldn't have been any worse. Add to the fact that Commodore was a computer company and only that, they had more of an advantage over Atari's Home Computer Division with experience and resources, so it wasn't hard for them to literally take over the home market and sell those low cost pc's like hot-cakes. Although I'll tell you this, Atari wins hands down for looks, those C-64's and Vic-20's were butt ugly. Although the tables were turned when Jack left Commodore, the new C-128's, C-64-II's, and Amiga's looked great, while we Atari users got stuck with some really dull-ugly XE and ST systems, even the Mega ST although better looking was still very ugly.

Curt

Jason wrote:

> Ronald A. Laski, Jr.:
> > I can only think of ONE program EVER written to give an Atari 8
> > bit a c64-type of similarity (w/ the deliberate attempt to give it the
> > c64 similarity) <- (i haven't explained that remark, so it seems
> > repetitive, but there is an 'as opposed' point of view and i don't
> > want to go there just yet) :)
>
> The opposed point of view being "they don't do it 'cos they can't",
> right? =-)
>
> > Anyway, that program was designed to give the pokey chip sid-type
> > waveform sound capability. Excepting THAT, i read a lot of posts here
> > that (basically) say: "Well, the C64 can do that too! (if we program
> > it specially for that)" I don't see Atari people saying (w/ the above
> > exception about the sound) "Well, if we program our machines like
> > this, they'll be more like a C64!"
>
> We're not trying to make the C64 act like an Atari but we're being told

> here that "the Atari was better because..." and in a fair few cases the
> "because" is something we've already *done*. Unless, of course, the
> Atari magically does all the things Aaron listed at power up without any
> code being loaded it has to be programmed specifically for those jobs as
> *well* doesn't it?
>
> "Out of the box", the Atari has the faster processor and more colours,
> the C64 has better sprites and sound but it's not just a matter of
> *having* these things and just living with the limits the hardware sets.
> I don't know about the Atari people, but the C64 folk are constantly
> trying to get more out of the machine, not due to an inferiority complex
> of some kind but because it can be done.
>
> When the Blackmail people sat down and wrote the first FLI routine they
> *weren't* thinking "we could pretend we have an Atari here!", they were
> trying to make the C64 better. The result was a routine that isn't
> documented in any Commodore literature and can increase the colour
> resolution of the screen.
>
> > Here's a question, Did anyone ever program a (for a lack of a better
> > term) multiplex sound channel song for either computer? (you know, 8
> > voices on the atari instead of 4, w/o the Gumby or other stereo
> > upgrades? or 6 voices on the c64? can it even be done or not?)
>
> On the C64, the most done with note plexing was seven voices by Apex (it
> was on the music selector demo of the disk version of the game
> Retrograde) and Martin Galway managed to get what sounds likes three
> channels from one on the Wizball bonus run tune.
>
> The Cosine player, EMS v7.03, can wedge a percussion channel in
> "between" the standard three to give a fourth channel without plexing.
> Add a polyphonic sample player and six shouldn't be hard...
>
> > One more point (will i ever shut up? :) I really feel that here in the
> > USA (back then) Atari actually DID give pretty good customer
> > support...
>
> They sucked like Noo-Noo over here...
> --
> Jason =-)
> ____
> TMR / / / / / / / /\
> / /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
> / /_/ / /__ / / / / __// Cosine Homepage: / /
> / /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
> /_____/_____/_____/__/__/__/_____/_____________________________________/ /
> ____\/

834. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36A8FD7B.3C82FB59@worldnet.att.net>
Source record: 55894
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

The dual track tape drives Atari used were brilliant, you could have instructions read to you in voice and background music while portions of a program loaded, the educational series tapes and the foreign language tapes were wonderful examples of this technology that Atari really should have pushed in commercials more then just the one Atari 400 commercial.

Curt

Jon Melbo wrote:

> On 22 Jan 1999 07:07:54 PST, Cameron Kaiser
> <cdkaiser@delete.these.four.words.concentric.net> wrote:
>
> >No, the Commodore tapes are digital only. There is no analogue track. (Good
> >to see you off the classiccmp list. :-)
>
> Actually, to be technical the Atari doesn't have any digital track.
> It has a track for ANALOG modulated tones and a track for analog
> sounds or voice. I do not know if CBM used digital or analog
> modulated tones. I suspect tones. The mainframe computers I've run
> have large tape drives which indeed are fully digital not unlike tape
> back up units for PCs.
>
> Just picking a nit.

835. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <78b24e$h70@chronicle.concentric.net>
Source record: 55895
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

jmelbo@pressenter.com (Jon Melbo) writes:

>Well, I remember using some of the Bell & Howell (I think that's
>right) Apple II/II+ series machines which were a very dark charcoal
>(some would say black) color. I guess the were produced under the
>permission of Aplle?

Oh, no, they weren't. Apple didn't like the B&H clones *at all*, and
neither did they like the Franklin Ace (a superior Apple clone) or the Laser
128. They were much cheaper and undercut Apple by a significant margin, and
for that Apple hauled them into court and gave them the legal equivalent of
a flogging with a buzzsaw blade over "look and feel" and the usual legal
hogwash.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

836. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <78b28t$lk6@journal.concentric.net>
Source record: 55896
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

jmelbo@pressenter.com (Jon Melbo) writes:

>>No, the Commodore tapes are digital only. There is no analogue track. (Good
>>to see you off the classiccmp list. :-)

>Actually, to be technical the Atari doesn't have any digital track.
>It has a track for ANALOG modulated tones and a track for analog
>sounds or voice. I do not know if CBM used digital or analog
>modulated tones. I suspect tones. The mainframe computers I've run
>have large tape drives which indeed are fully digital not unlike tape
>back up units for PCs.

They were digital pulses, no frequency or amplitude modulation involved
in signal encoding. Hence, if *any* tone came through, even if the amplitude
sucked, the Datasette would still send a 1 down the line to the 64. Not only
that, but programs were saved twice to tape (and the copies compared), and
were checksum-ridden. Commodore tape was slow as all that's holy, but it was
also ridiculously reliable. You never saw a load error. Ever.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

837. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78b2qamlc1@flood.xnet.com>
Source record: 55897
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net> wrote:
: jmelbo@pressenter.com (Jon Melbo) writes:

:>Well, I remember using some of the Bell & Howell (I think that's
:>right) Apple II/II+ series machines which were a very dark charcoal
:>(some would say black) color. I guess the were produced under the
:>permission of Aplle?

: Oh, no, they weren't. Apple didn't like the B&H clones *at all*, and
: neither did they like the Franklin Ace (a superior Apple clone) or the Laser
: 128. They were much cheaper and undercut Apple by a significant margin, and
: for that Apple hauled them into court and gave them the legal equivalent of
: a flogging with a buzzsaw blade over "look and feel" and the usual legal
: hogwash.

Wait a sec. The Bell and Howell models I saw had Apple logos on them but
said "Manufactured by Bell and Howell." We know that Apple didn't like
the Franklin and Laser clones, but I'm not so sure about the Bell and
Howell ones being "illegit."

Based on what I saw, it looked to me like they were manufactured BY Bell
and Howell FOR Apple.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

838. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <78b89n$n13@chronicle.concentric.net>
Source record: 55898
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Jason Compton <jcompton@xnet.com> writes:

>>Oh, no, they weren't. Apple didn't like the B&H clones *at all*, and
>>neither did they like the Franklin Ace (a superior Apple clone) or the Laser
>>128. They were much cheaper and undercut Apple by a significant margin, and
>>for that Apple hauled them into court and gave them the legal equivalent of
>>a flogging with a buzzsaw blade over "look and feel" and the usual legal
>>hogwash.

>Wait a sec. The Bell and Howell models I saw had Apple logos on them but
>said "Manufactured by Bell and Howell." We know that Apple didn't like
>the Franklin and Laser clones, but I'm not so sure about the Bell and
>Howell ones being "illegit."

Actually, I think we're *both* wrong. Some digging revealed that the Bell
and Howells sold to schools as Apple][+ clones were made by *Apple* for
B&H and not the other way around. See:

http://www.rdrop.com/~jimw/jcgm-mic.html
http://www.waynes.com/Business/WaynesComputer/apple2plus.html

>Based on what I saw, it looked to me like they were manufactured BY Bell
>and Howell FOR Apple.

>--
>Jason Compton jcompton@xnet.com
>www.xnet.com/~jcompton
--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

839. Off Topic Apple III?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <36A90F0A.3393D60D@sisna.com>
Source record: 55899

Didn't Apple III come out with a 5 mg Hard drive, long after Atari
add-ons? I have a couple
of these in the box and it seems to that one had a 5 mg hard drive with
the system. They were
actually behind Atari in development but, at this point in time have far
exceeded our expectations for computing?

bob

840. New Phone Number

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <36A9105F.46402380@sisna.com>
Source record: 55900

For those of you that had 801-967-7400 listed for myself, you can now reach me (the recorder) at 801-967-8738. Making a few changes, this number should be good for at least a year and a half possibly two.

Setting up for retirement now, then the area code will be either 602 or 702.

bob

841. Atari 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <36A910AE.E3F4E244@sisna.com>
Source record: 55901

Used in good conditon, comes with power supply and cables, price $25.00
shipping included
bob

842. Mux System

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <36A91200.B14E9F51@sisna.com>
Source record: 55902

Mux system for the Atari 8-bit, this is New, purchased from Bob Puff for a user that had
unfortunate circumstances who had to back out of the deal. It is the basic system, comes with unit plugs into master computer, and 2 slave units. It can be used on an XL or XE system with a hard drive, as the master system, the slaves can access the master systems hard drive even if they are an 800 or a 400 (48k system), Each unit plugs into the cartridge port of the computer and you can add up to 7 slave units, BBS Express! Pro suppurts the additional units and can have up to 7 BBS's running off one master unit accessing each at the same time, provided you have the phone lines and hardware to set it up.

Open to reasonable offers shipped.

bob

843. How to build a Covox Voice Master (WTB: Covox Voice Master)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <36a93565.0@news2.uswest.net>
Source record: 55903

From the overwhelming lack of response to my WTB message I take it that (insert cliché here) before I find a voice master.

So has anybody done a homebrew thing like it? Somebody on comp.sys.robotics was talking about a zero crossing recognition system he built using a timex sinclair. The hardware was very simple and only consisted of a couple of limiters, no a/d needed. I could easily come up with the hardware but the software is another question. It should sample the inputs to create a template which is averaged over three trials when in teach mode. When in recognition mode it has to compare the new input with the template and determine the error somehow...or something.

Patrick Robbins

844. Do you collect computer games?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Hugh Falk <hughfalk@mediaone.net>
Message-ID: <7Eaq2.121$EF.613563@lwnws01.ne.mediaone.net>
Source record: 55904

C|net has just published my article on game collecting. This is just the first in what I hope will be several articles on game collecting and history. I'd appreciate any feedback you have to offer. Check it out at:

http://www.gamecenter.com/Features/Exclusives/Collect/index.html

You can write me at:

hughfalk@mindspring.com

Regards,
Hugh Falk

845. Re: Looking for input on an article...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Hugh Falk <hughfalk@mediaone.net>
Message-ID: <DKaq2.132$EF.617463@lwnws01.ne.mediaone.net>
Source record: 55905

It was Commbat, and I have it for the Atari. It will likely get a nod in my article. Thanks to all for their input.

Regards,
Hugh

"Iain Laskey" wrote in message ...
>In article <f4So2.3589$wm2.8513527@lwnws01.ne.mediaone.net>,
>hughfalk@mediaone.net (Hugh Falk) wrote:
>> The first PC game to network 2 PCs.
>There was a TRS80 wargame in the late 70's that used the serial ports
>to link two machines. Can't remember the name though :-(
>
>***
>* Iain R Laskey * ilaskey@cix.compulink.co.uk *
>***
>* Analyst Programmer/ Freelance IT writer *
>***

846. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: cr@interlog.com
Message-ID: <1dlzzh9.yy1p9z1estn8uN@ip220-68.cc.interlog.com>
Source record: 55906
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron <aarona@localnet.com> wrote:

> I find the maximum output of 25,000 bits per second to be highly
> unlikely. This would mean a reasonably large C-64 program could
> theoretically be loaded in about 15 seconds...a speed comperable to
> the Apple II disk drive mechanism. Regardless, whatever speed increase
> was accomplished via additions that came out years after the C64's
> introduction (I think just a few short months before the C-128's
> introduction).
>

Lesse.. 25,000 bps is about 3125 bytes per second, average time for a
1541 reading a disc is 350 bytes per second in "normal" mode. Most
fastloaders went up to 8x or 10x regular loading speed, so 8x350 is
2800, 10x350 is 3500 bytes per second. So, it is possible.

> How does the HD retain the device number if it's accomplished only in
> software?
>

AFAIK, the HD writes the device number to internal memory on the HD
itself, and it's DOS load's it into memory on power-up.

> >2) Any idiot already knows to get a DOS extension program to take care of
> >this problem. Commodore even supplied one on thier 1541 Test/DEMO disk
> >called "DOS 5.1".

> I think, with the above info, you've confirmed what I said. Commodore
> DOS was absolutely arcane.

Nope, because you said:

> Or the alternative method is to simply take out the BASIC cartridge
> before you turned on the computer and automatically load DOS from disk

Which implies that Atari DOS is also loaded in from disc. So, the
result is a stalemate in ths regard.

> Not by Commodore. They did eventually come out with the 1571 drive
> which, when combined with the C-128, gave a noticeable improvement in
> speed over the older model. Unfortunately, the 1571 connected to a
> C-64 did nothing. Regardless, even the 1571/C-128 combo was still
> awfully slow compared to even Atari's not-so-fast drives.
>

What is the Atari standard speed? And I believe there is a hardware
modificaiton out there that allows the C64 to read the extra data line

hooked up to the 1571/1581 drives, and use BCIS.

> FLI, IFLI, UIFLI?????? What do these mean?

Different graphics formats for the Commodore.

Commodore programmers have proven time and again, that the machine is
NOT limited by it's hardware, but rather, by the programmer. Inovative
programmers keep doing better and better things, pushing the machine
past "known limits".

> What is FLD and VSP? I'd really like to know about this trickery. I
> don't remember this being listed in my books! If I remember correctly,
> the VIC's internal addressing scheme was 14 bit and could only access
> a 16K bank of the C-64's memory at any moment (a separate hardware
> register allowed one to change which 16K bank was accessed). Am I
> wrong?

FLD = Flexible Line Display, VSP = ??? (someone clairfy, veriticle
screen positioning??).

--
Cyberad/RPG aka Patrick M Pritchard * http://www.interlog.com/~cr
PLUR- Peace Love Unity Respect -Live It, Love It, Be It, BELIEVE!
RENEGADE PROGRAMMING GROUP IN 1999 -- Taking It To The Next Level

847. Re: TV documentary

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Frank Carney <frankcNOSPAM@cyberhighway.net>
Message-ID: <36A93F14.37AF19C@cyberhighway.net>
Source record: 55907
Cross-posted to: comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit

If you do not get a big response from this try changing the subject to
retro-computing.

--
To e-mail me directly please remove "NOSPAM" from the reply-to address.

848. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990122224100.4124A-100000@vtn1>
Source record: 55908

Crazy Glued balls?

The mind boggles ;^)

849. Re: FSK sounds on the Atari program recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990122224333.4124B-100000@vtn1>
Source record: 55909

I can send you my OS disassembly if that would help. It contains all the comments in the code from the original 800 OS.

John

850. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36a7c12a.22983539@news.pressenter.com>
Source record: 55944
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Wed, 20 Jan 1999 10:56:54 -0800, "Kenneth Rempfer"
<kennyr@hsicommunity.com> wrote:

>Actually, the copyright on the inside cover of De Re Atari is 1982,
>which may outdate the 400/800 release in 1979, but predate all of
>the xl/xe machines and predates the c64 machine.

That really is irrelevant. What is relevant, is how much technical
info Atari made available and how soon after the release of the
hardware. Two or three years is an atrocity if in fact that is how
long it took. I say six months should be the most you should have to
wait.

851. Re: Looking for input on an article...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36a8d1db.27257511@news.pressenter.com>
Source record: 55945

On Wed, 20 Jan 1999 02:06:49 GMT, aarona@localnet.com (Aaron) wrote:

>>>The first PC game to network 2 PCs.
>>>The first game that allowed two players to play via a split screen.
>>>The first game to use parallax scrolling.
>>>The first light gun.
>>>Etc....
>>
>>I would say Star Raiders in 8K!
>>
>And what did Atari's Star Raiders do first? It didn't have parallax
>scrolling. Was it the first to display a StarTrek like moving
>starfield? Whether or not it was a "first" at anything I still think
>it has a place in history as one of those few games that had a major
>(and I MEAN MAJOR) impact on many people. Wasn't this game on the top
>ten sales charts for well over a year? That in itself would be
>miraculous nowadays.

Well, it was a 1st person perspective. Had that been done before
1979? Battlezone maybe. Maybe first 1st person perspective space
shooter.

852. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: dpeschel@u.washington.edu
Message-ID: <788mj8$fg6$1@nntp1.u.washington.edu>
Source record: 55946
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36A7AE78.7E1FC651@cdsnet.net>,
Daniel Morrow <videoman@cdsnet.net> wrote:

>That depends on what you mean by "only possible on the ATARI.". Sound can be played
>back from an audio cassette in a commodore datasette drive, indeed it can even be
>digitized and edited/saved/loaded as any other digitized data can.

>Aaron wrote:

>> As a brief asside, did you know that Atari's program recorder could
>> play audio through the television? There were some wonderful foreign
>> language program/audio tapes that were only possible on the ATARI.

What Aaron is talking about is analog recorded sound, exactly as you would
get if you used your stereo system to make a cassette. (Well, not exactly,
since it can only take one track of an Atari cassette. The other track is
used for computer data, of course.)

I can't tell if the Commodore can handle that or if you're talking about
digital sound -- computer data which just happens to represent sound, stored
on the tape like any other computer data.

-- Derek

853. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: mwalters@news.hunter.apana.org.au
Message-ID: <916975883.94724@bombadil.apana.org.au>
Source record: 55947
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Jason Compton (jcompton@xnet.com) wrote:
: In comp.sys.cbm Marc Walters <mwalters@news.hunter.apana.org.au> wrote:

: : The machine's parent company supported it better than Commodore did
: : for the 64 (face it, every other computer was better supported!).

: I don't know what that's supposed to mean. Commodore had pretty good
: support, particularly with programmer's resources. Atari was notorious
: for withholding technical documentation.

Sorry, I'll expand that to something intelligible :)
Atari made a strong commitment to the 8-bit line by improving and
expanding the range (XL, peripherals) in the mid-'80s after Tramiel
took over. Even the amount of "noise" Atari made about their support
was greater than Commodore's.
What did Commodore do? The C128, scrapping it 3 years later.
The 1750 REU? Stopped production after 6 months due to DRAM shortage.
1581? Only released it in USA and never advertised it. Here in Australia
Commodore was repeatedly begged by the local press to introduce the
REU and 1581, but never did.
A new model 64? Nope, the 65 never made the Alpha stage.
Analogue mouse? Berkely Softworks had to request the 1531.
Advertising? It was good in this country (John Singleton Advertising
had their account!) but elsewhere?

Of course as the saying goes- the grass is always greener on the
other side of the fence.

Marc

854. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: mwalters@news.hunter.apana.org.au
Message-ID: <916976245.485742@bombadil.apana.org.au>
Source record: 55948
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Jason Compton (jcompton@xnet.com) wrote:
: Well and good, but isn't it still the case that De Re Atari post-dates the
: release of the machine significantly? The Commodore Programmer's
: Reference Guide doesn't, that much I know for absolute certain.

For a laugh, hunt down a copy of the Official Commodore Plus4
Programmers Reference Guide. That's the sort of wacky support
Commodore liked to give. :)

The first edition of the C64 PRG has some simple but significant
errors, especially in the Kernal routine descriptions.

Marc

855. Re: Apple IIGS "Signature Edition"

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: KFergason@aol.com
Message-ID: <36a7f206.3988660@news.randori.com>
Source record: 55949
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

yeah, they made about 50000. they're not rare, despite
what some people will tell you.

On Thu, 21 Jan 1999 09:59:15 GMT, aarona@localnet.com (Aaron) wrote:
>
>A couple months ago, I picked up a Woz signature edition Apple IIGS
>for the astounding price of $20 at my local thrift store. It was in
>absolutely gorgeous condition. Up to that point I never knew there was
>such a "signature edition."

856. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <788vfj$5t9$1@flood.xnet.com>
Source record: 55950
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Marc Walters <mwalters@news.hunter.apana.org.au> wrote:

: Atari made a strong commitment to the 8-bit line by improving and
: expanding the range (XL, peripherals) in the mid-'80s after Tramiel
: took over. Even the amount of "noise" Atari made about their support
: was greater than Commodore's.
: What did Commodore do? The C128, scrapping it 3 years later.

Commodore sold 4.5 million C128s. How did the 130XE do? Hell, did all of
the XE machines COMBINED sell 4.5 million?

: The 1750 REU? Stopped production after 6 months due to DRAM shortage.

Hardly Commodore's fault. And the 1750 Clones shipped for a long time
after that.

: 1581? Only released it in USA and never advertised it. Here in Australia
: Commodore was repeatedly begged by the local press to introduce the
: REU and 1581, but never did.

The '81 was a pretty specialized item when it came right down to it. The
Commodore press talked it up and it was pretty well available over here.

: A new model 64? Nope, the 65 never made the Alpha stage.

As the proud owner of a 65, I have to say that while it's neat, it's
probably for the best that it wasn't completed anyway. (All of
Commodore's divisions recommended against it because they didn't think
they could sell it, and they were probably right: I don't think the world
wanted a Super-64 in 1990-1991.)

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

857. Atari Age Magazine Volume 1 number TWO! Rare! on Ebay!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: collectiblefreak@my-dejanews.com
Message-ID: <7895aq$3nh$1@nnrp1.dejanews.com>
Source record: 55951

Hi,

I have ATARI AGE magazine Volume 1 Number TWO! Its up for sale on eBay! only $5.00 as of now!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=58903099

Click here for a photo!

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

858. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: PJR <paulr@rtis.freeserve.co.uk>
Message-ID: <789fe8pec1@news4.svr.pol.co.uk>
Source record: 55952

Getting back to the point ....

Mini Office II is not Y2K compliant because the database bit has a field type of 'date' which only allows a two digit century, which means that sorting and querying on such data can produce incorrect results. Has anyone got any other databases they could check out? Or what about the old finance app called Home Accounts Manager or something similar, this must have some dates in it?

Also, old versions of Spartados tick over to "01/01/:0" [with a colon in the century] over the millenium, although the days are correct and leap years are allowed. Can someone confirm whether newer versions (and which ones) are properly compliant?

859. Montezuma's Revenge Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: SIK <sik@iit.ntu-kpi.kiev.ua>
Message-ID: <789ej2$4pd$1@oberon.ntu-kpi.kiev.ua>
Source record: 55953

I have just found this news group.
As I was playing with my Atari computer I had one question about
"Montezuma's Revenge".
How could be this game ended?

If somebody knows this, I' ll be glad to know this, cause sometimes I'm
returning to my old Atari. This Question has interested me till 1986....
Thanks Everybody

860. Re: Apple IIGS "Signature Edition"

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a80576.2345456@news.localnet.com>
Source record: 55954
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Fri, 22 Jan 1999 03:37:03 GMT, KFergason@aol.com (Kelly Fergason) wrote:

>
>yeah, they made about 50000. they're not rare, despite
>what some people will tell you.
>
A 50,000 production run is quite low for a computer. Also, this doesn't mean that 50,000 still survive. I would estimate that half of those 50,000 no longer survive the rigors of time. Of the 25,000 left, many probably have developed problems or are in degraded condition (ie. not MINT CONDITION). And few of those (perhaps 5,000?) still have the original packaging or manuals (an all-important requirement for serious collectability.) Many Star-Wars toys from the 70's aren't rare and yet they command astounding prices in the collector market. (Wait'll Hollywood makes a Sci-Fi trilogy based on the Apple computer and you'll really see the price of old Apple equipment zoom! GRIN.)

861. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.111216b05fd229aa989723@news.midwest.net>
Source record: 55955
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <785qnm$t4j$1@kc.trail.com>, sjudd@kc.trail.com says...
> Hola Ronald,
Hola back atcha! :)
>
> In article <MPG.110f7b4d6a639cbb989721@news.midwest.net>,
> Ronald A. Laski, Jr. <rlaski@midwest.net> wrote:
> >I am a die hard Atari fan (i've used a C64 a few times, but for overall
>
> A few times?
Yea, a few times, more than none, a brief amount of experience. (in fact,
a confession that i'm not a c64 'pro' which i wasn't trying to imply...
just that i've had more than 'none' :)

>
> >speed, usefulness, and for playing games, Atari, for me, always wins
> >hands down) Now, if i can get past my own personal bias :) I only wanted
> >to say: If the Vic20 and the C64 came out 3 years AFTER the Atari, and
> >best argument is simply that the C64 was (only!) COMPARABLE to the Atari,
>
> I believe you are perhaps missing the bigger picture here: it is the
> Atari people that are saying that the 64 is comparable to the Atari.

Nooo.. i didn't say that... I (as an Atari person) am only 'hearing'
arguments that aren't convincing me that the c64 is 'better' than the
atari (which, if i've gleaned my info correctly, was 3 years older than
the c64) For instance, Compute mag printed a c64 type-in to give the c64
'atari-style' graphics modes and syntax ('modes' as best the programmers
could give a 64 *which i'm not saying is either good or bad*)
in fact, i don't believe articles like that were written to convince
ANYONE of one machines superiority over another, just simply that: If we
do this, then our system will have similar capabilities to another
system. I can only think of ONE program EVER written to give an Atari 8
bit a c64-type of similarity (w/ the deliberate attempt to give it the
c64 similarity) <- (i haven't explained that remark, so it seems
repetitive, but there is an 'as opposed' point of view and i don't want
to go there just yet) :) Anyway, that program was designed to give the
pokey chip sid-type waveform sound capability. Excepting THAT, i read a
lot of posts here that (basically) say: "Well, the C64 can do that too!
(if we program it specially for that)" I don't see Atari people saying
(w/ the above exception about the sound) "Well, if we program our
machines like this, they'll be more like a C64!" Also, earlier when i
stated my opinion about the 2 machines, i never said the c64 was a bad
machine, i like my atari better. i feel that 'out of the box' the atari
is a better machine. I wasn't thinking about 'what can we hack on to the

box to make it neater!' Also, as a final point, selling the most computers doesn't mean that a company has the best hardware...

> This quite a step up from the "Atari, designed by deities and known
> only to a chosen few, was overwhelmingly superior to the 64 which only
> sold well due to cheapness and C= 'dirty tricks'" argument of a year ago.
>
> In fact, it seems to me that if _Atari_ people think it is comparable,
> then it must indeed be quite markedly superior!
>
I don't... I think the c64 is a sub-Atari machine, better than an Apple (which i actually like, i now own a II+, and i've heard a music demo *speaker pops!* that actually carried on 3-voice harmonies, which i find impressive given the capabilities of the machine)

Here's a question, Did anyone ever program a (for a lack of a better term) multiplex sound channel song for either computer? (you know, 8 voices on the atari instead of 4, w/o the Gumby or other stereo upgrades? or 6 voices on the c64? can it even be done or not?)

> -Steve :)
>
^^^^^^^^^^ I'm thinking i should have probably 'cut' that.. but i didn't! :)

One more point (will i ever shut up? :) I really feel that here in the USA (back then) Atari actually DID give pretty good customer support (maybe even EXCELLENT - for the time) but, once they started down the path toward the DARK SIDE, support was the first to go! (well, maybe that's a tie with advertising/marketing! :)

--
Ron
rlaski@midwest.net

862. Public Domain CD-ROM

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <36A86557.6B18EE99@sisna.com>
Source record: 55956

Over 600mgs of Atari 8-bit Public Domain software on a CD, approximately
80% of the
first Pool Disk, and 3 club libraries from the U.S. Price $20.00
shipping included.

bob

863. Binary posting - and Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.11121998bbc8478c989728@news.midwest.net>
Source record: 55957

I've posted some stuff in the binaries group

Am I posting the parts to small? too large? (haven't heard any complaints
but when i go there myself, my ultima post seems a bit excessive -
something like 15-16 msgs)

--
Ron
rlaski@midwest.net

864. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: arenag@my-dejanews.com
Message-ID: <789uibobf1@nnrp1.dejanews.com>
Source record: 55958
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36a70c24.30880361@news.localnet.com>,
aarona@localnet.com wrote:
> As a brief asside, did you know that Atari's program recorder could
> play audio through the television? There were some wonderful foreign
> language program/audio tapes that were only possible on the ATARI.

Yep, I heard that.. I read it in the "Reader's Feedback" column in
Compute! magazine; somebody wrote about hearing beeping sounds through his
speaker when loading or saving to cassette on his 400 or 800 (I forget which).

Greg

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

865. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990122072931.10471.00000450@ngol05.aol.com>
Source record: 55959

In article <788mj8$fg6$1@nntp1.u.washington.edu>, dpeschel@u.washington.edu (D. Peschel) writes:

>
>I can't tell if the Commodore can handle that or if you're talking about
>digital sound -- computer data which just happens to represent sound, stored
>on the tape like any other computer data.

Think of the Atari cassette as a stereo tape deck... on one channel, (let's say 'left') you have the digitized sound of the computer program. The other track, could be another sound... could be music, a voice.. what ever... in the language series, Italian, French, Spanis, German... different short progams would be loaded and run.. so the on scrren graphic would be, let's say a person at an airport... the program would then cue the cassette tape to run/play til cued'.. that would be an actual person's recorded voice reciting the phrase seen on screen.... Sammy the Sea Serpent is a great story for kids that makes a lot of use of both tracks.. a woman tells the tale, and the graphics continue to load, run, then change...Since the system is mono, the voice track runs thru the computer right out to the monitor... if it were stereo, it would sound like the old Beatle records... voices singing on the left, instruments on the right!
B'rgds,
Vinnie

"Can't means don't want to!"

866. Atari advertising movies!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Thomas Havemeister <twh@bigfoot.de>
Message-ID: <36A874E4.15A227F2@bigfoot.de>
Source record: 55960

Howdy!

I'm asking if some of us atari enthusiasts have recorded those Atari tv advertisings!

I'm collecting all kind of atari merchandising, so who could make an mpeg movie?

-thomas

867. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a83085.13369781@news.localnet.com>
Source record: 55961
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>Here's a question, Did anyone ever program a (for a lack of a better
>term) multiplex sound channel song for either computer? (you know, 8
>voices on the atari instead of 4, w/o the Gumby or other stereo upgrades?
>or 6 voices on the c64? can it even be done or not?)

I'm not aware of any software for the Atari that "multiplexed" the
POKEY sound chip, although I assume it would be possible.
Unfortunately, it would probably significantly degrade the Atari's
processor performance for other tasks (such as animation). As a brief
aside, while reading info on MAME, I noticed that alot of older arcade
games also used one, OR MORE, Atari POKEY sound chips.

Some software (OCTAMED?) for the Amiga did achieve software controlled
sound multiplexing but, as stated above, the processor performance
degraded significantly (30%?).

Considering the lack of true hardware support for sound on the Apple
II line, some programs were able to achieve some amazing sound effects
while, at the same time, producing sprite style animation in software
(ie. MsPacman). Unfortunately, the processor had to be seriously tied
to poping that damn speaker cone in REAL-TIME!!! The effective
processor degradation was anywhere from 10% to over 90%!!!!!!!!!!

>> -Steve :)
>>
>^^^^^^^^^^ I'm thinking i should have probably 'cut' that.. but i
>didn't! :)
>
>One more point (will i ever shut up? :) I really feel that here in the
>USA (back then) Atari actually DID give pretty good customer support
>(maybe even EXCELLENT - for the time) but, once they started down the
>path toward the DARK SIDE, support was the first to go! (well, maybe
>that's a tie with advertising/marketing! :)
>
>--
>Ron
>rlaski@midwest.net

868. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <36A880C4.AC450E39@erols.com>
Source record: 55962
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

What makes you think it's limited to csa8? :)

Philip Stewart wrote:
>
> On 6 Jan 1999 18:21:02 -0600, Nathan Wain <nathan@caverock.net.nz>
> wrote:
> >> (a) report them to their ISPs
> > >
> > >Oooh, ooh ooh!!!! Please report me to my ISP. Pretty please!
> > >
> > >I'd just *love* to see the shock and dismay they'll display when
> > >they find out one of their subscribers has _posted_ _off_ _topic_!
> >
> > Oh dear.
> >
> > ><a pile of other witless rubbish which isn't worth the bandwidth>
> >
> > Why, oh why, is it that every time I drop in on csa8 - which isn't
> > very often at the moment - is there always someone being an arsehole?
> > No offence or anything. Just my little philosophical piece ...
> >
> > From Phil
> >
> > Weird Stuff - http://stewart.connect-2.co.uk/weird/stuff.html
> > --
> > "Mmmm, pie..." - Homer

869. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <36A88040.830DC7E8@erols.com>
Source record: 55963

Jason Compton wrote:
>
> Alan Sharkis <asharkis@erols.com> wrote:
>
> : However, I've seen Commodores in schools. They just didn't stand up
> : mechanically witht the punishment that kids gave them. My school system
>
> Maybe Canadian kids are easier on equipment, because Canadian school
> systems used Commodores pretty extensively.
>
> --
> Jason Compton jcompton@xnet.com
> www.xnet.com/~jcompton

Jason, it's nice to know that somewhere in this world people have
respect for machines :) I can tell you that not having respect
sometimes goes beyond the juvenile set.

In my wife's school, there was a computer lab. The kids would take the
mouse balls out and toss them around. One day, a substitute teacher got
tired of this, so she filled each mouse with Crazy Glue. You can guess
the result and how long it took to replace the mice.

870. Re: Atari 800XL keyboard question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Jason Hedrick <Terrance.J.Hedrick@DaytonOH.NCR.COM>
Message-ID: <u4j#hOhR#GA.156@rpc1285.daytonoh.ncr.com>
Source record: 55964

John,
With the replies about removing the ribbon connector from the motherboard, I want to give you this additional word of caution, if it's not too late. When you look at the motherboard where the ribbon cable from the keyboard attaches, you'll see a connector attached directly to the motherboard. Way back in my early years, when I got my first Atari, a 600XL, I thought that the connector was a permanent part of the ribbon, and that the CONNECTOR slid off the motherboard. IT DOESN'T. The cable is gently pulled out of the connector. When you pull it out, you'll have JUST a ribbon cable with bare contacts on the end. That's it!

Jason Hedrick

John Marks wrote in message <36A6F243.7D63@flinet.com>...
>Hello,
> I am new to this newsgroup. I just bought an Atari 800 XL computer
>with a 1050 disc drive at a thrift shop. When I hooked it up to a TV, I
>noticed that the numerical keys 7, 8, 9, and 0 do not work! Has this
>happened to anyone else? Does it have anything to do with the cartridge
>slot door? I say this because the doors position kinda coorelates with
>the position of the numerical keys that don't work. Any help would be
>appeciated. I don't want to open up the box if there is another
>solution besides cleaning the contacts.
>Thanks!
>--
>John Marks
>Jupiter, FL
>e-mail: marks7@flinet.com
>homepage: http://www.flinet.com/~marks7

871. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <78a41d$nqd@journal.concentric.net>
Source record: 55965
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

aarona@localnet.com (Aaron) writes:

>Some software (OCTAMED?) for the Amiga did achieve software controlled
>sound multiplexing but, as stated above, the processor performance
>degraded significantly (30%?).

I do have OctaMED on my A1200. I don't know too much about the package, but
AFAIK it does do some Paula tricks, yes.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

872. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <78a46i$kq6@chronicle.concentric.net>
Source record: 55966
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

aarona@localnet.com (Aaron) writes:

>What was the C-64's Spartan?

The Spartan Mimic was a device that pulled simultaneously into all the exterior ports of the 64. It connected to main RAM through the expansion bus and essentially used the 64 for keyboard and RAM only. Inside the Mimic was the CMOS Apple][6502 variant, the system ROMs, and glue logic. It allowed all the regular Apple peripherals and emulation was essentially 100% because it was really just an Apple in a box with no keyboard or memory.

It was very expensive, and not many units were made. I don't know if one exists these days.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

873. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <78a48a$ntc@journal.concentric.net>
Source record: 55967
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

dpeschel@u.washington.edu (D. Peschel) writes:

>I can't tell if the Commodore can handle that or if you're talking about
>digital sound -- computer data which just happens to represent sound, stored
>on the tape like any other computer data.

No, the Commodore tapes are digital only. There is no analogue track. (Good
to see you off the classiccmp list. :-)

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

874. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <78a49t$ksk@chronicle.concentric.net>
Source record: 55968
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

arenag@my-dejanews.com writes:

> Yep, I heard that.. I read it in the "Reader's Feedback" column in
>Compute! magazine; somebody wrote about hearing beeping sounds through his
>speaker when loading or saving to cassette on his 400 or 800 (I forget which).

I think you mean disk drive. A friend of the family has a 65XE and his Atari
plays intermittent beeps through the speaker when disk access is in progress.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

875. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a84a82.20023826@news.localnet.com>
Source record: 55969
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Fri, 22 Jan 1999 13:30:50 GMT, arenag@my-dejanews.com wrote:

>In article <36a70c24.30880361@news.localnet.com>,
> aarona@localnet.com wrote:
>> As a brief asside, did you know that Atari's program recorder could
>> play audio through the television? There were some wonderful foreign
>> language program/audio tapes that were only possible on the ATARI.
>
> Yep, I heard that.. I read it in the "Reader's Feedback" column in
>Compute! magazine; somebody wrote about hearing beeping sounds through his
>speaker when loading or saving to cassette on his 400 or 800 (I forget which).
>
>Greg

Those continuous beeps through the monitor's (or TV's) speaker also occured with disk drive access. A program could reduce this sound to a muffle but not completely get rid of it. Although this may sound annoying, strangly enough many Atari afficionados (including me) grew to love this Atari quirk in the same way alot of people love Cindy Crawford's facial mole. Too bad IBM based Atari emulators couldn't incorporate these sounds. There's nothing like owning the original equipment!!!!!

876. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36A89DF3.731E@netmagic.net>
Source record: 55970
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Ronald A. Laski, Jr. wrote:

> Nooo.. i didn't say that... I (as an Atari person) am only 'hearing'
> arguments that aren't convincing me that the c64 is 'better' than the
> atari (which, if i've gleaned my info correctly, was 3 years older
Does kind of give the impression that if as part of your comparision you
said, "The Atari 800 weighed more then the C64" someone would comment
how they used to fill their C64 with lead fishing weights to the point
where it was 10 times heavier then an Atari.

877. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Mike Uhl <ShoeLeather_Express@RadioLink.net>
Message-ID: <Mike.Uhl.199901212205@ShoeLeather.Express>
Source record: 55971
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

```
On Wed, 20 Jan 1999, (Ronald A. Laski, Jr.)
wafted these smoke signals into the breeze:
> > I haven't seen a desk-top computer yet that will fit into a shirt
> > pocket. ;-)
> >
> >
> No but I saw a Shirt-Pocket Computer that will fit on a desktop! :)

Yup. Now that would be nice. Only two things wrong with them, from
what I've seen:
1) They run off WinBloats
2) They are so *blasted* expensive

--
[,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
Windows - the XT emulator for the Pentium.
```

878. Re: TV documentary

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Niall Tracey <niallt@dai.ed.ac.uk>
Message-ID: <Pine.SOL.3.95.990122172052.1257E-100000@roach.dai.ed.ac.uk>
Source record: 55972
Cross-posted to: comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit

This appeared on comp.sys.sinclair, and I thought any UK users in the
above newsgroups would be interested. Enjoy...

Niall Tracey

On Wed, 20 Jan 1999, James Bird wrote:

> I'm a student at Bournemouth University in the UK. I will shortly be
> producing a documentary about retro gaming and I'm looking for potential
> interviewees.
>
> Do you regularly play games on a Spectrum, C64, ZX80, etc?
> Do you have strong views about these computers which many people consider
> archaic and outdated?
> Would you be willing to give a TV interview and talk about this?
>
> If so, please email me. If you live locally then that's an added bonus but
> if not, please still reply. I will be willing to pay travel expenses either
> to bring you to Bournemouth or to come to you.
>
> Looking forward to hearing from you.
>
> James Bird.
> jim@chweb.freeserve.co.uk
>
>
>
>
>

879. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_917010319@rtfm.mit.edu>
Source record: 55973
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 9, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/
--A major revision has been done recently by mailto:clu-da-bard@geocities.com (Doctor Clu)

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@spambusters.ml.org
http://www.spambusters.ml.org/atari/ugbbs.htm

880. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Kenneth Rempfer <kennyr@hsicommunity.com>
Message-ID: <cg3q2.560$jW6.8486@typhoon-sf.pbi.net>
Source record: 55974
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

I've got a couple of Atari tapes that played music while loading
the program. I also have the Atari Talk & Teach cartridge which
was used with cassette tapes - it would narate lessons while
providing info onscreen & asking questions. The catalog showed
there was 17 courses offered, ranging from elementary thru
college level.

For thoses people concerned about when this was available,
they came out with the inital release of the 400/800 in 1979.

D. Peschel <dpeschel@u.washington.edu> wrote in message
news:788mj8$fg6$1@nntp1.u.washington.edu...
>In article <36A7AE78.7E1FC651@cdsnet.net>,
>Daniel Morrow <videoman@cdsnet.net> wrote:
>
>>That depends on what you mean by "only possible on the ATARI.". Sound can
be played
>>back from an audio cassette in a commodore datasette drive, indeed it can
even be
>>digitized and edited/saved/loaded as any other digitized data can.
>
>>Aaron wrote:
>
>>> As a brief asside, did you know that Atari's program recorder could
>>> play audio through the television? There were some wonderful foreign
>>> language program/audio tapes that were only possible on the ATARI.
>
>What Aaron is talking about is analog recorded sound, exactly as you would
>get if you used your stereo system to make a cassette. (Well, not exactly,
>since it can only take one track of an Atari cassette. The other track is
>used for computer data, of course.)
>
>I can't tell if the Commodore can handle that or if you're talking about
>digital sound -- computer data which just happens to represent sound,
stored
>on the tape like any other computer data.
>
>-- Derek

881. Re: Still trying (Was Re: Keeping it all on topic :-) (Blake's 7 anyone?))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Thomas Rankin <postmaster@sanguinarius.demon.co.uk>
Message-ID: <ac471c848%postmaster@sanguinarius.demon.co.uk>
Source record: 55975
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

> >> On Tue, 12 Jan 1999 13:07:06 -0000, "Andrew Cadley"
> >> <a.p.cadley@uea.ac.uk> wrote:
> >>
> >> >:>I reckon if Amstrad had marketed it better, it would have beaten the
> >> >:>NES, SMS, SNES and Sony Playstation.
> >> >
But this is an all too common story, compare the 3do to the SNES (released
about the same time), the difference is emense.
And one or two games on the 3do still outrank their PSX counterparts,
difference is that the 3do console died a long long time ago, PSX is still
very much alive and kicking.

882. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Nate / DAC <natedac@southwind.net>
Message-ID: <Pine.BSI.4.02A.9901221249530.6609-100000@onyx.southwind.net>
Source record: 55976
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> Here's a question, Did anyone ever program a (for a lack of a better
> term) multiplex sound channel song for either computer? (you know, 8
> voices on the atari instead of 4, w/o the Gumby or other stereo upgrades?
> or 6 voices on the c64? can it even be done or not?)

This is routine today. most C64 music has atleast 6 voices, some have even more.

I heard a song recently, from our 1998 4K-compo, that sounded like it had a good 8 or more voices in it.

Of course one can also add hardware such as the SID Symphony cartridge, which gives 6 actual voices.

A good music programmer could pull off a cool 12-15 voices out of a 6-voice machine.

--

```
_____________________________________________________________________
| . . | * http://www2.southwind.net/~natedac/ * |
| _ _ _|_ _ _| _ _ |-----------------------------------------|
| |/ \`_| | /_)/ |`_|/ ` | GCS d- s++:++ a-- C++ UB>++ P+ L>++ !E |
| | |(_| \_ \_ \_|(_|\__ | W++ N++ K- w--- M- V? PS PE Y+ PGP- t++ |
| at southwind dot net | 5 X+ R tv@ b+ DI(++) D+ G++ e+ h+ r- y- |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

883. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36A8D298.F59EB9F0@worldnet.att.net>
Source record: 55977
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron,

Whew!!! That was quite a message you wrote, very well written, I liked the fair comparisons. Just for a little bit of added information. The reason why the C-64 and Vic-20 came to market 3 years after the Atari 400/800 was that Commodore did not have anything like that in 1979, and in fact I've spoken with the 3 people who designed the Vic-20 and C-64 and they admitted to the fact that Jack had them look at the Atari's and copy its features and package it into a low cost system. Also the Vic and C-64 never had a peripheral bus, simply a cassette port and an IEEE bus connector that was made to transfer data in and out of the machine, so transfer rates were painfully slow. Commodore has a huge advantage over the Atari's with upgradability, the Atari chipset is very closely tied together, so to upgrade or speed up one chip effects all the others, so upgrading the CPU, video and such has never been very successful in the past, so Atari's strengths: its custom chips are also its downfall. The SIO bus although very costly to design peripherals was a concept way ahead of its time, in fact look at todays new hot communication standard, Universal Serial Bus, where everything is daisy chained to a single interface, in fact the designer of the SIO bus for the Atari 800 is also one of the patent holders of the USB design working at Microsoft today.

Curt Vendel
The Atari Historical Society
http://www.atari-history.com

884. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36A8D567.1F38EB1F@worldnet.att.net>
Source record: 55978
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>
A close friend (he lived just 3 houses from me) liked purchasing
Commodore equipment (first the Vic 20 then the 64) and, based on what
I saw at his house, I almost purchased one in late 1984. Why did I go
for an Atari 800XL instead? When I walked into Child World with cash
in hand I found out the Atari was just marked down to $89.95; a full
$25 less than the C64. Of course, I had to wait six months before I
got a disk drive, which was almost double the price of the CPU!!!!!

Unfortunately the SIO bus although advanced for its time was expensive to develop
peripherals for and that was its downfall, items which should have cost 1/4th the
price had to have an intelligent communications control and then its own
controller so items were very very expensive. The XL series with its Parallel
bus could have solved many of the problems with PBI based devices, but the devices
meant to be released never got a chance when the Tramiels took over Atari and
cancelled all of the products.

Curt

885. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: sbendz@ece.vill.edu
Message-ID: <36A8FE90.5278@ece.vill.edu>
Source record: 55979
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti,comp.sys.ibm.pc.classic

Jeff Lemke wrote:
>
> I must have missed something here. Any integer is already "infinitely
> precise" by its very nature.
[...]
> With any integer, there's no reason you can't
> have what you call infinite precision.

You missed my point. In the real world, with measured values, such as <italic> weights as determined by a scale in a post office </italic>, there are no such things as integers. Integers are a (very useful) mathematical abstraction when it comes to measuring quantities on a continuous range (i.e. when talk about the set of real numbers.) No one has ever seen a length that was exactly an integer number of some predefined units and known that it was exactly an integer.

When you write an iteger with no decimal point, and it's understood that it's and integer, you're using a special notation euivalent to specifying infinitely many zeros to the right. You can't compare that with a real number like pi or the sine of something as if it were the same notation. Ok, it's understood that we mix the two notations, and we don't usually distinguish, but in this case, the difference matters. When I was talking about 2.000000..., I was representing an integer in "real number" notation, and I was doing it because that notation correlates directly to the way measurement, in general, works. The whole goal was to show that integer measurements are impossible, because you can never get it as exact as an actual integer.

Stephen

886. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36A8D60C.CAB201FD@worldnet.att.net>
Source record: 55980

Hi Iain,

Your right and I stand corrected, there were two different Harris' from two
different era's, my apologies.

Curt

Iain Laskey wrote:

> In article <36A513EC.E93D675B@worldnet.att.net>, cvendel@worldnet.att.net
> (Curt Vendel) wrote:
>
> > but if you talking about John Harris your talking about the
> > Tramiel-Atari era from July 1984-1996 and that was well after the
> > earlier Atari 400/800,
> Are we talking about the same John Harris? John Harris who wrote
> Jawbreaker a looong time before 1984. The ghosty sprites in Jawbreaker was
> the reason I bought an Atari 400 back in 1981.
>
> I know and appreciate your work on Atari history but I think you're adrift
> here.
>
> **
> * Iain R Laskey * ilaskey@cix.compulink.co.uk *
> **
> * Analyst Programmer/ Freelance IT writer *
> **

887. Re: 2 questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36A8D659.3A6FFFF1@worldnet.att.net>
Source record: 55981

There were 2 different mechs for the Atari 810, the MPI and then the Tandon.

Curt

Trystan Negus wrote:

> Two questions:
>
> 1) A bit of an anorak question this, but how many different 810 drive
> flaps were there? My original (dead) 810 had a square inch or so of metal
> that swivelled down and pushed the drive mechanism onto the disk. By
> contrast, one I've recently bought has a button released spring-loaded flap,
> with enough power to take my finger off. Are these the only two, or were
> there more?
>
> 2) Soon (once my SIO2PC PC is finally sorted out) I'll be looking for
> ATRs of all my old tape games, which I doubt work anymore. Although there're
> some old ones like Star Raiders and Lone Raider, which I've seen on the web,
> most of my collection is comprised of things like Zeppelin's Mission Shark,
> Fred, and Mercenary. Is there one big site that has squillions of Atari
> 8-bit games, including the last (trans-disked) tape releases? Failing that,
> where are the best smaller sites? Also, does anyone have a manual
> (emailable) for transdisk?
>
> Thanks in advance for any help,
>
> Trystan

888. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36A8D702.3507B92F@worldnet.att.net>
Source record: 55982
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Ah, but this is not the mine is better then yours, this thread is simple talk about features and refreshing everyones memory about these systems faired in the market, hardly the same talk of yesteryears.

Curt

Cameron Kaiser wrote:

> Didn't we tire of the 'my computer can beat up your computer' back in the
> days of the Speccy flame war? Please, folks.
>
> --
> Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
> -- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
> head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
> personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

889. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36A8D809.869BC0F6@worldnet.att.net>
Source record: 55983
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

There is nothing to credit the c64 with as far as bringing down prices, it was the introduction of these low cost pc's that caused everyone to suddenly change course and go into a cost cutting frenzy and instead of enhancing the systems in the right fashion, the machines were stripped of features and the companies (especially Atari) spent more time doing research into how to remove an extra resistor here, capacitor there instead of focusing on enhancing its chipsets with better graphics and sound and such, TI dropped out, other companies dropped out before comming out with products, then price got so low, the video game industry began to be questioned, why bother buying a video game for $199 when I can own a computer for $199??? So in a sense many companies were badly hurt from these low cost machines, it was great for Commodore though :)

Curt

Kenneth Rempfer wrote:

> Actually, the copyright on the inside cover of De Re Atari is 1982,
> which may outdate the 400/800 release in 1979, but predate all of
> the xl/xe machines and predates the c64 machine. The whole scene
> before 1983 was different on many levels. I credit the c64 with
> opening up the 8-bit pc market by driving prices down. There were
> some premium games avail for 8bit atari before 83, but with the c64
> came lower prices and was followed by a software boom for both
> platforms. Lets face it, more users (due to lower machine prices)
> attracted more programmers.
>
> One last note: The copyright in my copy of VisiCalc for Atari 800
> is 1981.
>
> >Well and good, but isn't it still the case that De Re Atari post-dates the
> >release of the machine significantly? The Commodore Programmer's
> >Reference Guide doesn't, that much I know for absolute certain.

890. Re: Where 8-bit Atarians are from, was Re: 8 bit demo competition Rules

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: phil_stewart@yahoo.com
Message-ID: <36a8d839.1281964@news.freeserve.net>
Source record: 55984
Cross-posted to: comp.sys.acorn.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Fri, 22 Jan 1999 08:44:36 -0500, Alan Sharkis <asharkis@erols.com>
wrote:
>What makes you think it's limited to csa8? :)

Hmm, csam, csa8, csa8 the atari version, csc, css all listed in the
crosspost. I see what you mean :-)

From Phil

Weird Stuff - http://stewart.connect-2.co.uk/weird/stuff.html
---
"Mmmm, pie..." - Homer

891. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <bpyJVSAltNq2EwAG@cosine.demon.co.uk>
Source record: 55985
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Ronald A. Laski, Jr.:
> I can only think of ONE program EVER written to give an Atari 8
> bit a c64-type of similarity (w/ the deliberate attempt to give it the
> c64 similarity) <- (i haven't explained that remark, so it seems
> repetitive, but there is an 'as opposed' point of view and i don't
> want to go there just yet) :)

The opposed point of view being "they don't do it 'cos they can't",
right? =-)

> Anyway, that program was designed to give the pokey chip sid-type
> waveform sound capability. Excepting THAT, i read a lot of posts here
> that (basically) say: "Well, the C64 can do that too! (if we program
> it specially for that)" I don't see Atari people saying (w/ the above
> exception about the sound) "Well, if we program our machines like
> this, they'll be more like a C64!"

We're not trying to make the C64 act like an Atari but we're being told
here that "the Atari was better because..." and in a fair few cases the
"because" is something we've already *done*. Unless, of course, the
Atari magically does all the things Aaron listed at power up without any
code being loaded it has to be programmed specifically for those jobs as
well doesn't it?

"Out of the box", the Atari has the faster processor and more colours,
the C64 has better sprites and sound but it's not just a matter of
having these things and just living with the limits the hardware sets.
I don't know about the Atari people, but the C64 folk are constantly
trying to get more out of the machine, not due to an inferiority complex
of some kind but because it can be done.

When the Blackmail people sat down and wrote the first FLI routine they
weren't thinking "we could pretend we have an Atari here!", they were
trying to make the C64 better. The result was a routine that isn't
documented in any Commodore literature and can increase the colour
resolution of the screen.

> Here's a question, Did anyone ever program a (for a lack of a better
> term) multiplex sound channel song for either computer? (you know, 8
> voices on the atari instead of 4, w/o the Gumby or other stereo
> upgrades? or 6 voices on the c64? can it even be done or not?)

On the C64, the most done with note plexing was seven voices by Apex (it
was on the music selector demo of the disk version of the game
Retrograde) and Martin Galway managed to get what sounds likes three

channels from one on the Wizball bonus run tune.

The Cosine player, EMS v7.03, can wedge a percussion channel in
"between" the standard three to give a fourth channel without plexing.
Add a polyphonic sample player and six shouldn't be hard...

> One more point (will i ever shut up? :) I really feel that here in the
> USA (back then) Atari actually DID give pretty good customer
> support...

They sucked like Noo-Noo over here...
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
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892. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36a8de67.96015929@news.pressenter.com>
Source record: 55986
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 20 Jan 1999 17:13:01 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>Well, spec sheets can be quite deceptive. The Apple II had something
>which neither the Atari nor 64 had: slots. Not only could you add
>all kind of graphics and sound cards, I recall things like 286 boards
>and IBM emulators, when I was in high school! Add in a decent BASIC,
>a built-in monitor, and a whole lot of software, and it's an OK
>machine.

That's a very good point. While lacking in sound and graphics, the
Apple II did have slots, fast parallel disk drives, 80 column support
and well supported expanded memory early on. Atari is still my
favorite but the Apple had us all there (til the PC came out).

>It also had one other thing Atari and 64 never had: support!

That I disagree with. Both Atari and CBM supported their equipment
also.

893. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-22 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36adea92.99131789@news.pressenter.com>
Source record: 55987
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 21 Jan 1999 16:31:38 GMT, Jason Compton <jcompton@xnet.com> wrote:

>IT WAS SORT OF AMAZING, THOUGH, HOW IF YOU ONLY HAD UPPER CASE YOU SORT OF
>GOT USED TO IT.

THAT'S VERY TRUE. NOW I JUST WISH I COULD FORCE ALL OF YOU TO READS
THIS IN A LARGER FONT TO SIMULATE THE 'JOYS' OF 40 COLUMN TEXT. LET'S
FACE IT FOLKS, 40 COLUMNS BLOWS.

894. Re: Atari SX212

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36AA0BD5.805D8B98@arn.net>
Source record: 55738

I remember when I got my Mac PowerBook 5300, I needed a modem BAD. I used the SX212 to get online. It took me awhile to set it up as far as a connection and I couldn't figure out why it wasn't working. I studied the modems command lists and everything but still couldn't figure out what was happening.

Remember, I said I used it on my Mac. Of course I had a cable adaptor for the mac port to RS232, BUT the reason it didn't work was because it wasn't flow-control compatible. So I bought a new one and it worked like a charm.

Downloading stuff on a direct ISP was a different story. I used to DL stuff and about 1 hr. later, the server I would go on would disconnect me.

I figured out how to solve that problem though, I used AOL (eek..) since it has the DL queue and I never had to worry about losing a connection (this was before AOL had that lil' problem w/ connections:).

I remember I used to start dowloading stuff before I would go to sleep and it would be done by morning:). A 16 Meg demo. version of Marathon 3 for Mac took me two days to DL...hehe...memories. DON'T GET ME STARTED IF SOMEONE PICKED UP THE PHONE LINE!!! I got a new one just for that.

When I got my 33.6 I didn't know what to do w/ myself. That Atari modem sure was helpful for downloading while I was asleep and it sure got the job done. Thank God AOL was unlimited time by then also:)

Laters,

antbaker@arn.net

Don Rae wrote:
>
> I think I'd have trouble getting my old MPP-1000C to do the same thing!
>
> Daniel Gibson wrote in message <36916B61.543CD355@cyberzone.net>...
> >Just for a lark, I just hooked up my sx212 modem to my Pentium, and
> >dialed my ISP. Amazingly, the email and newsreader on Netscape are not
> >too slow in retrieving data!
> >
> >1200 bps it may be, but at least one piece of my Atari hardware is on
> >the Internet!!!
> >
> >Dan
> >
> >--

> >Daniel and Kathy Gibson
> >http://users.cyberzone.net/dgibson
> >"Kate's Track Shack - Home of the 75 cent 8-track!!"
> >
> >

895. Chalkboard Powerpad pinouts

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: PHILLIP T MANN <PTMANN@prodigy.net>
Message-ID: <78d5gv$fc2$1@newssvr04-int.news.prodigy.com>
Source record: 55739

I ran across a Chalkboard Powerpad for Atari 8 bits made by Chalkboard
Inc, of Atlanta
Georgia. I have been unable to locate the company.
I have the user's manual and software plus the "pad" but i am missing the
SIO
cord for it. The pad has what looks like a phone jack for connecting to the
computer.
Does anyone have or know where I might find the pinouts for this cord?

I would appreciate any help you can give me.

Thanks in advance,
Phil

896. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a9c841.47065660@news.localnet.com>
Source record: 55740
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 20 Jan 1999 17:24:25 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>In article <36A4AA58.7554756E@worldnet.att.net>,
>Curt Vendel <cvendel@worldnet.att.net> wrote:
>>Jason,
>>
>> Thats totally incorrect. From day one, Atari released the entire
>>source code to the OS for the 400/800, they were instrumental in the
>
>Hmmmm, seems to me that an argument of a year ago was that the Atari
>had such a great OS that you never had to modify it or know how it
>worked.
>
>Besides, disassembling code is pretty easy. When did Atari release
>detailed hardware descriptions, though? That is, the graphics hardware
>specs, how to access the graphics -- descriptions of each bit of
>every hardware register byte? Did Atari _ever_ release this info?

During its heyday (late 70's & early 80's, Atari tried to keep
everything proprietary and secretive about the internal workings of
its equipment (anyone remember their failed lawsuite against
ACTIVISION? It was a very historical moment in the history of console
gaming). I remember, during the mid 80's, going through Microfiche of
BYTE and CREATIVE COMPUTING magazines in search of Atari programming
info which didn't appear until the issues dated mid 1982 - at least a
full 2 years after the Atari computer's introduction. I believe, but
am not certain, that De-Re Atari was initially intended as internal
documentation for the company's programmers, and only became available
to the public when they (ATARI) realized the error of their ways.

All the documentation you mentioned ultimately (1982-3) became
available to the public

One of the advantages of the Atari OS was that it was COMPLETELY
MODIFYABLE AND EXTENSIBLE. One proof of this was a small third party
OS extension/replacement which sped up FLOATING POINT CALCULATIONS
(manufactured by NEWELL?). The ATARI OS was a thing of beauty in that
ALL devices (be it disk drives, printers, screen display, graphics
drawing and area filling, program recorder, editor, etc) could be
accessed in a very generic way. Also, other operating system routines
were accessed via vectors (as opposed to the early Apple OS method of
jumping directly to the OS code, which made it very tough for Apple to
enhance the OS or 3rd party companies to reverse engineer the OS).

897. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a9cf08.48800548@news.localnet.com>
Source record: 55741
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>
>Commodore sold 4.5 million C128s. How did the 130XE do? Hell, did all of
>the XE machines COMBINED sell 4.5 million?
>
As far as I know, the C-64 series of computers (this includes the 128)
were the best selling 8-bit computer EVER. By the end of it's run,
Commodore had sold close to 20 MILLION of 'em. That's an incredible
number, especially when you consider none of these were clones.

I am uncertain of the number of Atari's 8-bits sold. My totally
uneducated estimation would be around 6 Million.

898. Atari 1010 Tape Drive For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Jeff Britcher <jpbjpb@alltel.net>
Message-ID: <78d5su$l4f$1@news1.alltel.net>
Source record: 55742

I have an Atari 1010 tape unit for sale - does not have any cords - let me know if you are interested -

Thanks

jpbjpb@alltel.net

899. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <JAXTEDAQUP@cabal.shnet.org>
Source record: 55743
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In <36a92201.4499722@news.localnet.com> Aaron wrote:
>I don't see any reason why there couldn't have been a SUPER ATARI
>8-BITTER. Unfortunately, the original Atari (Warner) was too stupid
>and Jack Trameil was more interested in coming out with an incompatible
>16-bit line (containing god-awful graphics, sound (same chip as the
>Intellivision), cheap mouse, and an extremely slow GUI via GEM).

GEM is not slow, only the Atari implementation is terribly sluggish,
esp. in TOS 0.x and 1.0. A good workaround is replacing the internal
Virtual Device Interface with NVDI. And Atari did not any more have
the knowledge to publish a super Atari computer, as Amiga Technologies
(where AFAIK most VCS2600 and 800 developers where employed) was alrea-
dy bought by Commodore at that time.

And admitted, the ST graphics and sound capabilities are not impres-
sive, with the exception of the 640x400 @71Hz b/w mode (here in Ger-
many, a vast majority of STs were sold with SM124 monitors).

Thorsten

--

900. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a9d1fb.49555777@news.localnet.com>
Source record: 55744
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 20 Jan 1999 17:45:57 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>Hola Thorsten,
>
>In article <JATICHANUP@cabal.shnet.org>,
>Thorsten Guenther <guenther@cabal.shnet.org> wrote:
>>
>>The Ataris' processor speed was 1.79 MHz, and the 6502C was "C"o-opera-
>>ting with the ANTIC graphics processor (that was able to halt the CPU).
>
>To be fair, it is worth pointing out just how often ANTIC halts the
>CPU. A PAL 64 loses 1000 cycles every frame, giving 18656 free cycles
>per frame. By contrast, a plain jane gr0 screen loses 11288 cycles
>per frame, giving 24180 free cycles/frame -- a speed difference of
>about 1.29 times. Thus while the Atari is noticably faster, it's not
>1.8x faster. (Hires graphics do better than 1.29x, too).

I believe the effective speed of the Atari when in an 8K display
(320x192 2 color or 160x192 4 color) was around 1.4 Megahertz.
>
>Obviously, if a program can take advantage of hardware features
>(e.g. sprites) it will gain a significant speed boost.
>
>>Additionally, the Atari had many video modes requiring 4K or less, the
>
>Honestly now, how many (non-demo) progams ever use those modes?

Lots of early childrens programs used the low res modes. Remember,
when the Ataris first came out, the price of RAM was significantly
higher than when the C-64 finally showed up in '82. the average amount
of RAM during those early Atari days was about 16K (sometimes as low
as 8K).

>The 64 needs 1k for a character graphics screen, and that's it.
>(Color RAM is separate from system RAM, and may be switched out, hence
>I see no reason to include it).
>
>>C=64 apparently lacked such modes. I have only been told by (former)
>>C=64 users that "Rescue on Fractalus"' speed sucked - and I guess the
>>above clarifies why.
>
>Rescue is indeed somewhat lousy on the 64, but that is a tribute to
>the programmers, not the machine. All things being equal the
>Atari would undoubtably be faster, but there is some rather lame

>coding in the 64 version.

I seriously doubt if a game like Rescue on Fractalus could have ever
been coded better on the C-64. Of course, LucasFilm games did really
screw up most of their Amiga releases. So maybe...

>
>Put it this way: I bet my 64 3D programs are faster than a lot of
>Atari 3D programs. But that doesn't mean the 64 is faster.

It would be interesting to see these 3D programs. I'm going to have to
dust off one of my C-64s one of these days.

>>Yup, bot OTOH the POKEY had also some nice features. Apparently it was
>>harder to program than the SID, but e.g. Rob Hubbard's "Warhawk" sound
>>track sounds better on POKEY than on SID.
>
>SID is really rather sophisticated -- each voice can have four waveforms,
>an ASDR envelope, filters, different pulse widths, and so on.

SID was much more sophisticated than POKEY's 4 voice sound. It was
also significantly harder to program (and it's main flaw being the
inability to change the volume of individual voices). However, this in
no way means that Atari's POKEY chip was primitive. Bothe these chips
were far, far better than what the IBM and Apple had.

>>The sprites _were_ far better than the Player/Missile concept. I guess
>
>Indeed.

You've got no argument here.

901. FS: Zork 1,2,3 & cutthroats & hitchiker

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Paul-David <Pauldb@mariner.cris.com>
Message-ID: <78d8l4$mu6@chronicle.concentric.net>
Source record: 55745

I have these games for sale. They are all for the atari computer.
All appear complete though no guarentees.
they do have the manuals & disks. Zork 3 is actually still sealed

http://www.geocities.com/TimesSquare/Stadium/9087/ch.jpg
http://www.geocities.com/TimesSquare/Stadium/9087/zork1.jpg

$40 + shipping

902. Re: ATARI ACOUSTIC COUPLER WANTED!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36aa27ee.10368825@news.pressenter.com>
Source record: 55746

On Sat, 23 Jan 1999 09:47:02 -0600, "mark" <webmaster@turborater.com>
wrote:

>I am desperately seeking the old Atari Acoustic Coupler.. actually, i would
>like two!!..
>
>i believe it was called an atari 830 acoustic interface?

Atari 830 Acoustic Modem.

903. Re: Atari Online Chat tonight at 8pm cst!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36ab2882.10516950@news.pressenter.com>
Source record: 55747

On Sat, 23 Jan 1999 13:01:54 -0500, Doctor Clu
<clu-da-bard@geocities.com> wrote:

>Just wanted to invite all on this list to the online chat that is going
>on at:
>
> http://www.atariusers.com/chat
>
> (Or if you want yo see our site first with articles, discussions areas,
>and then from there click on CHAT...
>
> http://www.atariusers.com/aunt
>
> The chat area is accessable with CAB (Atari ST net browser) Netscape
>2.0 and above as well as many other current web browsers.
>
> Topics:
> Atari video systems, 8-bit, ST and beyond...
>
> Hope to see all of you there tonight (Saturday night) at 8pm CST!

Hey, that's really cool but... any chance of running an IRC server
instead? That is what IRC is for and it is much quicker, robust, and
less of a hog. IRC clients are made for virtualy every somputer on
the net too. There are some IRC servers that support both web based
and IRC client based chats together in the same chat. That would be
the best, since it takes care of all.

904. Re: FSK sounds on the Atari program recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <36ab2b29.7082235@news.wxs.nl>
Source record: 55748

On Fri, 22 Jan 1999 22:44:51 -0800, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>
>I can send you my OS disassembly if that would help. It contains all the
>comments in the code from the original 800 OS.
>
>John
I have the OS listing, both A and B versions, but I am interested in
the hardware in the 410/1010/XC11/XC12 which converts the FSK sounds
into the bits you find on the DATA IN line.
All the OS does is program POKEY for the proper bitrate, and then
POKEY decodes the bits all in hardware. So I want to know why it is
that even though I generate mark and space tones at the same length,
like wjen encoding a byte of hex 55, that the space bits are shorter
than the mark bits.
I want the cassette unit to output perfect size bits, and thus I need
to know how it is exactly that the tones get decoded into bits, and
how one tone affects the other, since they do.
Thanks for the offer though.

905. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <x0fTCJASBgq2EwV4@cosine.demon.co.uk>
Source record: 55749
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Fungus:
> You are a complete nerd aren't u? well, an mere 256 increments in
> pitch is kinda lame don't you think? 65536 is much better.

Aaron:
> Of course 16 bits are better than 8. But somewhere in your previous
> retort an 8 bit limit had been specified.

Nate said that bit limit (and then corrected himself) not Fungus.

Fungus (re: sprites):
> You can also have up to 144 of them onscreen at once in a single frame ;)

Aaron:
> Perhaps vertically (via RASTER INTERRUPTS). But what about on the same
> horizontal scanline? I would seriously doubt there was more than 8
> without SERIOUS processor degradation.

Nothing more than eight a line can be done, the hardware won't let you.
How many can the Atari do?

> This *MAY* work in the vertical direction, but what about for
> horizontal scrolling? Normally, most computer graphics screen
> addressing is sequential.

Linecrunch will push the entire screen around, even to the point where
it wraps, in both directions no "*MAY*" about it. You can move it as
far as you have space for map data and if you're just repeating a single
picture the distance is infinite.

> For example, if the addressing for the upper left corner of a 40
> column text display is $1000 the address for the first character of
> the next column would be $1028 (40 bytes further). If the C64
> performed a left or right (horizontal) scroll so that the 41st column
> was displayed, the address from a previous row would magically appear
> on one edge of the next row. This effect would normally be undesirable
> for a sidescrolling action game when NEW GRAPHICS INFORMATION needs to
> be displayed at the left or right edge of the display.

That's how the trick works, you just write to the column or row that has
just wrapped around. Dead easy. We have games and demos that *do* it.

> The Atari, through the manipulation of a hardware based DISPLAY LIST,
> can set up a custom screen where the beginning of each graphics line
> could be located anywhere in memory... ...Oh, and all of this is
> achieved without a single RASTER INTERRUPT. THIS ATARI CAPABILITY IS A

> MIGHTY POWERFUL TOOL FOR A PROGRAMMER.

What happens if the map has to be some 30 screens long and not displayed in text mode? The old Touchlight preview (sadly the game was never released) did that once a level *and* had a lot of sprites over it.

And Stormlord does it for *real*, scrolling two thirds of the bitmapped screen by physically moving the data and at full framerate. Nick Jones (Stormlord 64's coder) is a genius in my book...

> BASIC is also code. I assume you mean Assembly. Real programmers don't
> even use that. Straight Machine Language is the way to go (numerical
> OP-CODE memorization is very MACHO).

Been there, seen it, done it. Started 6502 on a VIC-20 without any extra RAM, so I *had* to...

> Also, don't forget that the Atari can also achieve overscanned
> graphics (getting rid of those annoying black borders) WITHOUT USING
> SPRITES!!!!!

Good job really, considering the Atari sprites, eh...? =-)

Fungus:
> I can split the screen anywhere I want up too 6/7 times :) and that
> HORIZONTALLY, I can split it every line vertically, FPP is a nice
> effect!

Aaron:
> Are you trying to say that the C-64 graphics display can be split BOTH
> in the horizontal and vertical direction via hardware (and not
> software) manipulation?

No, he's saying the software can do it (record stands at 14 vertical splits across). But why make the hardware/software distinction? The option of doing this sort of thing through software was there from the first version of the machine, it's not as though it's some "bolt on" upgrade. And surely the setting of the display list requires software to do it, unless the chip is psychic...

> I'll have to pull out one of my books to get specific info on address
> $DD00.

The lowest two bits indicate which of the four blocks of 16K the VIC-II is reading. Both set is the lowest and both clear is the highest.

Fungus:
> ...stick are 5 bits! damn your wierd!?

Aaron:
> ....AND A WASTE OF PROCESSOR TIME!!!! DAMN YOU'RE EVEN
> WEIRDER!!!!

Reading the C64 joystick is a doddle and very short on time. Four cycles to grab the info and four more to check each direction. The

amount of time you take to process the event is, of course, up to what
you're doing.
--
Jason =-)

_____
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____/ /
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906. Atari O/S

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Vastator <d2r2@hotbot.com>
Message-ID: <78der1lok1@news.news-service.com>
Source record: 55750

Hello,

I ve a atari 800xl how do i get the O/S from my atari on my PC

Greetinx

Vastator

907. Re: Atari advertising movies!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36AA49B2.93E1195@worldnet.att.net>
Source record: 55751

Go to the Atari Historical Society website, there are 10 Atari commercials/video's currently available. At the main menu select Atari Archives, then select Atari Sounds/Movies/Magazines then select Atari Movies and there are 10 movies available for download.

http://www.atari-history.com

Curt

Thomas Havemeister wrote:

> Howdy!
>
> I'm asking if some of us atari enthusiasts have recorded those Atari tv
> advertisings!
>
> I'm collecting all kind of atari merchandising, so who could make an
> mpeg movie?
>
> -thomas

908. Re: Off Topic Apple III?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36AA4B35.A842EEA8@worldnet.att.net>
Source record: 55752

Hi Bob,

The Apple III came out I think in 1983/84. The hard drive you mention is called an Apple PROFile drive and was compatible with the Apple III and the Apple LISA (MAC XL) and came in a 5MB version, but could also be upgraded to a 10MB version by swapping HD mech's. (This was during the time when the former CEO of Pepsi was running Apple and didn't know squat about the computer market.) The Apple III was a failure, it was incompatible with many Apple][programs and its expansion cards were proprietary. The Apple III disk drive had some issues and the biggest problem was the failure rate of the Apple III's were second only to the hideous failure rate of the Coleco Adam's which had an almost 100% failure rate and return.

Curt

Bob Klaas wrote:

> Didn't Apple III come out with a 5 mg Hard drive, long after Atari
> add-ons? I have a couple
> of these in the box and it seems to that one had a 5 mg hard drive with
> the system. They were
> actually behind Atari in development but, at this point in time have far
> exceeded our expectations for computing?
>
> bob

909. UK 8-bit Computer Users Convention - September 1999

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <917131144.18644.3.nnrp-06.9e98ea3a@news.demon.co.uk>
Source record: 55753
Cross-posted to: alt.c64,comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.sinclair,comp.sys.atari.8bit

As previously mentioned here, there is to be a big get-together for 8-bit computer enthusiasts this year, and I now have more details.

It will be called "The UK 8-bit Convention", or "UK8" for short, and will be a cross-format event for *all* 8-bit computer enthusiasts. Rather than just being a "buying and selling" event, we hope to give users a chance to show off their preferred computers and software, as well as providing comfortable facilities for socialising.

All the costs of the event will be underwritten by the IEBA (Independent Eight Bit Association) and the CPC users' club called WACCI. Neither club will take any money out of the "UK8 Convention" bank account beyond legitimate and properly accounted expenses, and *any/all* profits will be put back into a fund towards holding a similar event next year.

UK8 will be held in the English midlands (Birmingham area, very near the M6) on a Sunday in September 1999. The precise date, times and venue should be confirmed here next weekend.

If the most likely venue *is* confirmed it can accommodate up to 300 people at a time, and it is on ground level so wheelchair access will be no problem. A bar on-site would be open from 12 - 3.30 and a choice of eating facilities, including a McDonalds restaurant, are either on-site or very near the hall.

Once the venue is confirmed a layout plan will be drawn up.

Tables (with space behind them for chairs and display boards) can then be booked by representatives of clubs, magazines and individuals, at a cost of five pounds per table. By keeping table costs down, we hope to involve as many of the smaller support organisations as possible.

Only once the clubs etc have had an opportunity to book space, will appropriate companies be invited to reserve tables.

We expect the admission price to be 2 pounds per person, with admission to be by ticket only to ensure the event is not oversubscribed. We'd rather run a second similar event than have it too full to move around comfortably.

For further information, or to be put on our e-mailing list (your contact information will *not* be shared with anyone else, by the way) send a note to UK8@spheroid.demon.co.uk
--
--
Brian Watson (Publicity Officer)

910. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: neuvians@mathematik.uni-marburg.de
Message-ID: <36aa4d02.42916798@news.uni-marburg.de>
Source record: 55754
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
wrote:

>It was very expensive, and not many units were made. I don't know if one
>exists these days.

Care for a picture?

BTW. As you might have noticed, I've updated my page. While doing this
I rescanned some pictures that I remember you asking me for some time
ago. Especially the pic of the VC1572 is much better now. If you care
feel free to download it.
Greetings from Jan Neuvians.

E-Mail: Neuvians@mathematik.uni-marburg.de
Neuvians@stud-mailer.uni-marburg.de
QTal@hotmail.com
Homepage: http://www.mathematik.uni-marburg.de/~neuvians
---

911. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: neuvians@mathematik.uni-marburg.de
Message-ID: <36aa4e98.43322337@news.uni-marburg.de>
Source record: 55755
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

aarona@localnet.com (Aaron) wrote:

>The VIC 20 began selling either late 1980 or mid 1981. I don't know
>if it had lower case ability. Regardless, it was designed to be dirt
>cheap and compete with keyboardless game machines of the time. (anyone
>remember William Shatner's television advertising for the Vic-20? And
>don't forget that MASH's Alan Alda hocked the Atari computer line. Oh,
>and then there was George Plimpton for the Intellivision. And don't
>forget the rest of the MASH cast and a Charlie Chaplin lookalike for
>the IBM PCjr).

As you seem to remember these days well, you might be intersted to
visit my page:

http://www.mathematik.uni-marburg.de/~neuvians/ccp.html

It features a nice ad from the days the C128 was introduced.

Greetings from Jan Neuvians.

E-Mail: Neuvians@mathematik.uni-marburg.de
Neuvians@stud-mailer.uni-marburg.de
QTal@hotmail.com
Homepage: http://www.mathematik.uni-marburg.de/~neuvians
---

912. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: neuvians@mathematik.uni-marburg.de
Message-ID: <36aa5180.44066381@news.uni-marburg.de>
Source record: 55756
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

aarona@localnet.com (Aaron) wrote:

>What was the C-64's Spartan?

The Mimic Spartan was (or is) an external interface device which is
said to make the C64 fully compatible to the Apple II Europlus. The
device is connected to the Expansion Port of the C64 and will enable
you to run any Apple II Software on the C64. It doesn't influence any
C64 functions and allows switching between C64 and Apple mode at will.
It includes a 6502A Processor at 1MHz and 64K memory and provides you
with eight Apple II compatible Slots. The VC1541 is said to be able to
read and write Apple II disks using the Spartan.
Furthermore the system is able to tell automatically wether there is a
CBM or Apple disk in the drive. It goes for $599 plus shipping.

At least that is what an Article says taken from the German computer
magazine 'RUN' issue Feb/'85.

It even gives an Address:
Mimic Systems Inc.
1112 Forth St. F1 6a
Victoria, B.C.
Canada V8V 4V2

But I dought that it has any relevance 14 years later.
Greetings from Jan Neuvians.

E-Mail: Neuvians@mathematik.uni-marburg.de
Neuvians@stud-mailer.uni-marburg.de
QTal@hotmail.com
Homepage: http://www.mathematik.uni-marburg.de/~neuvians
---

913. Video Touch Pad?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: hajjej@aol.com
Message-ID: <19990123183441.15629.00001596@ng146.aol.com>
Source record: 55757

I got a box full of Atari controllers at a flea market today for $10. Included was a video touch pad. It looks like there used to be a paper outline around the butttons but its not there anymore. Can anyone tell me how to uyse it and what games its used for?
John Shawler

Spider Robinson is a very good writer.
98 Cadets was an awesome show.
If you know where I can get an old drum corps uniform, email me.

914. Re: UK 8-bit Computer Users Convention - September 1999

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: nsss@thepentagon.com
Message-ID: <36abb250.6102725@news.clara.net>
Source record: 55758
Cross-posted to: alt.c64,comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.sinclair,comp.sys.atari.8bit

On Sat, 23 Jan 1999 21:51:51 -0000, "Brian Watson"
<brian@spheroid.demon.co.uk> wrote:

>As previously mentioned here, there is to be a big get-together for 8-bit
>computer enthusiasts this year, and I now have more details.
>
>It will be called "The UK 8-bit Convention", or &#65533;UK8&#65533; for short, and will be
>a cross-format event for *all* 8-bit computer enthusiasts. Rather than just
>being a "buying and selling" event, we hope to give users a chance to show
>off their preferred computers and software, as well as providing comfortable
>facilities for socialising.

Sounds like an excellent event to me!

But before then, Feb 27th 1999 - there's a much earlier even in
Horwich, Bolton ... The Northern SAM & Sinclair Show....

For more details... visit the web site below, or email for more
details.

(c) 1999 David Ledbury. You really want to quote this?
Don't be so sad and pathetic! But don't worry! You won't
be prosecuted for it! Freedom of speach an all that!

915. Northern SAM & Spectrum (and 8-Bit) Show Site update

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: nsss@thepentagon.com
Message-ID: <36abb36d.6388101@news.clara.net>
Source record: 55759
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.atari.8bit

```
For more details of the next show, either Email the above address, or
take a look at the web site below...

Thanks.

-----------------------------------------------
For more information about the 6th Northern SAM
& Sinclair Show - see: www.thepentagon.com/nsss
27th Feb. 1999. Horwich RMI Club Horwich Bolton
Email: nsss@thepentagon.com for more details.
```

916. Atari 8-bit K-RAZY KRITTERS wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: "m.j.beau" <mjzbeau@texas.net>
Message-ID: <36AA708E.7C8C@texas.net>
Source record: 55760

```
Wanted: Atari 8-bit K-Razy Kritters cartridge.
I have Atari 8-bit K-Razy Antiks for trade.
If there is some other specific cart you want in trade let me know.

---> SPAM-BLOCK engaged; for REPLY mail please
remove the 'z' from mjzbeau@texas.net
```

917. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78drg7$k21$1@kc.trail.com>
Source record: 55761
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hola again, Ronald,

In article <MPG.111216b05fd229aa989723@news.midwest.net>,
Ronald A. Laski, Jr. <rlaski@midwest.net> wrote:
>In article <785qnm$t4j$1@kc.trail.com>, sjudd@kc.trail.com says...
>>
>> I believe you are perhaps missing the bigger picture here: it is the
>> Atari people that are saying that the 64 is comparable to the Atari.
>
>Nooo.. i didn't say that... I (as an Atari person) am only 'hearing'
>arguments that aren't convincing me that the c64 is 'better' than the

Hmmmm. Well, although I haven't been following very closely I have
seen very few arguments from C64 people about why the 64 might be
better, or more advanced. Therefore, perhaps I will make a few arguments.
I'm a pretty simple guy, so these will be pretty simple arguments --
three features which 64 people perhaps take for granted, but which
I find invaluable for serious programming, and have often missed while
working on other computers. I'll leave discussions of cute effects
and obscure hacks to others.

First, turn on the computer. I think it's awfully cool that you can
immediately start typing and moving the cursor around, but the issue
here is color RAM: press CTRL-1 and type a letter. Then press
CTRL-2 and type another (perhaps a graphics character). Keep on
going and you'll have sixteen characters, each of a different
color -- sixteen colors on the same line. Is that really an
advanced feature? Well, consider how many other computers can
do that. The Atari can't. Neither can the Apple. An IBM can't
(not in text or CGA mode). Even an Amiga needs four bitplanes --
32K as a minimum -- to do it. I think perhaps the CoCo can do it,
but the point here is that other machines need quite a lot of resources
to duplicate this simple feature (when they can duplicate it at all).
So, what is it useful for? Why, everything. It means screens -- hires,
lores, text -- are always colorful. For example, I wrote a music composer.
The main editing screen contains lots of information and text -- how nice
it is to have note data in one color, player data in another, editing
info in another, alert text in another, flags in another, and so on.
And all in a 1k graphics screen. More generally, game objects can be of
different colors, there can be different-colored windows on the screen --
the list goes on and on. Nearly every 64 program uses this feature,
and with good reason: it is an extremely useful and powerful feature.

Moving right along, the large majority of silicon real estate on
VIC is devoted to sprites. Is it worth it? C64 sprites are
24x21 objects -- a nice size for many game objects. There are
eight of them, and they behave identically. They can be multicolor,
generate interrupts upon collisions, and so on. And most importantly,
their X- and Y- positions are directly controlled by a register.
And once again, the Apple can't do that, the IBM can't, the Atari
can't, and many Amiga programmers only wish the Amiga's sprites were
so straightforward. By comparison, the Atari's players are
eight pixels wide, must be copied manually to move vertically,
and there are only five of them (or four players+four 2-pixel wide
missles). Not only do many programs use sprites, but many games
would simply not be _possible_ without sprites. Only the dedicated
game machines (Nintendo, Genesis) have a similar (and superior)
capability, and with good reason -- sprites of this power are
extremely useful!

Finally, I'd like to mention a nifty little guy in the C64 called
the CIA. The 64 has two of them, and they can do all sorts of
useful and practical things. One of the things they can do is
count: they can count tenths of seconds, machine cycles, external
signals, and so on. There are BCD timers, 8-bit, 16-bit -- even
32-bit. And these are useful for all sorts of things -- playing
music, or digital samples; generating interrupts for operating
systems, or real-time systems; measuring the speed of code, or
of external hardware signals; something as simple as running a
clock. They are so useful that many 64 programmers probably
can't imagine doing without them. And yet, what does the Atari
have in the way of hardware timers?

Well, that's it. http://stratus.esam.nwu.edu/~judd/fridge/atari.compare
has some further details on the relative merits of the 64 and Atari,
if you're interested. I don't expect that I've convinced anyone
concerning the 64; such a task is always difficult, because the
real strengths of a machine are generally more technical and subtle
in nature, and don't fit on a spec sheet. For example, whereas
many people point to the processor speed or number of colors as
a great Atari strength, I think these are rather frivolous; a truly
powerful Atari feature is the ability to start graphics data at
any memory location -- many 64 coders would love it if the graphics
data didn't have to be page-aligned.

Anyways, while I like the Atari and think it is a fine machine,
I certainly have no problem claiming that the C64 is the more
advanced, useful, capable, and flexible of the two. In terms
of substantive features, it is simply the superior machine --
I'll trade autobooting for sprites and color RAM any day.

>to go there just yet) :) Anyway, that program was designed to give the
>pokey chip sid-type waveform sound capability. Excepting THAT, i read a

I certainly doubt that. Probably it gave pokey an ASDR envelope,
by controlling the volume -- pokey isn't going to do SID waveforms

anytime soon.

-Steve

918. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78ds8q$k49$1@kc.trail.com>
Source record: 55762
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hola Vidar,

In article <01be46b0$a41ff9e0$48364382@vidar>,
Vidar \"Hawk\" Olavesen <olavese@online.no> wrote:
>I want to raise another discussion here.
>
>Strong and weak points of games realeased on both platforms.
>
>Dropzone
>Summer Games
>Bounty Bob Strikes Back
>Ballblazer (was it released on C64 ?)
>Rescue on Fractalus
>M.U.L.E.
>Seven Cities of Gold
>Pole Position

Part of the problem here is that few of the above games are considered
really cutting-edge games on the 64. Summer Games was very popular
when it first came out, and the EA games were of course popular. But
few of the above games would be on any 64 user's favorite/most impressive
games list (except MULE of course ;-). Heck, European and American
favorite games are different enough as it is.

-Steve

919. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78dsm0$k5n$1@kc.trail.com>
Source record: 55763
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <Pine.BSI.4.02A.9901221249530.6609-100000@onyx.southwind.net>,
Nate / DAC <natedac@southwind.net> wrote:
>
>> Here's a question, Did anyone ever program a (for a lack of a better
>> term) multiplex sound channel song for either computer? (you know, 8
>> voices on the atari instead of 4, w/o the Gumby or other stereo upgrades?
>> or 6 voices on the c64? can it even be done or not?)
>
>This is routine today. most C64 music has atleast 6 voices, some have even
>more.

Come now, this really isn't accurate -- those aren't six independent
voices. It's not as if you can put down six tracks and "interlace"
them in some way. What is true is that clever composers can wedge
certain sounds in at certain times, giving the illusion of extra
voices -- but this in general requires careful planning and execution.

Also, this should be viewed in contrast to Amiga multiplexing
ala Octamed -- you of all people, Nate, should know about combining
several digital signals into one, since that's exactly what your
64 MOD player does :).

-Steve

920. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78dtg1$k84$1@kc.trail.com>
Source record: 55764
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hola Aaron,

In article <36a9d1fb.49555777@news.localnet.com>,
Aaron <aarona@localnet.com> wrote:
>On 20 Jan 1999 17:45:57 -0700, sjudd@kc.trail.com (Steve Judd) wrote:
>
>I seriously doubt if a game like Rescue on Fractalus could have ever
>been coded better on the C-64.

A bold claim -- upon what basis do you make it?

I will confess that I came to my conclusion while going through the
Rescue code to make it work on the SuperCPU. Not only can it be
sped up significantly, the gameplay can be vastly improved without
rewriting any routines at all -- somebody really dropped the ball
on that one (or, more likely, it was ported straight from the Atari,
with as little effort as possible).

>>SID is really rather sophisticated -- each voice can have four waveforms,
>>an ASDR envelope, filters, different pulse widths, and so on.
>
>SID was much more sophisticated than POKEY's 4 voice sound. It was
>also significantly harder to program (and it's main flaw being the

Another bold claim. Fair enough -- you post some code to do something
with POKEY, and we'll see how complicated it is compared with code
to do the same with SID. How about using a noise waveform?

>inability to change the volume of individual voices). However, this in

Although I know why you think this, you are neglecting one of SID's
powerful features: the ADSR envelope. The S stands for Sustain --
the volume level that the note is held at. Not only can each voice
have a different volume, each voice can have an entirely different
volume envelope.

In addition to that is the "master volume", which is what you are
thinking of.

-Steve

921. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78du10$k9p$1@kc.trail.com>
Source record: 55765
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hola Aaron,

In article <36a97915.26795150@news.localnet.com>,
Aaron <aarona@localnet.com> wrote:
>
>3D effects with 100's of colors in full screen at 60fps are simply not

True, but a very enjoyable game can be made without 100s of texturemapped
colors. Indeed, the most common complaint about PC games is that
they spend all their time on fancy displays, with only minor thought
given to the game.

Regarding 3D effects, state of the art routines on the C64 (and the Atari)
are more than capable of doing true 3D worlds. I would not term them
"rudimentary" -- the fundamentals are sound, and only lack the more
frivolous or superficial features (e.g. super-duper texturemapped graphics).
In fact, as far as fundamentals go, I would say the routines are
more advanced than most PC routines -- certainly more efficient.
I think a 20-30fps wireframe game is well within reason; 5-10fps
for a fullscreen, solid-polygon game.

-Steve

922. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78duvbkcl1@kc.trail.com>
Source record: 55766
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <36a9c841.47065660@news.localnet.com>,
Aaron <aarona@localnet.com> wrote:
>
>One of the advantages of the Atari OS was that it was COMPLETELY
>MODIFYABLE AND EXTENSIBLE. One proof of this was a small third party

And one thing many non-CBM people don't know is that the 64 OS was
also rather open and extendable, as most of the major routines
(including the math routines) are vectored. It is also flexible,
in that the same i/o routines are called for all devices, be they
disk drive, tape, screen, etc.

With all this, though, very few OS extensions ever appeared -- in
general, the 64 OS is either good enough for the job or isn't needed
at all. One notable exception is fastloaders -- like most routines,
LOAD and SAVE are vectored. Divert that vector to the fastload
code, and off you go.

Regarding Atari FP, the original floating point routines are BCD --
in other words, almost totally useless for calculations (except
financial).

Finally, regarding being a thing of beauty, here is how you output
a character on a C64, be it to the screen, disk, etc:

```
LDA #13
JSR CHROUT
```

Care to post the code for doing the same thing on an Atari?

My personal feeling is that the Atari OS is a decent idea which
is for the most part fairly impractical and unnecessary for an
8-bit computer. That is, as a theoretical proposition it is fairly
attractive, but as a practical implementation it is fairly cumbersome.

-Steve

923. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Tony <tony@embeddedmicro.com>
Message-ID: <36AA8C6E.2F89164B@embeddedmicro.com>
Source record: 55767
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
> Finally, regarding being a thing of beauty, here is how you output
> a character on a C64, be it to the screen, disk, etc:
>
> LDA #13
> JSR CHROUT
>
```

Steve, thats ALL you need? WOW! the C64 KNOWS where you want the character 13 to go? or will it send it to the screen AND the disk AND the printer AND the cassette?

tony

924. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Tony <tony@embeddedmicro.com>
Message-ID: <36AA8E8F.B5C4CBDC@embeddedmicro.com>
Source record: 55768
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> First, turn on the computer. I think it's awfully cool that you can
> immediately start typing and moving the cursor around, but the issue
> here is color RAM: press CTRL-1 and type a letter. Then press
> CTRL-2 and type another (perhaps a graphics character). Keep on
> going and you'll have sixteen characters, each of a different
> color -- sixteen colors on the same line. Is that really an
> advanced feature?

Although it is neat, I have seen ALOT of C64 programs that used the
different colored text ALL OVER the screen to the point where reading
the text was a real eye-strain.

But I do agree, with restraint it is a useful feature.

tony

925. Re: Chalkboard Powerpad pinouts

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <36AA9602.517B767B@ix.netcom.com>
Source record: 55769

The cable I have with mine is a six-lead phone jack at one end, and a female joystick connector at the other. All six pins are connected at the phone end, but I couldn't pry open the joystick plug end.

Incidentally, the box has a sticker that says Atari-Serial on it. I don't know if that means they made an SIO version or not.

Good luck,
Jeff

PHILLIP T MANN wrote:

> I ran across a Chalkboard Powerpad for Atari 8 bits made by Chalkboard
> Inc, of Atlanta
> Georgia. I have been unable to locate the company.
> I have the user's manual and software plus the "pad" but i am missing the
> SIO
> cord for it. The pad has what looks like a phone jack for connecting to the
> computer.
> Does anyone have or know where I might find the pinouts for this cord?
>
> I would appreciate any help you can give me.
>
> Thanks in advance,
> Phil

926. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Robin Harbron <macbeth@tbaytel.net>
Message-ID: <36AAA28A.63B6C8E3@tbaytel.net>
Source record: 55770
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
> > Finally, regarding being a thing of beauty, here is how you output
> > a character on a C64, be it to the screen, disk, etc:
> >
> > LDA #13
> > JSR CHROUT
> >
>
> Steve, thats ALL you need? WOW! the C64 KNOWS where you want the
> character 13 to go? or will it send it to the screen AND the disk AND
> the printer AND the cassette?

Tony, it'll send it to the screen unless you've told it otherwise.
--
Robin Harbron macbeth@tbaytel.net
http://www.tbaytel.net/macbeth
```

927. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Daniel Morrow <videoman@cdsnet.net>
Message-ID: <36AAB405.99E94B11@cdsnet.net>
Source record: 55771
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

That depends on the specifics. If I am not mistaken there is a demo out there called mood that is a doom game for the standard c64. Also - I think you have allready been given url's for the various screen modes of the c64 (like fli and ilfi for example), I recommend you read more carefully. Correct me if I'm mistaken.

928. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Daniel Morrow <videoman@cdsnet.net>
Message-ID: <36AAB45A.C04E9F87@cdsnet.net>
Source record: 55772
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

The standard dos is within ROM so the c64's dos loads automatically, too, as soon as you turn the system on.

Aaron wrote:

> On 23 Jan 1999 07:14:39 GMT, Jason Compton <jcompton@xnet.com> wrote:
>
> >In comp.sys.cbm Aaron <aarona@localnet.com> wrote:
> >
> >: Not really. The Atari's DOS load occured AUTOMATICALLY. No "ARCANE"
> >
> >The 64's DOS loads automatically, too, as soon as you turn on the disk
> >drive.
>
> That's not my experience
>
> >: program. Of course, you could say they should have read the
> >: manual...but who wants to be forced to read the manual just for the
> >: rudiments of something that should happen AUTOMATICALLY! One of these
> >: families actually thought the C-64 was damaged and returned it for a
> >: replacement.
> >
> >I want to point out something here. I own an Atari 800 and have used one
> >emulated as well, and despite an "autoloading DOS" I have no freaking idea
> >what to DO with the options in SpartaDOS or MyDOS or AtariDOS. So, I need
> >to look it up...which is what someone who wants to learn how disk
> >operations work on a 64 has to do, too.
> >
> The manual was unnecessary for getting started with the Atari. For
> copying disks, I briefly read the necessary part of the manual for a
> total of ONE TIME throughout my initial 5 years of use on the Atari.
> In comparison, I was always referring to the Commodore manuals for the
> simplest of tasks. This was, to say the least, DAMN ANNOYING!

929. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990123222904.8760B-100000@vtn1>
Source record: 55773
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 23 Jan 1999, Jan Neuvians wrote:

> It even gives an Address:
> Mimic Systems Inc.
> 1112 Forth St. F1 6a
> Victoria, B.C.
> Canada V8V 4V2
>
> But I dought that it has any relevance 14 years later.

You're right. Mimic Systems is now an unknown here in Victoria, and (nitpicking) that's Fort Street (we're all aggrressive, war-like little creeps here :)

John

930. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Daniel Morrow <videoman@cdsnet.net>
Message-ID: <36AABC66.99716B9A@cdsnet.net>
Source record: 55774
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

35x speed fastloaders for the c64 exist. Just as a light example of fastloading
in the early days Temple of Apshai Trilogy loaded in a matter of seconds.

Vidar "Hawk" Olavesen wrote:

> Fungus <fungus@eskimo.com> wrote in article
> <Pine.SUN.3.96.990122234349.21688A-100000@eskimo.com>...
> > > >The standard loading speed on a C64 is anywhere from 2400 BPS to over
> 25,000
> > > >(25 thousand) BPS.
>
> I didn't care much to read this Fungus persons insulting answers, but did
> he say the top loading speed was up to 25000Bauds ? If so, the Atari is
> much faster. The standard drive runs at 19200 baud and my DTI chipped 1050
> runs at at least 55000. I don't remember if this was the top speed, as it
> was a small disk program that booted the speed even more.
>
> Why the insulting, Fungus. Are you dumb and have to make insults to make
> you look smarter ?
>
> He asked questions, why the hell not answer them properly ?
>
> Happy to be an Atarian, but still like the C64 (even if I didn't when I was
> a child)
>
> Take care all, both Atarians and Commies

931. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Daniel Morrow <videoman@cdsnet.net>
Message-ID: <36AABFD3.77945E69@cdsnet.net>
Source record: 55775
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

To clear this up a bit - an analog audio cassette (such as a mettalica cassette with voice and other sounds) is inserted into the commodore cassette drive and a special program is loaded. Then when the program says "please press play on tape" and the play button on the commodore tape drive is pressed the computer reads the analog data as digital data. If I haven't forgot how digital works then that means that the analog data that when played back has a signal that is either on (strong signal) or off (weak signal) and the program can digitize (or capture) the data, Thus digitizing voice and sound on the commodore 64 is easy with this method. Anyways it's an awesomely cheap,easy, and a special unbeforeknown bonus extra that commodore users get.

D. Peschel wrote:

> In article <36A7AE78.7E1FC651@cdsnet.net>,
> Daniel Morrow <videoman@cdsnet.net> wrote:
>
> >That depends on what you mean by "only possible on the ATARI.". Sound can be played
> >back from an audio cassette in a commodore datasette drive, indeed it can even be
> >digitized and edited/saved/loaded as any other digitized data can.
>
> >Aaron wrote:
>
> >> As a brief asside, did you know that Atari's program recorder could
> >> play audio through the television? There were some wonderful foreign
> >> language program/audio tapes that were only possible on the ATARI.
>
> What Aaron is talking about is analog recorded sound, exactly as you would
> get if you used your stereo system to make a cassette. (Well, not exactly,
> since it can only take one track of an Atari cassette. The other track is
> used for computer data, of course.)
>
> I can't tell if the Commodore can handle that or if you're talking about
> digital sound -- computer data which just happens to represent sound, stored
> on the tape like any other computer data.
>
> -- Derek

932. Atari vs. The Rest Of The World

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990123223530.8760C-100000@vtn1>
Source record: 55776

Really Gentlemen, haven't we learned anything over the years? Brand bashing is simply a waste of time and band width.

Let's get on to some subjects designed to advance the utilisation of our favourite machines rather than rehash the, often ridiculous, comparisons made years ago when these various computers were still being offered for sale and actually being supported to various degrees (in our case about degree 0) by their manufacturers.

Along with Atari; Apple, Commodore, Radio Shack, Sinclair, and others produced useful and very useable able 8-bit machines, each with its strong points (eg. a Z80-based box will make any popular 6502-based machine look sick for straight number crunching). Can we not leave it at that and look at ways Atari ML programmers can exchange ideas with their Apple and Commodore counterparts with the goal of developing something new?

John

933. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Daniel Morrow <videoman@cdsnet.net>
Message-ID: <36AAC391.4BE85F32@cdsnet.net>
Source record: 55777
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

It should be said that "the c128 has an 80 column color graphics capable display". I was actually impressed in about 1992 to 1993 about the latest atari-st model atari released - I'd rather have bought that than a apple macintosh. 16.7 million colors back then seemed unusually rare.

934. Check out my Atari800 Emulation Page!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: netrunnr <netrunnr68@yahoo.com>
Message-ID: <36AABA6C.639E37E9@yahoo.com>
Source record: 55778
Cross-posted to: comp.sys.atari.8bit,alt.binaries.emulators,uk.games.misc,alt.games.video.classic,rec.games.video.atari,alt.games.mule,alt.games,comp.sys.atari.st,pdx.computing

http://homepages.infoseek.com/~mrnukem/index.html

Check out my Atari 800 Emulation Section Added Saturday Nite. More files
for Downloading will be added Sunday and Monday Jan 24th & 25th.

Thanks
netrunnr
http://homepages.infoseek.com/~mrnukem/index.html

935. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Fungus <fungus@eskimo.com>
Message-ID: <Pine.SUN.3.96.990123003614.21688C-100000@eskimo.com>
Source record: 55788
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Thu, 21 Jan 1999, Jason wrote:

> Aaron:
> > And don't forget that, until the advent of the Apple IIe in 1982, all
> > Apple computers only had UPPER CASE TEXT.
>
> Doesn't the VIC 20 predate that...?!

I remember vic20 tv ads in 1979

> --
> Jason =-)
> _____
> TMR / / / / / / / /\
> / /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
> / /_/ / /__ / / / / __// Cosine Homepage: / /
> / /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
> /_____/_____/_____/__/__/__/_____/_____/ /
> _______________________________\/
>

936. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be46af$298a4060$48364382@vidar>
Source record: 55789
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Fungus <fungus@eskimo.com> wrote in article
<Pine.SUN.3.96.990122234349.21688A-100000@eskimo.com>...
> > >The standard loading speed on a C64 is anywhere from 2400 BPS to over
25,000
> > >(25 thousand) BPS.

I didn't care much to read this Fungus persons insulting answers, but did he say the top loading speed was up to 25000Bauds ? If so, the Atari is much faster. The standard drive runs at 19200 baud and my DTI chipped 1050 runs at at least 55000. I don't remember if this was the top speed, as it was a small disk program that booted the speed even more.

Why the insulting, Fungus. Are you dumb and have to make insults to make you look smarter ?

He asked questions, why the hell not answer them properly ?

Happy to be an Atarian, but still like the C64 (even if I didn't when I was a child)

Take care all, both Atarians and Commies

937. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be46b0$378f9e20$48364382@vidar>
Source record: 55790
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

And the Atari's have a lot of cool menu programs for loading games and stuff. I love the autoloading Atari's. Of course, it's not too hard to remember LOAD "filename",8,1 or ,8 (9,10,11) and such when you use it a lot. But, for booting games, the Atari is excellent. I don't think PC DOS is hard to control either as some other has pointed out, because if you use it, it sticks to your mind, unless you're drinking way too much or smoking bananas or whatever.

Sparta DOS is not my choice, but it's a good DOS as it's the easier to use DOS 2.5 or MyDos. Topdos was one of my faves, until I got a HD, which it doesn't support :-(Anybody have a newer version than 1.5 ?

Take care

938. Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be46b0$a41ff9e0$48364382@vidar>
Source record: 55791
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

I want to raise another discussion here.

Strong and weak points of games realeased on both platforms.

Dropzone
Summer Games
Bounty Bob Strikes Back
Ballblazer (was it released on C64 ?)
Rescue on Fractalus
M.U.L.E.
Seven Cities of Gold
Pole Position

Let me hear you! Why is C64 version better or why is Atari version better ?

Take care all

939. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.1113544dfd92497398972c@news.midwest.net>
Source record: 55792
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36a83085.13369781@news.localnet.com>, aarona@localnet.com
POKEY sound chips.
>
> Some software (OCTAMED?) for the Amiga did achieve software controlled
> sound multiplexing but, as stated above, the processor performance
> degraded significantly (30%?).
>
Yes, i have this, i didn't want to bring it up! :)

> Considering the lack of true hardware support for sound on the Apple
> II line, some programs were able to achieve some amazing sound effects
> while, at the same time, producing sprite style animation in software
> (ie. MsPacman). Unfortunately, the processor had to be seriously tied
> to poping that damn speaker cone in REAL-TIME!!! The effective
> processor degradation was anywhere from 10% to over 90%!!!!!!!!!!
>
>
Well, i was talking for demonstration purposes, not to do both sound and
gfx, just to see if it could be done at all..
--
Ron
rlaski@midwest.net

940. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.111355d49c1a474198972d@news.midwest.net>
Source record: 55793
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36A89DF3.731E@netmagic.net>, ricortes@netmagic.net says...
> Ronald A. Laski, Jr. wrote:
>
> > Nooo.. i didn't say that... I (as an Atari person) am only 'hearing'
> > arguments that aren't convincing me that the c64 is 'better' than the
> > atari (which, if i've gleaned my info correctly, was 3 years older
> Does kind of give the impression that if as part of your comparision you
> said, "The Atari 800 weighed more then the C64" someone would comment
> how they used to fill their C64 with lead fishing weights to the point
> where it was 10 times heavier then an Atari.
>
Exactly, If i said Atari this, atari that... people ARE saying right now,
C64 this (w/ a little extra) c64 that (w/ a little extra) i don't see
people turning their ataris into 64s. period.
--
Ron
rlaski@midwest.net

941. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.111357a99bdb006398972e@news.midwest.net>
Source record: 55794
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <Pine.BSI.4.02A.9901221249530.6609-100000@onyx.southwind.net>,
natedac@southwind.net says...
>
> > Here's a question, Did anyone ever program a (for a lack of a better
> > term) multiplex sound channel song for either computer? (you know, 8
> > voices on the atari instead of 4, w/o the Gumby or other stereo upgrades?
> > or 6 voices on the c64? can it even be done or not?)
>
> This is routine today. most C64 music has atleast 6 voices, some have even
> more.
>
> I heard a song recently, from our 1998 4K-compo, that sounded like it had a
> good 8 or more voices in it.
>
> Of course one can also add hardware such as the SID Symphony cartridge,
> which gives 6 actual voices.
>
> A good music programmer could pull off a cool 12-15 voices out of a 6-voice
> machine.
>
>
>
something like that i'd like to see, i do have a c64 (borrowed) and a
1541 disk drive (bought w/ a semi-working c64) at a garage sale for $1
but i don't have the drive cable, nor a method of xferring data to a 1541
(yet) i do have an sio2pc cable built tho...

--
Ron
rlaski@midwest.net

942. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.11135a56bdb7b54a98972f@news.midwest.net>
Source record: 55795
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <bpyJVSAltNq2EwAG@cosine.demon.co.uk>, tmr@cosine.demon.co.uk
says...
just yet) :)
>
> The opposed point of view being "they don't do it 'cos they can't",
> right? =-)
>

Actually i was thinking more along the lines of 'we don't do it 'cos
we already have it better' :) oh well.. :)

> When the Blackmail people sat down and wrote the first FLI routine they
> *weren't* thinking "we could pretend we have an Atari here!", they were
> trying to make the C64 better. The result was a routine that isn't
> documented in any Commodore literature and can increase the colour
> resolution of the screen.
>
I entirely agree w/ that concept - after all, being truthful, 'clever'
programming is how you get all 256 colors to the screen in an atari (tho,
usually done thru dli's which is one function they are available for, and
i've heard you can squeeze some more 'apparent' colors from an atari by
flipping the color sets during a vbi)

>
> On the C64, the most done with note plexing was seven voices by Apex (it
> was on the music selector demo of the disk version of the game
> Retrograde) and Martin Galway managed to get what sounds likes three
> channels from one on the Wizball bonus run tune.
>
> The Cosine player, EMS v7.03, can wedge a percussion channel in
> "between" the standard three to give a fourth channel without plexing.
> Add a polyphonic sample player and six shouldn't be hard...
(not a multiplex sound comment :)
I like Rob Hubbard's 'Thing on a Spring' and 'Shockway Rider' - i've only
heard them on SID player for both the amiga and the pc, so i don't know
how they do the original justice, and even tho the instrumentation is
limited to the sid sounds, the music itself comes thru very well, i
really enjoy those 2 tunes in particular! (to Rob: Good job! :)

--
Ron
rlaski@midwest.net

943. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.11135b18504ffc28989730@news.midwest.net>
Source record: 55796
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36A8FCD0.CF20B484@worldnet.att.net>, cvendel@worldnet.att.net
says...
> Although the tables were turned when Jack left Commodore, the new C-128's, C-64-II's, and
> Amiga's looked great, while we Atari users got stuck with some really dull-ugly
> XE and ST systems, even the Mega ST although better looking was still very ugly.
>
>
> Curt
>
Perhaps it was all an evil plot by commodore! Undercut the prices, get
rid of the dead weight by having the dead weight kill off our only
serious competition! (little did they know.... :)

j/k!

--
Ron
rlaski@midwest.net

944. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.11135bb92d9103b9989731@news.midwest.net>
Source record: 55797
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36a8de67.96015929@news.pressenter.com>, jmelbo@pressenter.com
says...
> On 20 Jan 1999 17:13:01 -0700, sjudd@kc.trail.com (Steve Judd) wrote:
>
> >Well, spec sheets can be quite deceptive. The Apple II had something
> >which neither the Atari nor 64 had: slots. Not only could you add
> >all kind of graphics and sound cards, I recall things like 286 boards
> >and IBM emulators, when I was in high school! Add in a decent BASIC,
> >a built-in monitor, and a whole lot of software, and it's an OK
> >machine.
>
>
and my atari had something i liked better - lowercase
(I'M NOT SHOUTING! *pause* ALL RIGHT! I'M SHOUTING! I'M *conk-thud*... :)
--
Ron
rlaski@midwest.net

945. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.11135ea1f49027f4989732@news.midwest.net>
Source record: 55798
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36a917d4.1893773@news.localnet.com>, aarona@localnet.com
says...
> For example, DOOM or WIPEOUT would be impossible on a
> standard C-64.
>
In the Alternate Reality IAQ (In-frequently AQ :) by Ken Jordan, he
states that they could have done 360 degree rotation in AR:Dungeon, but
opted for 90 degree turns like the City. (altho it's an rpg, and not a
shootemup, still pretty impressive for 8-bits) and i can't forget (which
i did and had to look up) Wayout and it's 'Capture the Flag' version
(whatever that name was... and if it IS CtF.. well.. *sigh* :)
--
Ron
rlaski@midwest.net

946. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.11135f5d6d9c201d989733@news.midwest.net>
Source record: 55799
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36a93c68.11259591@news.localnet.com>, aarona@localnet.com
says...
> On 23 Jan 1999 07:14:39 GMT, Jason Compton <jcompton@xnet.com> wrote:
>
> >In comp.sys.cbm Aaron <aarona@localnet.com> wrote:
> >
> >: Not really. The Atari's DOS load occured AUTOMATICALLY. No "ARCANE"
> >
> >The 64's DOS loads automatically, too, as soon as you turn on the disk
> >drive.
>
> That's not my experience
>
>
> >: program. Of course, you could say they should have read the
> >: manual...but who wants to be forced to read the manual just for the
> >: rudiments of something that should happen AUTOMATICALLY! One of these
> >: families actually thought the C-64 was damaged and returned it for a
> >: replacement.
> >
> >I want to point out something here. I own an Atari 800 and have used one
> >emulated as well, and despite an "autoloading DOS" I have no freaking idea
> >what to DO with the options in SpartaDOS or MyDOS or AtariDOS. So, I need
> >to look it up...which is what someone who wants to learn how disk
> >operations work on a 64 has to do, too.
> >
> The manual was unnecessary for getting started with the Atari. For
> copying disks, I briefly read the necessary part of the manual for a
> total of ONE TIME throughout my initial 5 years of use on the Atari.
> In comparison, I was always referring to the Commodore manuals for the
> simplest of tasks. This was, to say the least, DAMN ANNOYING!
>
>
Hell, it's on the damned menu! in DOS 2.5+ (a modified atari dos) it's
option 'j' - duplicate disk :)

--
Ron
rlaski@midwest.net

947. Re: Atari advertising movies!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.111362173f6276b4989735@news.midwest.net>
Source record: 55800

In article <36A874E4.15A227F2@bigfoot.de>, twh@bigfoot.de says...
> Howdy!
>
> I'm asking if some of us atari enthusiasts have recorded those Atari tv
> advertisings!
>
> I'm collecting all kind of atari merchandising, so who could make an
> mpeg movie?
>
> -thomas
>
>
i'll probably catch a Fungus for this, cuz i can't remember what the url
was, but some time ago, i saw on the net, a website that had about 6 ads
for atari in .avi or .mpg format (i even downloaded the Yar's Revenge
one, but i think i've since deleted it)

--
Ron
rlaski@midwest.net

948. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.111361a0966e8739989734@news.midwest.net>
Source record: 55801
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

```
In article <Mike.Uhl.199901212205@ShoeLeather.Express>,
ShoeLeather_Express@RadioLink.net says...
> On Wed, 20 Jan 1999, (Ronald A. Laski, Jr.)
> wafted these smoke signals into the breeze:
> > > I haven't seen a desk-top computer yet that will fit into a shirt
> > > pocket. ;-)
> > >
> > >
> > No but I saw a Shirt-Pocket Computer that will fit on a desktop! :)
>
> Yup. Now that would be nice. Only two things wrong with them, from
> what I've seen:
> 1) They run off WinBloats
> 2) They are so *blasted* expensive
>
>
Never saw those old Tandy (can't remember the name) pocket computer w/
about all of 1k programmable memory? :)
--
Ron
rlaski@midwest.net
```

949. Re: Still trying (Was Re: Keeping it all on topic :-) (Blake's 7 anyone?))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.111362fa208450e6989736@news.midwest.net>
Source record: 55802
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <36a93740.9938791@news.localnet.com>, aarona@localnet.com
says...
>
> The SNES was released in 1990-91. The 3DO was released in 1993. This
> difference of 2-3 years is immense in the computer/console market.
>
Care if i quote that last sentence in the Atari vs. Commodore thread? :)
(it was my 1st point i was trying to make) :)
--
Ron
rlaski@midwest.net

950. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <78c8sf$ato@freenet-news.carleton.ca>
Source record: 55803

"PJR" (paulr@rtis.freeserve.co.uk) writes:
> Getting back to the point ....
>
> Also, old versions of Spartados tick over to "01/01/:0" [with a colon in the
> century] over the millenium, although the days are correct and leap years
> are allowed. Can someone confirm whether newer versions (and which ones) are
> properly compliant?

Using APETIME w/ the PC clock set to 1-23-2000 I get the following from TDLINE:

Spartados 3.2g: 23-Jan-00
Spartados 3.2f: 23-Jan-00

I couldn't find a copy of 3.2d offhand, so perhaps someone else can help.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

951. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a97915.26795150@news.localnet.com>
Source record: 55804
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sat, 23 Jan 1999 04:21:28 -0600, rlaski@midwest.net (Ronald A.
Laski, Jr.) wrote:

>In article <36a917d4.1893773@news.localnet.com>, aarona@localnet.com
>says...
>> For example, DOOM or WIPEOUT would be impossible on a
>> standard C-64.
>>
>In the Alternate Reality IAQ (In-frequently AQ :) by Ken Jordan, he
>states that they could have done 360 degree rotation in AR:Dungeon, but
>opted for 90 degree turns like the City. (altho it's an rpg, and not a
>shootemup, still pretty impressive for 8-bits) and i can't forget (which
>i did and had to look up) Wayout and it's 'Capture the Flag' version
>(whatever that name was... and if it IS CtF.. well.. *sigh* :)

3D effects with 100's of colors in full screen at 60fps are simply not
possible on the C-64 or Atari. With that in mind, I've seen some games
achieve some nice rudimentary 3-D effects on various 8-bit computers
(Atari's Encounter & Capture the Flag & Pole Position, Apple's Skyfox,
Coleco Adams, Buck Roger's and Planet of Zoom, etc).

952. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a97ab9.27215130@news.localnet.com>
Source record: 55805
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> Well I'm sorry your lame atari cannot use an acia cartridge then...

I tried to keep my commentary on C64 vs Atari as generic as possible
(ie. not discuss hardware that was not widely available to the
majority of users).
>
>> >The Commodore serial bus allows for up to 22 devices. The drives that
>> >Commodore made allowed for up to 4.
>>
>> Wasn't aware of that.
>
> Obviosuly!

Actually, I knew but decided not to display all my immense
intelligence! (JOKE)

>> >
>> >Older 1541's had two jumpers inside the drive which could be cut to change
>> >the device number. The default is device #8.
>>
>> ...and the second would be device 9. Correct?
>>
> 8,9,10,11 2 jumpers, 4 bits, are you dumb?

That would make sense (except that two jumpers do not equal 4
bits...they equal 2 bits with the possibility of 4
combinations...IMMENSE INTELLIGENCE FLAGRANTLY DISPLAYED FOR ALL TO
SEE IN UTTER DISGUST). Anyways, just because there's the "potential"
of 4 combinations don't mean they're all implementable. Computers have
been known to waste bit combinations (ie. Commodore's weird row/column
strobing for keyboard translation when only a one byte address would
have been sufficient...as well as faster.)

> Atari barely had a dos at all,and loading from disk? what kind of
>lameness is that? oh yeah like pc, forgot... shit can make my 1541 load
>60k in 15 secs, no problem

Loading DOS from disk could have one major downfall on the Atari. In
the past I wouldn't always bother to turn on the disk drive when I
wanted to just experiment with BASIC programming. Sometimes, though,
the coded program would become so interesting that I wanted to save to
disk but, OOPS, I couldn't save it because DOS never loaded. It was,
to say the least, a minor headache.

>> >
>> >> C-64: (SID chip) three 16-bit voices with full control of ADSR
>> >
>> >Three 8-bit voices.
>> >
>> >The 16-bit facility is the frequency register. The actual output is 8-bits,
>> >while internally the waveform is 24 bits.
>>
>> How can the output be only 8-bits if the frequency facility was
>> 16-bit? It doesn't make sense.
>
> You are a complete nerd aren't u? well, an mere 256 increments in pitch
>is kinda lame don't you think? 65536 is much better.

Of course 16 bits are better than 8. But somewhere in your previous
retort an 8 bit limit had been specified.

>
>> >
> You can also have up to 144 of them onscreen at once in a single frame ;)

Perhaps vertically (via RASTER INTERRUPTS). But what about on the same
horizontal scanline? I would seriously doubt there was more than 8
without SERIOUS processor degradation.

>> >> Unfortunately, the C-64's hardware scrolling is limited and, when
>> >> implemented, necessitates the use of a smaller display screen (with
>> >> larger, much more noticeable black boards). Also, after moving the
>> >> screen 8 pixels either horizontally or vertically, the screen
>> >> ulimately must be repainted one pixel at a time.
>> >
>> >Unless you use FLD or VSP, tricks which cause the VIC chip to move the
>> >screen for you an unlimited distance either vertically or horizontally.

This *MAY* work in the vertical direction, but what about for
horizontal scrolling? Normally, most computer graphics screen
addressing is sequential. For example, if the addressing for the upper
left corner of a 40 column text display is $1000 the address for the
first character of the next column would be $1028 (40 bytes further).
If the C64 performed a left or right (horizontal) scroll so that the
41st column was displayed, the address from a previous row would
magically appear on one edge of the next row. This effect would
normally be undesirable for a sidescrolling action game when NEW
GRAPHICS INFORMATION needs to be displayed at the left or right edge
of the display.

The Atari, through the manipulation of a hardware based DISPLAY LIST,
can set up a custom screen where the beginning of each graphics line
could be located anywhere in memory. For example, if the side
scrolling game contained a maximum width of 3 display screens, each
redefined text line would require 120 bytes (40 colums per screen x 3
screens). In order to move the display one byte to the left or right,
all that is needed is to modify the address of the beginning of each

graphic line. (For 25 rows of redefined text, a maximum of 50 bytes
would need to be updated to reflect the next address.) Oh, and all of
this is achieved without a single RASTER INTERRUPT. THIS ATARI
CAPABILITY IS A MIGHTY POWERFUL TOOL FOR A PROGRAMMER.

>> What is FLD and VSP? I'd really like to know about this trickery. I
>> don't remember this being listed in my books! If I remember correctly,
>> the VIC's internal addressing scheme was 14 bit and could only access
>> a 16K bank of the C-64's memory at any moment (a separate hardware
>> register allowed one to change which 16K bank was accessed). Am I
>> wrong?
>>
> Flexible Line Distance, Variable Screen positioning, also is, Line
>Crunch, Agsp and many others... see ftp://ftp.funet.fi/pub/cbm

Thanx. I'm going to check out that info during the weekend.

>> >> Atari's graphics subsystem also allowed for something that has no
>> >> parallel on the C-64: DISPLAY LISTS.
>> >
>> ><snip descripotion of display lists>
>> >
>> >Most of the techniques and display methods you describe here have been done
>> >to death on the C64. Displaying a text screen along with hires and multi
>> >color bitmaps, and other modes in between....
>> >
>> >I've seen it all. In fact, I've even used one or two such display types in
>> >old programs.
>> >
>> >Any dusty old C64 has this capability right out of the box. This includes
>> >manipulating the sound and other chips as well. Most demos use these
>> >effects.
>>
>> Yes, I'm aware of the the C-64's ability to "simulate" Atari's display
>> lists via software. I believe I mentioned it in the article. However,
>> It's much more processor intensive than Atari's method. Also, because
>> of the C-64's limited display modes, it isn't as important.
>> >
>
> What the fuck are you talking about?

RE-READ MY ORIGINAL ARTICLE!!! IF THAT DOESN'T WORK THEN WHAT
SPECIFICALLY DIDN'T YOU UNDERSTAND????

> simulate? excuse me? the c64 has RASTER irq's right outta the box ,
>NmI's too, and we got 64k ram stock, + I have 512k reu, I knw other got
>2megs +! I also got a supercpu 20 mhz accelerator? think your wimpy atari
>can keep up?

I don't remember denying Nonmaskable Interrupts or RASTER INTERRUPTS
to the C-64. I believe I was mentioning that, unlike the C-64, the
Atari could perform some functions without the need for processor

hungry RASTER INTERRUPTS.

Most of those wonderful "pretties" were not widely available during
the early years. Still, these items are a testament of the C64's
"staying power."

I have seen upgrades for the Atari that could bump that system up to a
full 1 Meg. Normally, since few apps took advantage of this extra RAM,
it was relegated to being a large RAM disk. The C-64's RAM upgrade had
alot more software support (ex. Berkley's GEOS).

>
>> >The C128 even had a couple of split-screen modes built into it's operating
>> >system.

So did the Apple II. Simple split screen display modes weren't
uncommon across multiple platforms. Even the Nintendo could achieve it
via processor intervention (despite the lack of a RASTER INTERRUPTING
FACILITY).

>> Yeah. I completely overlooked the C-128's new and improved BASIC. It
>> was by far the best version of BASIC ever pre-packaged with an 8-bit
>> computer. I tried not to discuss the specifics of the C-128/C-128D
>> because the number of them sold was dwarfed by the various C-64 level
>> incarnations.
>> >
>
> Basic blows, learn to code.

BASIC is also code. I assume you mean Assembly. Real programmers don't
even use that. Straight Machine Language is the way to go (numerical
OP-CODE memorization is very MACHO). After all, what's the sense in
programming if you can't go insane in the process? HHHMM?

>> That's 10 wasted machine cycles that the Atari doesn't doesn't need to
>> throw away. This might not seem like much until one calculates 10 by
>> the frame rate of 60 hertz for a grand total of 600 wasted machine
>> cycles per second. If, for some odd reason, one wanted to cause a
>> raster interrupt on all 200 lines we'd be wasting 120,000 machine
>> cycles more than the Atari's method. That's a healthy chunk of the
>> C-64's (roughly) 1,020,000 total cycles per second.
>>
>
> Yes yes yes, but can you turn OFF your chips features any time you wish?
>or on even? can you tweak the antic? I remember not being able to do
>much... besides, irq is more flexible

You're going to have to be more specific. The Antic chip can be turned
off for either a blank screen (which increases the 6502's effective
speed because screen cycle steeling isn't occuring) or for direct 6502
processor manipulation of the GTIA (George's Television InterfAce)
chip. All the forms of interrupts on the C-64 are also supported on
the ATARI. Heck! If necessary, ANTIC could be set to display only one

single scan line (not very useful but interesting, nevertheless).
Also, don't forget that the Atari can also achieve overscanned
graphics (getting rid of those annoying black borders) WITHOUT USING
SPRITES!!!!!

>> >The hardware will take care of resetting the interrupt to occur at the new
>> >position.
>> >
>> >Display lists, unless handled entirely by the video hardware, are nothing
>> >unique to the Atari. If the program has toprocess the display list to keep
>> >it active, then ithas no real advantage.
>>
>> The whole idea of a Display List is to be hardware based. The overhead
>> in maintaining Atari's display list is minimal to nonexistent (except
>> for that irritating ANTIC bug of crossing a 4K boarder via an
>> unnecessary Load Memory Scan (LMS). Heck I've even set up multiple
>> display lists to point to each other in order to create full screen
>> animation without ANY PROCESSOR INTERVENTION!! WOW!! I just got a full
>> body shiver just thinking about that one.
>
> Can you move a 320*200*120 piccy around the screen in any direction in
>1/7th the total frame time?

I don't understand the above sentence. Please rephrase. What's the
"120"? What would be the necessity of moving the screen in 1/7th the
total frame time?

>
>> >
>> >> graphics modes on the screen) the C-64's only method of mixing display
>> >> modes on the screen is through the use of RASTER INTERRUPTS.
>> >
>> >Or one can use the tried and true method of waiting for the desired
>> >rasterline (by polling $D012) before triggering the desired effect or
>> >display mode.
>>
>> Pulease....that would waste more processor cycles than setting up a
>> raster interrupt. Unless you're into politics, POLLING IS NOT AN
>> OPTION!!
>>
> Polling sucks, learn to code

If Polling sucks, Why did you even mention the technique?

>
>> >Most demos use this method, as it requires less overhead than a raster IRQ.
>> >
>> >> Atari only allows for half (128). This problems can be circumvented on
>> >> the Atari by changing the character set pointer in midscreen during a
>> >> DISPLAY LIST INTERRUPT.
>> >
>> >As can the C64.

>>
>
> I can split the screen anywhere I want up too 6/7 times :) and that
>HORIZONTALLY, I can split it every line vertically, FPP is a nice effect!

Are you trying to say that the C-64 graphics display can be split BOTH
in the horizontal and vertical direction via hardware (and not
software) manipulation?

>
>> Because (I believe) of the 16K limitation of the VIC II chip,
>> character set pointer changes are a bit limited.
>>
> don7t forget we can change the bank too! ($dd00)

I'll have to pull out one of my books to get specific info on address
$DD00.

>> >> Judging from the above specs, Atari's are about 60% faster than the
>> >> C-64. However, there's a very major caveat. Unlike the C-64, Atari's
>> >> display hardware steels cycles from the 6502 processor, thus degrading
>> >
>> >As does the video chip in the C64. Disable it (by turning off the display
>> >via a register in the VIC) and you get about a 10% increase in speed.
>>
>> Yes, I was being a bit simplistic in my explanation. The VIC chip does
>> steal cycles but, compared to the Atari, the amount of cycle
>> "stealing" between the various display modes is pretty much the same.
>> Question: Does the processor run at an apparent 1.02 Megahertz before
>> or after the VIC II chip is turned off? Also, I believe some
>> telecommunications programs would turn off the VIC II chip when trying
>> to transfer serial data at the highest possible rate.
>>
> big whoop, I got 20mhz :)

I'M TALKING ABOUT THE STANDARD SPEED. NOT THE SPEED THAT A FEW OF THE
C-64 ELITE HAVE PURCHASED AT AN EXTRA COST. LET'S TRY TO DISCUSS WHAT
THE C-64 CAN DO "OUT OF THE BOX".

>> I've always found C-64 keyboard/Joystick access to be very confusing.
>> It always seemed a bit odd and a waste of processor time (compared to
>> Atari's and even Apple II's method of reading a single register for
>> the key press and a separate register for joystick reading.)
>>
>
> It's a simple bitmap! 8*8 grid! stick are 5 bits! damn your wierd!?

.........AND A WASTE OF PROCESSOR TIME!!!! DAMN YOU'RE EVEN
WEIRDER!!!!

>
>> >> initializing routiner, would reset all the hardware registers by
>> >> writing zeros into the entire register space. Unfortunately, doing

>> >> this to the new bank switching port causes the operating system to be
>> >> switched out. Without the operating system the computer immediately
>> >> CRASHES! STUPID ATARI!!!!!! Luckily, programs could easily be modified
>> >> to prevent this crash. I've even done it myself with BERZERK and a few
>> >> others. Still, it was a major headace for many Atari users who
>> >> upgraded to the new Ataris
>> >>
>> >> WINNER: ATARI
>> >
>> >Seems to me that in many of the places where you say the Atari is the
>> >winner, the result is really the opposite or a draw.
>>
>
> Winner at what, crashing?

Very few Atari programs crashed due to this Atari error. Still, it was
very annoying when the one program an Atari user wanted to run...
wouldn't!!!!

WINNER: AARON :-)

>
>> Yeah, I know. It's not always easy to separate one's emotional
>> connection with a computer versus one's intellectual understanding.
>> However, I still stand by the end results. While typing the original
>> article I began to remember serious flaws with the Atari ST design
>> which seemed to be a carry over from the C-64 (after all, Shirav
>> Shivgi happened to design both computers). Although programmers were
>> able to eak out quite a bit of performance out of the Atari ST, I've
>> always felt that it was a has-been from day one (in comparison to the
>> much more sophisticated Amiga).
>> >
>> >You need to double check your facts before you compare two machines. I
>> >don't know anything about the Atari, so I'll take your word for it that what
>> >you state is correct.
>> >
>> I don't think I did that badly. I believe I have a good basic (albeit
>> somewhat flawed) understanding of both machines. Admittedly, my
>> knowledge of the Atari is somewhat greater because I've actually
>> programmed the thing with both BASIC and MACHINE CODE. I've done very
>> little of either on the C-64 (although I've spent many hours over the
>> years pooring through various C-64 programming documentation).
>>
>
> Ahh! Now I know why your so unknowledgeable!

THEORY AND KNOWLEDGE BASED ON EXPERIENCE CAN HAVE VERY DIFFERENT
"TRUTHS". THAT'S WHY MOST CORPORATE BOSSES ARE SUCH SHITHEADS!!!
>
>> On the level of learning to program graphics hardware, I feel the
>> Atari is by far the better choice. For understanding how to program

>> sound, the Commodore 64's SID chip is far-and-away superior (even
>> though I considered both machine's sound hardware to be a draw). Also,
>> Atari's operating system is a thing of beauty whereas the C-64's
>> kernel has a generational, quilt-like feeling similar to, although not
>> quite as bad as, that of the Apple II computer.
>>
>
>
>

953. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990123082237.07613.00001343@ng-fd1.aol.com>
Source record: 55806

>There is nothing to credit the c64 with as far as bringing down prices, it
>was
>the introduction of these low cost pc's that caused everyone to suddenly
>change
>course and go into a cost cutting frenzy and instead of enhancing the systems

Curt... I'm lost here.... I absolutely DO credit Commodore with bringing down prices... ans starting that whole '8 bit' war...when that full page ad hit.. 64k at $695..(maybe $595).. that was absolutely unheard of... talk was brewing at every computer show as to how can they do it.... upgrading the 800 at that time cost almost as much..... remember?
B'rgds,
Vinnie

"Can't means don't want to!"

954. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990123083229.07613.00001347@ng-fd1.aol.com>
Source record: 55807

>Commodore tape was slow as all that's holy, but it was
>also ridiculously reliable. You never saw a load error. Ever.

I can't say that about the Atari... I kept the heads clean on the 410.. I replaced the resistors to get a 'tighter' read window... all of us.. I mean all of us know what it's like to hear a program load for about 15 minutes and crash within the last minute or so! Rewind and start all over!!!
B'rgds,
Vinnie

"Can't means don't want to!"

955. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <36A9CFB4.7590789F@erols.com>
Source record: 55808
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Bell and Howell was trying to grab the changing AV market in schools. They had a large share of the 16mm movie projectors earlier. Of course, this was fading due to the introduction of video tape, in which they had a share, but not a major one. In the late 1970s and early 1980s they had done a few things with reading aids based on audio tape technology. IIRC, there was a device that used cards with pictures on them. A strip of magnetic tape with a recorded sound or word went on one edge of the card. The card went through a player that made the sound or word. It may have been expanded to phrases or sentences. I believe they made an offer to Apple to help with the education market when Apple began to smell even bigger profits in other areas.

There's something rattling around in my head about an outfit that provided AV equipment to some of the school systems near where I live. They were big into the Bell and Howell/Apple thing and had a contract with many school districts for tech support and maintenance on those black computers. I can't remember the name of the company, but at one time they were even hiring programmers (BASIC!!!) to produce their own line of courseware.

Of coure, you have to remember that Dorsett had done similar things in the Atari market, using a special cartridge and the 410 program recorder. I can't really remember which came first -- the Dorsett venture, the Bell and Howell/Apple alliance, or the first of the MECC projects.
Cameron Kaiser wrote:
>
> Jason Compton <jcompton@xnet.com> writes:
>
> >>Oh, no, they weren't. Apple didn't like the B&H clones *at all*, and
> >>neither did they like the Franklin Ace (a superior Apple clone) or the Laser
> >>128. They were much cheaper and undercut Apple by a significant margin, and
> >>for that Apple hauled them into court and gave them the legal equivalent of
> >>a flogging with a buzzsaw blade over "look and feel" and the usual legal
> >>hogwash.
>
> >Wait a sec. The Bell and Howell models I saw had Apple logos on them but
> >said "Manufactured by Bell and Howell." We know that Apple didn't like
> >the Franklin and Laser clones, but I'm not so sure about the Bell and
> >Howell ones being "illegit."
>
> Actually, I think we're *both* wrong. Some digging revealed that the Bell
> and Howells sold to schools as Apple][+ clones were made by *Apple* for
> B&H and not the other way around. See:

>
> http://www.rdrop.com/~jimw/jcgm-mic.html
> http://www.waynes.com/Business/WaynesComputer/apple2plus.html
>
> >Based on what I saw, it looked to me like they were manufactured BY Bell
> >and Howell FOR Apple.
>
> >--
> >Jason Compton jcompton@xnet.com
> >www.xnet.com/~jcompton
> --
> Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
> -- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
> head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
> personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

956. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <36A9D1B8.4C898ACF@erols.com>
Source record: 55809
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

My wife and I were both teaching at the time, and our kids were young. We used a 410 to load programs for almost a year because our money went into hard copy. I had an 850 and an Okidata Microline 92 almost a year before my first 1050. The whole system was set up on a bridge table (!) with a cable going to a Zenith 19" TV. When I got the disk drive, I also got a computer desk. It was made of particle board, as they all are, weighed a ton, and I took it into my house and up the steps in pieces. I was all alone at the time. Step one on the instructions:

1. Put up a pot of coffee and call a friend. Assembling this
desk is a two-person job.

I struggled alone, but it was worth every sore muscle. The disk drive was a wonderful step up, even though my family continued to use the 410 for its special qualities of simultaneous audio and data for a long time. And yes, Hangman was one of those tapes, as was SCRAM, the entire Invitation to Programming series, and a few others.

Aaron wrote:
>
> On Sat, 23 Jan 1999 00:13:08 -0600, Anthony Baker <antbaker@arn.net>
> wrote:
>
> >Remember HANGMAN for Atari on cassette? I remember I would trip out
> >hearing voice recordings and music while the game would load. That is
> >still pretty damn cool considering how long ago that was.
> >
> >Laters,
>
> Unfortunately not. Since I originally decided to save my money for a
> disk drive, I didn't own a program recorder until relatively recently,
> and my only use for it was to play the French and German language
> tapes.

957. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990123085127.07613.00001351@ng-fd1.aol.com>
Source record: 55810

There's too may issues in this thread..so, I'll add my 2 cents all in one... (I know, who cares!)
I agree... the cassettes WERE brilliant in that it was 2 channels... the learning series(Talk 'n Teach) and the language series prove that... my kids liked them for that reason.. however, in this day and age.. they think it's the computer, not the tape, doing the talking!

Next... Curt, the Vic20 came out AFTER the Atari 4/800? Wow.. didn't know that.. I remember the Vic20.. was that, 20 column caps?????????? After seeing a friend with that, I HAD to get a 'puter...! I stayed up day 'n nite reading ads... 1980/'81???

Who's fungus? The guy pops out of a closet, throws darts, and runs back.. seems to know his 'stuff.... or DOES he?
B'rgds,
Vinnie

"Can't means don't want to!"

958. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: mwalters@news.hunter.apana.org.au
Message-ID: <917100137.112978@bombadil.apana.org.au>
Source record: 55811
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Jason Compton (jcompton@xnet.com) wrote:
: In comp.sys.cbm Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net> wrote:
: : Oh, no, they weren't. Apple didn't like the B&H clones *at all*, and
: : neither did they like the Franklin Ace (a superior Apple clone) or the Laser
: : 128. They were much cheaper and undercut Apple by a significant margin, and
: : for that Apple hauled them into court and gave them the legal equivalent of
: : a flogging with a buzzsaw blade over "look and feel" and the usual legal
: : hogwash.

While on the subject of Apple clones, here in Australia one of the
larger electronics shops (Dick Smith) sold the "Cat". It was a
non-Apple2 machine till you plugged an emulation cartridge into it.
It looked rather nice, sort of like a deeper Amstrad CPC464 minus
the tape player. About 2000 units were sold before Apple started
kicking heads in.

Marc

959. Re: Atari advertising movies!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <36A9D599.AAF008E8@erols.com>
Source record: 55812

I don't remember where they appeared either, but Pool Disk Too has a
bunch of them.

Ronald A. Laski, Jr. wrote:
>
> In article <36A874E4.15A227F2@bigfoot.de>, twh@bigfoot.de says...
> > Howdy!
> >
> > I'm asking if some of us atari enthusiasts have recorded those Atari tv
> > advertisings!
> >
> > I'm collecting all kind of atari merchandising, so who could make an
> > mpeg movie?
> >
> > -thomas
> >
> >
> i'll probably catch a Fungus for this, cuz i can't remember what the url
> was, but some time ago, i saw on the net, a website that had about 6 ads
> for atari in .avi or .mpg format (i even downloaded the Yar's Revenge
> one, but i think i've since deleted it)
>
> --
> Ron
> rlaski@midwest.net

960. Atari Software For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: John Thackeray <Tradingpost@btinternet.com>
Message-ID: <78cles$op2$4@mendelevium.btinternet.com>
Source record: 55813
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
John Thackeray
Trading Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
Tel/Fax +44+(0)1952 462135
http://www.btwebworld.com/tradingpost
```

961. Re: 2 questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Tobias Hirsch <T.Hirsch@online.de>
Message-ID: <36A9D9A5.89EEA31D@online.de>
Source record: 55814

Trystan Negus wrote (more than quoted) :

> ...
> Is there one big site that has squillions of Atari
> 8-bit games, including the last (trans-disked) tape releases? Failing that,
> where are the best smaller sites? ...

You could try this one, for a start:

http://shell.ihug.co.nz/~aaronat/atari.html

Bye!

Tobias

962. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a93994.10535606@news.localnet.com>
Source record: 55815
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sat, 23 Jan 1999 00:17:25 -0600, Anthony Baker <antbaker@arn.net>
wrote:

>The beeping sound of the Atari Disk Drive was VERY pratical. You could
>tell how the drive was acting by the beeps and sounds that came through
>the monitor/TV speaker. It also sounded pretty neat. Reminded me of
>galloping horses when a program was loading up correctly.
>
I can't believe I omitted the practicallity factor. Ever use a true
double density disk drive on the Atari? The beeps would be belted out
at an insanely fast rate. Any faster and I woulda thought my room was
infested with Star Trek Classic Tallosians. (oops. My drink just
myseriously began to fizz. Hope I don't suffer any injuries.)

963. Re: Atari 800XL keyboard question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a84c94.20553961@news.localnet.com>
Source record: 55816

On Fri, 22 Jan 1999 09:29:28 -0500, "Jason Hedrick"
<Terrance.J.Hedrick@DaytonOH.NCR.COM> wrote:

>John,
> With the replies about removing the ribbon connector from the
>motherboard, I want to give you this additional word of caution, if it's not
>too late. When you look at the motherboard where the ribbon cable from the
>keyboard attaches, you'll see a connector attached directly to the
>motherboard. Way back in my early years, when I got my first Atari, a 600XL,
>I thought that the connector was a permanent part of the ribbon, and that
>the CONNECTOR slid off the motherboard. IT DOESN'T. The cable is gently
>pulled out of the connector. When you pull it out, you'll have JUST a ribbon
>cable with bare contacts on the end. That's it!
>

That's a good tip. Also, try to use both hands (and not two left feet
:-) when pulling out the cable from the motherboard.

964. Re: How to build a Covox Voice Master (WTB: Covox Voice Master)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <36a9e7e3.0@news2.uswest.net>
Source record: 55817

Zero crossing is supposed to be the most memory efficient speech recognition
system. It doesn't digitize the whole input wave, only the points at which
it ...um...crosses zero (couldn't think of anything more descriptive). The
templates can even be played back through something to approximate the
original sound. Maybe I'll just have to start from scratch with this
system. Here's a description crom comp.misc.robotics.

The limiters (op-amp's) are the hardware that ensures that the
zero-crossings
are seen as clean logic levels. The following is a brief description of the
software:-
After first detecting sound, the software samples the >1Khz - <1Khz inputs
every 160uS, and looks for a change of state from the last sample. If
found,
it increments a counter (two counters used). I did this sample - check -
increment cycle one hundred times, which takes 16mS. The counter contents
are
then processed into a 5 x 6 template memory array according to the
relationship
between the two count values (a specific array value is incremented). The
above is done sixty times (0.96 seconds), then you have a 30 byte template
of
the incoming utterance. In learn mode I average three repetitions of the
same
word, as you never say a word exactly the same every time, and this helps to
make the template more 'variable'. In recognition mode, the utterance
pattern
is placed in a 30 byte buffer and then compared to each template in the
required set. Best match and score threshold rejection routines decided the
recognisers output.
Interestingly, I have used some of the latest single chip recognisers, and
unbelievably obtained better results from the above.

Patrick Robbins

Anthony Baker wrote in message <36A96BC1.72B30124@arn.net>...
>The MAJOR problem you are going to have is making the program to make
>the best mem. usage. On my COVOX, it would take up LOADS of mem. just
>for a 10 sec. phrase. I remember how I used to hook up the COVOX to my
>stereo to give my Atari 800XL stereo suround sound. That kicked ass
>playing the intro. of Alternate Reality or going through warp in Return
>of the Jedi.
>
>Laters,
>

>antbaker@arn.net
>
>Patrick Robbins wrote:
>>
>> From the overwhelming lack of response to my WTB message I take it that
>> (insert cliché here) before I find a voice master.
>>
>> So has anybody done a homebrew thing like it? Somebody on
comp.sys.robotics
>> was talking about a zero crossing recognition system he built using a
timex
>> sinclair. The hardware was very simple and only consisted of a couple of
>> limiters, no a/d needed. I could easily come up with the hardware but
the
>> software is another question. It should sample the inputs to create a
>> template which is averaged over three trials when in teach mode. When in
>> recognition mode it has to compare the new input with the template and
>> determine the error somehow...or something.
>>
>> Patrick Robbins

965. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a99df0.36231505@news.localnet.com>
Source record: 55818
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>3D effects with 100's of colors in full screen at 60fps are simply not
>possible on the C-64 or Atari. With that in mind, I've seen some games
>achieve some nice rudimentary 3-D effects on various 8-bit computers
>(Atari's Encounter & Capture the Flag & Pole Position, Apple's Skyfox,
>Coleco Adams, Buck Roger's and Planet of Zoom, etc).

Oh, and I forgot to add the wonderful Atari Star Raiders to the short
list which, although a bit monochromatic in coloration, achieved a
form of starfield animation and explosions that I've yet to see
duplicated on ANY PAST OR PRESENT SYSTEM!!! This seems a bit odd to me
because there's nothing innately Atari-only about the graphics. Is
there anyone else out there that loved to travel through the Zylon
fighter explosions? It used to give me a real buzz...especially on a
large projection TV (at a local electronics store way back when).

966. ATARI ACOUSTIC COUPLER WANTED!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: mark <webmaster@turborater.com>
Message-ID: <78cqn8$5cs$1@nnrp03.primenet.com>
Source record: 55819

I am desperately seeking the old Atari Acoustic Coupler.. actually, i would like two!!..

i believe it was called an atari 830 acoustic interface?

967. Re: ATARI ACOUSTIC COUPLER WANTED!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <zp7a3qll.fsf@erols.com>
Source record: 55820

"mark" <webmaster@turborater.com> writes:

> I am desperately seeking the old Atari Acoustic Coupler.. actually, i would
> like two!!..
>
> i believe it was called an atari 830 acoustic interface?

If you mean the acoustic 300 baud modem, we have one. Some benighted soul
threw it away along with an 800, 850 and some software. Anyone use
Typing Tutor?

We don't know if it works or not, but it looks in good
shape, with box, cables, power supply. Pay the shipping and it yours.

My address is nospam@erols.com, replace nospam with menkesjg.

Thanks!

Gregm

968. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36A9FEAD.79A9A768@arn.net>
Source record: 55821
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

This isn't specific to just those games, but I do think everyone agrees w/ me when I say this. Atari started out as a game company and lived on as a game company even when the home 'puter divison died.

Therefore, when it came to games, gameplay, and graphics for that time (1978-1990, hell even today) were THE BEST 8-BIT GRAPHICS for ANY 8-bit computer platform of that time (Apple, Commodore, IBM, even NES and SMS on some games).

However, early in the years, computer programmers weren't really all in tune as to how powerful the Atari 8-bits really were (except for MAJOR software corps.) and thus, even though the gameplay wasn't any less fun, the graphics weren't mind-blowing.

It wasn't until later on when users started fending for themselves (and the STs and Comm. Amigas came out) when the graphics and sound capabilites of the Atari really came through (1984-1990).

There are a multitude of cases however in the early years were games on the 8-bit computers can still compete w/ some of the graphic technologies of today.

One FINE example of this was JOUST for 8-bit (of course there was Defender as well, but IMHO, Williams did the best job for grahics w/ Atari just as LucasArts did. This next statement is pretty much true for all Williams games). When my dad bought me that game (I got it in 1991), it blew my mind away! I didn't play my NES for WEEKS. That game impressed me on how Williams knew how powerful the Atari 8-bits graphics were and took FULL advantage of it.

Now, of course, the disk games for the Atari 8-bit (because of mem. and space) were for the most part always pretty awesome, I made the above comparison for CART. games.

But sometimes there were exceptions even to that (later on in the years). One fine example is BallBlazer. That game was another KICK ASS GAME as far as graphics and sound for the Atari 8-bit (I had to put my NES on hold for a full MONTH on that game:) but the CART. version was even BETTER than the disk version.

You guys are prolly tired of hearing all this and I could go on and on but I am going to stop so you can reply away.

Laters,

antbaker@arn.net

Vidar "Hawk" Olavesen wrote:
>
> I want to raise another discussion here.
>
> Strong and weak points of games realeased on both platforms.
>
> Dropzone
> Summer Games
> Bounty Bob Strikes Back
> Ballblazer (was it released on C64 ?)
> Rescue on Fractalus
> M.U.L.E.
> Seven Cities of Gold
> Pole Position
>
> Let me hear you! Why is C64 version better or why is Atari version better ?
>
> Take care all

969. os listing

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: abaddon88@aol.com
Message-ID: <19990123114858.10189.00001640@ng149.aol.com>
Source record: 55822

```
>I can send you my OS disassembly if that would help. It contains all the
>comments in the code from the original 800 OS.
>
>John

Can you send me a copy?

cheers,
Blair
```

970. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78cv0m$9p5$1@flood.xnet.com>
Source record: 55823
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Aaron <aarona@localnet.com> wrote:

:>The 64's DOS loads automatically, too, as soon as you turn on the disk
:>drive.

: That's not my experience

The disk operating system is fully loaded once the drive turns on. It
doesn't have a menu, but the drive is fully "alive" as soon as it's
switched on. That's because it has its own ROM and CPU.

:>I want to point out something here. I own an Atari 800 and have used one
:>emulated as well, and despite an "autoloading DOS" I have no freaking idea
:>what to DO with the options in SpartaDOS or MyDOS or AtariDOS. So, I need
:>to look it up...which is what someone who wants to learn how disk
:>operations work on a 64 has to do, too.
:>
: The manual was unnecessary for getting started with the Atari. For

And I'm telling you that it is.

: copying disks, I briefly read the necessary part of the manual for a
: total of ONE TIME throughout my initial 5 years of use on the Atari.
: In comparison, I was always referring to the Commodore manuals for the
: simplest of tasks. This was, to say the least, DAMN ANNOYING!

OR, and this is the bit that everyone always overlooks with the 64, one
could just load the relevant application provided by Commodore on the
"Test/Demo" disk supplied with every disk drive they ever shipped. If you
didn't like the commands, or didn't want to buy a utility cartridge, you
could use the provided disk. Not much different than a DOS disk, really.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

971. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36abfd6a.63136905@news.pressenter.com>
Source record: 55824
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sat, 23 Jan 1999 07:31:25 GMT, aarona@localnet.com (Aaron) wrote:

>>> Yeah. I completely overlooked the C-128's new and improved BASIC. It
>>> was by far the best version of BASIC ever pre-packaged with an 8-bit
>>> computer. I tried not to discuss the specifics of the C-128/C-128D
>>> because the number of them sold was dwarfed by the various C-64 level
>>> incarnations.
>>> >
>>
>> Basic blows, learn to code.
>
>BASIC is also code. I assume you mean Assembly. Real programmers don't
>even use that. Straight Machine Language is the way to go (numerical
>OP-CODE memorization is very MACHO). After all, what's the sense in
>programming if you can't go insane in the process? HHHMM?

Hehe. But seriously, how does say BASIC XL/XE or Turbo BASIC stack up
to the best BASIC on the Commie? Is the Commie128 BASIC really the
BEST? I have not any experience with it but I do with the Atari ones
I mentioned, and those seem damn hard to beat.

>processor manipulation of the GTIA (George's Television InterfAce)

I believe it is Graphical Television Interface Adapter. Anyone?

972. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36A9FFC3.7A5DFCD6@arn.net>
Source record: 55825
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

ACK, I forgot to add that game in my original reply! Someone slap me!
Star Raiders was another example of an early Atari 8-bit game that truly
tested the graphic logic of the 8-bit. It was the first "true" 3D game
for Atari 8-bits (I think it also helped put the computers on the map).

Laters,

antbaker@arn.net

Aaron wrote:
>
> >3D effects with 100's of colors in full screen at 60fps are simply not
> >possible on the C-64 or Atari. With that in mind, I've seen some games
> >achieve some nice rudimentary 3-D effects on various 8-bit computers
> >(Atari's Encounter & Capture the Flag & Pole Position, Apple's Skyfox,
> >Coleco Adams, Buck Roger's and Planet of Zoom, etc).
>
> Oh, and I forgot to add the wonderful Atari Star Raiders to the short
> list which, although a bit monochromatic in coloration, achieved a
> form of starfield animation and explosions that I've yet to see
> duplicated on ANY PAST OR PRESENT SYSTEM!!! This seems a bit odd to me
> because there's nothing innately Atari-only about the graphics. Is
> there anyone else out there that loved to travel through the Zylon
> fighter explosions? It used to give me a real buzz...especially on a
> large projection TV (at a local electronics store way back when).

973. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78cvc8$9p5$2@flood.xnet.com>
Source record: 55826
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Aaron <aarona@localnet.com> wrote:

: Loading DOS from disk could have one major downfall on the Atari. In
: the past I wouldn't always bother to turn on the disk drive when I
: wanted to just experiment with BASIC programming. Sometimes, though,
: the coded program would become so interesting that I wanted to save to
: disk but, OOPS, I couldn't save it because DOS never loaded. It was,
: to say the least, a minor headache.

And that's what I mean when I say that a Commodore drive's DOS is loaded as soon as you turn on the drive. You COULD just turn on the drive on an as-needed basis in the middle of a programming session or whatever.

: Most of those wonderful "pretties" were not widely available during
: the early years. Still, these items are a testament of the C64's
: "staying power."

Actually, you'd be surprised how many effects were used in professional programs (games)...it's just that nobody screamed "Look! Amazing new 64 hardware hack!" on the box because it wasn't really relevant.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

974. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78cvko$9p5$3@flood.xnet.com>
Source record: 55827
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Fungus <fungus@eskimo.com> wrote:

: I remember vic20 tv ads in 1979

You're misremembering. Vic20 is 1981.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

975. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78cvqb$9p5$5@flood.xnet.com>
Source record: 55828
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.atari.8bit Jon Melbo <jmelbo@pressenter.com> wrote:

: Hehe. But seriously, how does say BASIC XL/XE or Turbo BASIC stack up
: to the best BASIC on the Commie? Is the Commie128 BASIC really the
: BEST? I have not any experience with it but I do with the Atari ones
: I mentioned, and those seem damn hard to beat.

No, there are plenty of BASIC add-ons and enhancements that are better
than BASIC 7.0 (128).

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

976. Re: Apple IIGS "Signature Edition"

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36AA0289.302BC705@arn.net>
Source record: 55829
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

It was an awesome looking machine. Watch Batman & Robin (or whichever one has George Clooney in it) and the computer Alfred uses is that Mac. As to an e-mail reply that I got regarding the price of the 20yr. Mac being so low, I was mistaken, it was actually $1700.

I saw that at CompUSA. The only TOTALLY Apple computer store (as far as support and hardware) in Lubbock, TX (BestBuy stopped selling Mac stuff because of people getting sucked into getting IBM compatibles because they area a dime a dozen now, *sob*, including me)

Wishing he could afford a new PowerMac G3 (the one that looks like an iMac on crack)

Laters,

antbaker@arn.net

Aaron wrote:
>
> On Sat, 23 Jan 1999 00:20:29 -0600, Anthony Baker <antbaker@arn.net>
> wrote:
>
> >Remember last year (or 1997) when Apple released the 20yr. Mac? The
> >starting price WAS $10,000. Then it went down to $5,000, then $3,000.
> >As a matter of fact, I saw it the other day for $1500...BRAND NEW. It
> >was mostly designed for show anyway since it is virtually IMPOSSIBLE to
> >upgrade.
> >
> What was the "20 year mac"? Never heard of it.

977. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78cvop$9p5$4@flood.xnet.com>
Source record: 55830

VINNIE5757 <vinnie5757@aol.comnospam> wrote:

: Next... Curt, the Vic20 came out AFTER the Atari 4/800? Wow.. didn't know
: that.. I remember the Vic20.. was that, 20 column caps?????????? After seeing a
: friend with that, I HAD to get a 'puter...! I stayed up day 'n nite reading
: ads... 1980/'81???

Yeah, the Vic20 is 1981 or perhaps the dying gasps of 1980, and it was in
fact 22 columns of text. (Upper and lower case, though.)

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

978. Re: Atari advertising movies!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36AA02C3.135D88E8@arn.net>
Source record: 55831

I've seen some on Curt's Site, but I wish there were more.

Laters,

antbaker@arn.net

Alan Sharkis wrote:
>
> I don't remember where they appeared either, but Pool Disk Too has a
> bunch of them.
>
> Ronald A. Laski, Jr. wrote:
> >
> > In article <36A874E4.15A227F2@bigfoot.de>, twh@bigfoot.de says...
> > > Howdy!
> > >
> > > I'm asking if some of us atari enthusiasts have recorded those Atari tv
> > > advertisings!
> > >
> > > I'm collecting all kind of atari merchandising, so who could make an
> > > mpeg movie?
> > >
> > > -thomas
> > >
> > >
> > i'll probably catch a Fungus for this, cuz i can't remember what the url
> > was, but some time ago, i saw on the net, a website that had about 6 ads
> > for atari in .avi or .mpg format (i even downloaded the Yar's Revenge
> > one, but i think i've since deleted it)
> >
> > --
> > Ron
> > rlaski@midwest.net

979. Re: Apple IIGS "Signature Edition"

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78d0ev$a6k$1@flood.xnet.com>
Source record: 55832
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Anthony Baker <antbaker@arn.net> wrote:

: I saw that at CompUSA. The only TOTALLY Apple computer store (as far as
: support and hardware) in Lubbock, TX (BestBuy stopped selling Mac stuff
: because of people getting sucked into getting IBM compatibles because
: they area a dime a dozen now, *sob*, including me)

Best Buy has been carrying Macs again for months.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

980. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: nguyenpatrick@hotmail.com
Message-ID: <78d1fj$8n2$1@carroll.library.ucla.edu>
Source record: 55833
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <01be46b0$a41ff9e0$48364382@vidar>, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:
>I want to raise another discussion here.
>
>Strong and weak points of games realeased on both platforms.
>
>Dropzone
>Summer Games
>Bounty Bob Strikes Back
>Ballblazer (was it released on C64 ?)
>Rescue on Fractalus
>M.U.L.E.
>Seven Cities of Gold
>Pole Position
>
>Let me hear you! Why is C64 version better or why is Atari version better ?
>
>Take care all

Okay...

Summer Games was better on the C64.

All the LucasGames were better on the Atari, especially Ballblazer.

Pole Position was better on the C64 (didn't the C64 have rounded tires and
better overall graphics? or am I thinking of the 7800 version?)

I don't remember the others. Pretty much all EA games were better on the C64.

981. Atari Online Chat tonight at 8pm cst!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36AA0E93.1D50@geocities.com>
Source record: 55834

Just wanted to invite all on this list to the online chat that is going on at:

http://www.atariusers.com/chat

(Or if you want yo see our site first with articles, discussions areas, and then from there click on CHAT...

http://www.atariusers.com/aunt

The chat area is accessable with CAB (Atari ST net browser) Netscape 2.0 and above as well as many other current web browsers.

Topics:
Atari video systems, 8-bit, ST and beyond...

Hope to see all of you there tonight (Saturday night) at 8pm CST!

982. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a9c0bf.45143597@news.localnet.com>
Source record: 55835
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 23 Jan 1999 16:56:54 GMT, Jason Compton <jcompton@xnet.com> wrote:

>In comp.sys.cbm Aaron <aarona@localnet.com> wrote:
>
>:>The 64's DOS loads automatically, too, as soon as you turn on the disk
>:>drive.
>
>: That's not my experience
>
>The disk operating system is fully loaded once the drive turns on. It
>doesn't have a menu, but the drive is fully "alive" as soon as it's
>switched on. That's because it has its own ROM and CPU.
>
For the very first time, a little kid walks up to a Commodore 64
system with a disk containing games and no label.(He's had a very
brief, but successful, experience with both Apple II and Atari
computer games.) He puts the disk into the disk drive, turns
everything on and gets...a static light and dark blue screen!!!
Nothing loaded up!! Maybe there's something wrong with the disk?
Perhaps the disk drive is bad? Could it be the computer is fried?
Noooooooo! COMMODORE 64'S ARE NORMALLY UNABLE TO
A-U-T-O-L-O-A-D!!!!!!!!!!!!!!!!!! Who whouda' thunk!?

983. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a9c3e3.45947080@news.localnet.com>
Source record: 55836
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 22 Jan 1999 07:06:58 PST, Cameron Kaiser
<cdkaiser@delete.these.four.words.concentric.net> wrote:

>aarona@localnet.com (Aaron) writes:
>
>>What was the C-64's Spartan?
>
>The Spartan Mimic was a device that pulled simultaneously into all the
>exterior ports of the 64. It connected to main RAM through the expansion bus
>and essentially used the 64 for keyboard and RAM only. Inside the Mimic was
>the CMOS Apple][6502 variant, the system ROMs, and glue logic. It allowed
>all the regular Apple peripherals and emulation was essentially 100% because
>it was really just an Apple in a box with no keyboard or memory.
>
>It was very expensive, and not many units were made. I don't know if one
>exists these days.
>
Was the Mimic advertised shortly after the C-64's introduction? I seem
to remember a C-64 item such as this advertised in various computer
magazines around 1983 but assumed it was vaporware.

984. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78d511$bd9$1@flood.xnet.com>
Source record: 55837
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

ws.localnet.com> <78bssv$1ll$1@flood.xnet.com> <36a93c68.11259591@news.localnet.com>
<78cv0m$9p5$1@flood.xnet.com> <36a9c0bf.45143597@news.localnet.com>
Organization:

In comp.sys.cbm Aaron <aarona@localnet.com> wrote:
:>
:>The disk operating system is fully loaded once the drive turns on. It
:>doesn't have a menu, but the drive is fully "alive" as soon as it's
:>switched on. That's because it has its own ROM and CPU.
:>
: For the very first time, a little kid walks up to a Commodore 64
: system with a disk containing games and no label.(He's had a very
: brief, but successful, experience with both Apple II and Atari
: computer games.) He puts the disk into the disk drive, turns
: everything on and gets...a static light and dark blue screen!!!
: Nothing loaded up!! Maybe there's something wrong with the disk?
: Perhaps the disk drive is bad? Could it be the computer is fried?
: Noooooooo! COMMODORE 64'S ARE NORMALLY UNABLE TO
: A-U-T-O-L-O-A-D!!!!!!!!!!!!!!!!!! Who whouda' thunk!?

Autoload and DOS are two very different things. The disk drive's
operating system is always fully loaded as soon as it is switched on.
However, the disk drive's operating system in this case does not support
autoloading. C'est la vie.

However, the computer doesn't look fried because it's not a "dark blue
screen", it's a dark blue screen with a welcome message, a prompt, and a
blinking cursor. Blinking cursors are generally regarded as "signs of
life."

Obviously, 25 million customers didn't find the lack of autoload to be a
real problem.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

985. I need a cord.

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: hajjej@aol.com
Message-ID: <19990122194525.26930.00001301@ng113.aol.com>
Source record: 55910

Does anyone know where I can get the cord that connects a 1200XL to a monitor?
Mine has a short in it.
Thanks
John Shawler

Spider Robinson is a very good writer.
98 Cadets was an awesome show.
If you know where I can get an old drum corps uniform, email me.

986. How can I fix my keyboard?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: hajjej@aol.com
Message-ID: <19990122194658.26930.00001303@ng113.aol.com>
Source record: 55911

I have a 1200XL, and even after removing the casing and dusting off the inches (literally) of dust, some of the keys still stick. Suggestions?
Thanks
John Shawler

Spider Robinson is a very good writer.
98 Cadets was an awesome show.
If you know where I can get an old drum corps uniform, email me.

987. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <36a92e47.2166677@news.wxs.nl>
Source record: 55912

On Fri, 22 Jan 1999 10:00:08 GMT, aarona@localnet.com (Aaron) wrote:

>On Fri, 22 Jan 1999 13:30:50 GMT, arenag@my-dejanews.com wrote:
>
>>In article <36a70c24.30880361@news.localnet.com>,
>> aarona@localnet.com wrote:
>>> As a brief asside, did you know that Atari's program recorder could
>>> play audio through the television? There were some wonderful foreign
>>> language program/audio tapes that were only possible on the ATARI.
>>
>> Yep, I heard that.. I read it in the "Reader's Feedback" column in
>>Compute! magazine; somebody wrote about hearing beeping sounds through his
>>speaker when loading or saving to cassette on his 400 or 800 (I forget which).
>>
>>Greg
>
>Those continuous beeps through the monitor's (or TV's) speaker also
>occured with disk drive access. A program could reduce this sound to a
>muffle but not completely get rid of it. Although this may sound
>annoying, strangly enough many Atari afficionados (including me) grew
>to love this Atari quirk in the same way alot of people love Cindy
>Crawford's facial mole. Too bad IBM based Atari emulators couldn't
>incorporate these sounds. There's nothing like owning the original
>equipment!!!!!
Actually, I know that at least one emulator includes sound for I/O,
(the well known beeps) however this is an optional setting.
None of the emulators currently support tapes though,
although APE does, if you want to put it an the emulator category.

988. FSK sounds on the Atari program recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <36aa2ee6.2326330@news.wxs.nl>
Source record: 55913

Since everybody is talking about tapes again in this news group...
I am currently working on a follow up project to expand the fun of
tapes on the classic Atari machines. Two years ago, I wrote a program
to read in and process Atari tapes, so they could be stored on a PC's
hard disk. Right now, I am working on a program to convert these
cassette files (typically 16 to 32 K) back into a wave file, that can
then be recorded to an audio tape again, so you can load them
on a real Atari again.
Now here is my problem. I have almost finished writing this program,
but while looking at the output of the cassette unit, it looks like
the mark bits and the space bits are not the same length.
Is there someone familiar with the theory of the FSK decoder
inside the Atari cassette unit? I have noticed that it takes
three periods of space tone (3995 Hertz) before the FSK decoder
detects the space bit. And there are only seven periods in one bit.
I suppose it takes a while for the decoder to notice that the space
tone is gone, but I would like to know why and how this all works.
I have been looking at the bits with my oscilloscope for two weeks
now, and I am very much puzzled by the way the FSK decoder
behaves. This is not a problem if you write tapes at 600 baud,
which is the standard value, but I have been experimenting with
speeds up to 875, which seems to be the upper limit.
Is there anyone who can tell me more?
Do specifications for tapes exist, other than the frequencies
and such that we all know from De Re-Atari?

Keep those XL's/XE's humming.
Please help me help you!!
Ernest.

989. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78bfmjqbm1@flood.xnet.com>
Source record: 55914
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net> wrote:
: Jason Compton <jcompton@xnet.com> writes:
: Actually, I think we're *both* wrong. Some digging revealed that the Bell
: and Howells sold to schools as Apple][+ clones were made by *Apple* for
: B&H and not the other way around. See:

Well, good find. And at least we know Apple wasn't upset with Bell and
Howell about these.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

990. Re: Mux System

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <78blvt$9i0$1@nnrp1.dejanews.com>
Source record: 55915

Ok, I admit to being really ignorant here... um, er... what exactly is a mux anyway? And what will one of these 'units' do for me?

> ...It is the
> basic system, comes with unit plugs into master computer, and 2 slave
> units. It can be used on an XL or XE system with a hard drive, as the
> master system, the slaves can access the master systems hard drive even
> if they are an 800 or a 400 (48k system), Each unit plugs into the
> cartridge port of the computer and you can add up to 7 slave units...

Thanks,
Dan

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

991. Re: Atari 800XL keyboard question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Chris Gill <seqrdat@NOSPAM.the.net.nz>
Message-ID: <78bk0l$r6h$1@reader1.reader.news.ozemail.net>
Source record: 55916

>noticed that the numerical keys 7, 8, 9, and 0 do not work! Has this
>happened to anyone else? Does it have anything to do with the cartridge

Clean the contacts before they corrode unfortunatly... if they are corroded,
you can buy a pen from an electronics store (wiseman's here, i don't know
what the equivalent is where you are) that can be used where the carbon
tracking is damaged

992. Re: OS Listings

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Andre Bullock <avb6567@worldnet.att.net>
Message-ID: <36A95AAD.BAC4B4DA@worldnet.att.net>
Source record: 55917

You should try getting a hold of these:

1. Atari Technical Reference Notes, one volume has a full O/S listing (ROMS).

2. Atari BASIC Source Book, by Compute Publications, has a full listing of the Basic cartridge and text to explain how it works.

3. Inside Atari Dos, by Compute Publications, as above but covers the DOS for that system.

Good Luck.

AB

morloc wrote:

> I'm still looking for these, either on the Web at somebody's home page
> (preferrably) or in hardcopy. I will be happy to pay shipping and a modest
> amount of money to the person selling this (as I am HARDLY rich).
> Unfortunately, the people whom I have been contacted by have not got back
> with me about their copy/edition of the Atari OS Source listing, so I am
> posting this message once again to the group...
>
> Thanks in advance!

993. Re: Atari Macro Assembler -HELP

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Andre Bullock <avb6567@worldnet.att.net>
Message-ID: <36A95B2B.FDAC0D5D@worldnet.att.net>
Source record: 55918

If nothing else try finding someone who's selling the cartridge, or better yet the MAC/65 cart by OSS. No loading time, yippppe!

AB

RalphXPN wrote:

> Hello everybody,
>
> I built a 6502 home made computer, and I pulled out my Atari800 to use it as a
> cross assembler, I pulled out my Atari Macro Assembler box, I found all my
> manuals and refrence card but NO DISK. I looked around, and I cant find it.
> Does anybody have it, or know where its posted???
>
> Thanks in advance
>
> Ralph

994. Re: Mux System

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <36A95EC0.890CC850@ix.netcom.com>
Source record: 55919

It's a type of network. The MUX (which is short for multi-plexer) package he's talking about contains one "master" cartridge (for the computer that has the hard drive attached) and two "slave" units (for other computers). The "slave" computers can now access the hard drive on the "master" unit.

When you hear master, think server.

One of the main reasons this would be useful for 8-bits is having 7 slaves with modems: instant multi-line BBS.

Jeff

danver@halcyon.com wrote:

> Ok, I admit to being really ignorant here... um, er... what exactly is a mux
> anyway? And what will one of these 'units' do for me?
>
> > ...It is the
> > basic system, comes with unit plugs into master computer, and 2 slave
> > units. It can be used on an XL or XE system with a hard drive, as the
> > master system, the slaves can access the master systems hard drive even
> > if they are an 800 or a 400 (48k system), Each unit plugs into the
> > cartridge port of the computer and you can add up to 7 slave units...
>
> Thanks,
> Dan
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

995. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a91430.961987@news.localnet.com>
Source record: 55920
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Fri, 22 Jan 1999 07:49:07 -0800, Richard Cortese
<ricortes@netmagic.net> wrote:

>Ronald A. Laski, Jr. wrote:
>
>> Nooo.. i didn't say that... I (as an Atari person) am only 'hearing'
>> arguments that aren't convincing me that the c64 is 'better' than the
>> atari (which, if i've gleaned my info correctly, was 3 years older
>Does kind of give the impression that if as part of your comparision you
>said, "The Atari 800 weighed more then the C64" someone would comment
>how they used to fill their C64 with lead fishing weights to the point
>where it was 10 times heavier then an Atari.

Atari users are smarter than that Commodore trick of lead fishing
weights. All they had to do is screw the Atari to the table and it
becomes much heavier than the C64 ever could. (the C-64 couldn't
easily achieve this trick because of the slit air vents running
throughout the bottom of the case. This was probably a cost cutting
measure to reduce the amount of plastic used in a C-64.)

Of all the Atari vs. Commodore messages, this has to be the by far the
dumbest! AND I LIKE IT!!!!!

996. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36A96874.4E1C3AAA@arn.net>
Source record: 55921
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Remember HANGMAN for Atari on cassette? I remember I would trip out
hearing voice recordings and music while the game would load. That is
still pretty damn cool considering how long ago that was.

Laters,

antbaker@arn.net

Aaron wrote:
>
> On Thu, 21 Jan 1999 14:47:21 -0800, Daniel Morrow
> <videoman@cdsnet.net> wrote:
>
> >That depends on what you mean by "only possible on the ATARI.". Sound can be played
> >back from an audio cassette in a commodore datasette drive, indeed it can even be
> >digitized and edited/saved/loaded as any other digitized data can.
>
> The Atari was the only one capable of freely mixing Analog and digital
> data on the same cassette tape via program control. (ie. in the case
> of a foreign language program, a segment of computer code containing a
> foreign language test would load up and then the newly running code
> would proceed to play the next section of tape that contained analog
> voices..through the TV or monitor speakers.)

997. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36A96975.EF162D13@arn.net>
Source record: 55922
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

The beeping sound of the Atari Disk Drive was VERY pratical. You could
tell how the drive was acting by the beeps and sounds that came through
the monitor/TV speaker. It also sounded pretty neat. Reminded me of
galloping horses when a program was loading up correctly.

Laters,

antbaker@arn.net

Jon Melbo wrote:
>
> On Fri, 22 Jan 1999 10:00:08 GMT, aarona@localnet.com (Aaron) wrote:
> >Those continuous beeps through the monitor's (or TV's) speaker also
> >occured with disk drive access. A program could reduce this sound to a
> >muffle but not completely get rid of it. Although this may sound
> >annoying, strangly enough many Atari afficionados (including me) grew
>
> Actually those sounds were made to be audible to the operator ON
> PURPOSE and by DESIGN! Think about it, it actually serves a valid
> function. You might look under such subjects as Human Engineering or
> Positive Feedback.

998. Re: Apple IIGS "Signature Edition"

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36A96A2D.E32A43F3@arn.net>
Source record: 55923
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Remember last year (or 1997) when Apple released the 20yr. Mac? The
starting price WAS $10,000. Then it went down to $5,000, then $3,000.
As a matter of fact, I saw it the other day for $1500...BRAND NEW. It
was mostly designed for show anyway since it is virtually IMPOSSIBLE to
upgrade.

Laters,

antbaker@arn.net

Aaron wrote:
>
> On Fri, 22 Jan 1999 03:37:03 GMT, KFergason@aol.com (Kelly Fergason)
> wrote:
>
> >
> >yeah, they made about 50000. they're not rare, despite
> >what some people will tell you.
> >
> A 50,000 production run is quite low for a computer. Also, this
> doesn't mean that 50,000 still survive. I would estimate that half of
> those 50,000 no longer survive the rigors of time. Of the 25,000 left,
> many probably have developed problems or are in degraded condition
> (ie. not MINT CONDITION). And few of those (perhaps 5,000?) still have
> the original packaging or manuals (an all-important requirement for
> serious collectability.) Many Star-Wars toys from the 70's aren't rare
> and yet they command astounding prices in the collector market.
> (Wait'll Hollywood makes a Sci-Fi trilogy based on the Apple computer
> and you'll really see the price of old Apple equipment zoom! GRIN.)

999. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a917d4.1893773@news.localnet.com>
Source record: 55924
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

```
>> >2) Any idiot already knows to get a DOS extension program to take care of
>> >this problem. Commodore even supplied one on thier 1541 Test/DEMO disk
>> >called "DOS 5.1".
>
>> I think, with the above info, you've confirmed what I said. Commodore
>> DOS was absolutely arcane.
>
>Nope, because you said:
>
>> Or the alternative method is to simply take out the BASIC cartridge
>> before you turned on the computer and automatically load DOS from disk
>
>Which implies that Atari DOS is also loaded in from disc. So, the
>result is a stalemate in ths regard.

Not really. The Atari's DOS load occured AUTOMATICALLY. No "ARCANE"
instructions had to be typed before DOS (or any other program) would
load. This was a MAJOR headache for three separate families I
personally helped (one being cousins) that bought their C-64's at
their local toy store and couldn't figure out how to load a damn
program. Of course, you could say they should have read the
manual...but who wants to be forced to read the manual just for the
rudiments of something that should happen AUTOMATICALLY! One of these
families actually thought the C-64 was damaged and returned it for a
replacement.

Atari's, on the other hand, were lovingly made for idiots (in a good
way). I guess you could say that the ATARI was the IDIOT'S computer.
Wouldn't have that been a wonderful TV advertisement.

>> Not by Commodore. They did eventually come out with the 1571 drive
>> which, when combined with the C-128, gave a noticeable improvement in
>> speed over the older model. Unfortunately, the 1571 connected to a
>> C-64 did nothing. Regardless, even the 1571/C-128 combo was still
>> awfully slow compared to even Atari's not-so-fast drives.
>>
>
>What is the Atari standard speed? And I believe there is a hardware
>modificaiton out there that allows the C64 to read the extra data line
>hooked up to the 1571/1581 drives, and use BCIS.

The Atari SIO serial port could handle up to 19.2Kbits per second.
This, of course, did not mean Atari drives achieved this speed.
>
```

>> FLI, IFLI, UIFLI?????? What do these mean?
>
>Different graphics formats for the Commodore.

I'd like more information than this. Do you no of any URL's (Websites)
that contain programming info on these hacked graphics modes?

>Commodore programmers have proven time and again, that the machine is
>NOT limited by it's hardware, but rather, by the programmer. Inovative
>programmers keep doing better and better things, pushing the machine
>past "known limits".

The upper limit of a computer may be significantly extended by great
programmers (the kind of people that Microsoft lacks), but they can
only go so far. For example, DOOM or WIPEOUT would be impossible on a
standard C-64. Fluid 60 fps full screen (especially horizontal) fine
scrolling is impossible on an original Atari ST. Still, one of the
most fun things in life is to tinker with a computer and accomplish
things that people said COULDN'T BE DONE. Heck, one of my singular
achievements that I remember with fondness was to develop a special
mode that increased the number of colors on the Atari's high res
(320x200) display via the use of triple width sprites (without the
need for DLI's or RASTER INTERRUPTS). This is a mode that I don't
believe anyone ever incorporated into an Atari program.
>
>
>> What is FLD and VSP? I'd really like to know about this trickery. I
>> don't remember this being listed in my books! If I remember correctly,
>> the VIC's internal addressing scheme was 14 bit and could only access
>> a 16K bank of the C-64's memory at any moment (a separate hardware
>> register allowed one to change which 16K bank was accessed). Am I
>> wrong?
>
>FLD = Flexible Line Display, VSP = ??? (someone clairfy, veriticle
>screen positioning??).
>
>
>--
>Cyberad/RPG aka Patrick M Pritchard * http://www.interlog.com/~cr
>PLUR- Peace Love Unity Respect -Live It, Love It, Be It, BELIEVE!
>RENEGADE PROGRAMMING GROUP IN 1999 -- Taking It To The Next Level

1000. Re: How to build a Covox Voice Master (WTB: Covox Voice Master)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36A96BC1.72B30124@arn.net>
Source record: 55925

The MAJOR problem you are going to have is making the program to make
the best mem. usage. On my COVOX, it would take up LOADS of mem. just
for a 10 sec. phrase. I remember how I used to hook up the COVOX to my
stereo to give my Atari 800XL stereo suround sound. That kicked ass
playing the intro. of Alternate Reality or going through warp in Return
of the Jedi.

Laters,

antbaker@arn.net

Patrick Robbins wrote:
>
> From the overwhelming lack of response to my WTB message I take it that
> (insert clichÃ© here) before I find a voice master.
>
> So has anybody done a homebrew thing like it? Somebody on comp.sys.robotics
> was talking about a zero crossing recognition system he built using a timex
> sinclair. The hardware was very simple and only consisted of a couple of
> limiters, no a/d needed. I could easily come up with the hardware but the
> software is another question. It should sample the inputs to create a
> template which is averaged over three trials when in teach mode. When in
> recognition mode it has to compare the new input with the template and
> determine the error somehow...or something.
>
> Patrick Robbins

1001. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a9206b.4093830@news.localnet.com>
Source record: 55926
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>Unfortunately the SIO bus although advanced for its time was expensive to develop
>peripherals for and that was its downfall, items which should have cost 1/4th the
>price had to have an intelligent communications control and then its own
>controller so items were very very expensive. The XL series with its Parallel
>bus could have solved many of the problems with PBI based devices, but the devices
>meant to be released never got a chance when the Tramiels took over Atari and
>cancelled all of the products.
>
That's the same reason why SCSI never caught on in the PC community.
Instead, we're left with that god awful IDE standard. That same
mentality is now making HST "software modems" popular.

Actually, I've just started browsing the computer magazines of that
era and haven't seen a significant difference in price between Atari
and Commodore peripherals.

1002. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78bssv$1ll$1@flood.xnet.com>
Source record: 55927
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Aaron <aarona@localnet.com> wrote:

: Not really. The Atari's DOS load occured AUTOMATICALLY. No "ARCANE"

The 64's DOS loads automatically, too, as soon as you turn on the disk drive.

: program. Of course, you could say they should have read the
: manual...but who wants to be forced to read the manual just for the
: rudiments of something that should happen AUTOMATICALLY! One of these
: families actually thought the C-64 was damaged and returned it for a
: replacement.

I want to point out something here. I own an Atari 800 and have used one emulated as well, and despite an "autoloading DOS" I have no freaking idea what to DO with the options in SpartaDOS or MyDOS or AtariDOS. So, I need to look it up...which is what someone who wants to learn how disk operations work on a 64 has to do, too.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

1003. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a92201.4499722@news.localnet.com>
Source record: 55928
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>Aaron,
>
> Whew!!! That was quite a message you wrote, very well written, I liked the
>fair comparisons. Just for a little bit of added information. The reason why
>the C-64 and Vic-20 came to market 3 years after the Atari 400/800 was that
>Commodore did not have anything like that in 1979, and in fact I've spoken with
>the 3 people who designed the Vic-20 and C-64 and they admitted to the fact that
>Jack had them look at the Atari's and copy its features and package it into a
>low cost system. Also the Vic and C-64 never had a peripheral bus, simply a
>cassette port and an IEEE bus connector that was made to transfer data in and
>out of the machine, so transfer rates were painfully slow. Commodore has a
>huge advantage over the Atari's with upgradability, the Atari chipset is very
>closely tied together, so to upgrade or speed up one chip effects all the
>others, so upgrading the CPU, video and such has never been very successful in
>the past, so Atari's strengths: its custom chips are also its downfall. The
>SIO bus although very costly to design peripherals was a concept way ahead of
>its time, in fact look at todays new hot communication standard, Universal
>Serial Bus, where everything is daisy chained to a single interface, in fact the
>designer of the SIO bus for the Atari 800 is also one of the patent holders of
>the USB design working at Microsoft today.
>
Thanx for the compliment. My article was a bit of a rush job and in no
way was meant to be the "end all, be all" of comparisons. Still, it
was a lot longer than I expected when I wrote the very first sentence.

When the Ataris first came out, Commodore had already been established
as a "business" computer retailer via the "PET". Strangely, the
ill-fated Apple III, introduced in either 1980 or 1981, looked alot
like Commodore's wedge shaped "PET". Wonder if this was a conscious
decision by Apple?

Douglas Newbaur (have I spelled the name correct?) was one of those
responsible for POKEY and SIO. He also wrote the astounding STAR
RAIDERS. In an article in either ANTIC or ANALOG magazine, he claimed
that the Atari's were originally intended on having a parallel bus
but, I believe, Atari wanted to rush the computer to market (in time
for the Christmas rush?) and opted for SIO only output. If he had
known of this plan, he would have incorporated two separate SIO ports.

Is Doug Newbaur one of the patent holders of USB?

In terms of upgradeability, the C-64 suffered a similar set of
problems as the Atari 8-bit line. For example, the C-128 (the only
major Commodore improvement of the C-64 compatible line) contained two

separate graphics chips, the first being the VIC II (with its various multi-color graphics modes, fine scrolling and sprites) for compatibility with C-64 programs, and the second for 80 column text only display. Only one graphics chip could be "on" at any given moment. Also, the VIC II chip had to be put to sleep if one wanted the C-128's full 2 megahertz speed (double that of the C-64). With the help of the original Atari engineers and Atari's full backing (yeah, right), I don't see any reason why there couldn't have been a SUPER ATARI 8-BITTER. Unfortunately, the original Atari (Warner) was too stupid and Jack Trameil was more interested in coming out with an incompatible 16-bit line (containing god-awful graphics, sound (same chip as the Intellivision), cheap mouse, and an extremely slow GUI via GEM).

1004. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a92bb1.6979357@news.localnet.com>
Source record: 55929
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>Oh, no, they weren't. Apple didn't like the B&H clones *at all*, and
>neither did they like the Franklin Ace (a superior Apple clone) or the Laser
>128. They were much cheaper and undercut Apple by a significant margin, and
>for that Apple hauled them into court and gave them the legal equivalent of
>a flogging with a buzzsaw blade over "look and feel" and the usual legal
>hogwash.
>

And don't forget that Apple didn't want to invest much time in
upgrading the Apple II line. Instead, they wanted to use a portion of
the profits to finance their then new Macintosh line. The clone
manufacturers single-handedly forced Apple (kicking and screaming) to
come out with better II's (IIGS, IICplus).

As far as I'm concerned, the Laser series of Apple II compatibles were
the best (especially the 128ex and 128ex/2, which ran at up to 3.5
megahertz and had keyboard switchable speeds without requiring a
reboot and an internal RAM card which was upgradable to a full MEG via
inexpensive DIPS).

1005. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a92e26.7608775@news.localnet.com>
Source record: 55930
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>Well, good find. And at least we know Apple wasn't upset with Bell and
>Howell about these.

Thank God. We certainly wouldn't want Apple to Howel and
Bell&Howell!!!!!!!!

1006. Re: How can I fix my keyboard?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a9304b.8157769@news.localnet.com>
Source record: 55931

On 23 Jan 1999 00:46:58 GMT, hajjej@aol.com (Hajjej) wrote:

>I have a 1200XL, and even after removing the casing and dusting off the inches
>(literally) of dust, some of the keys still stick. Suggestions?
>Thanks
>John Shawler

You could try spraying a little LIQUID WRENCH or WD-40! Carefull,
though. Some types of plastic will melt and could cause more problems
than they solve.

1007. Re: Apple IIGS "Signature Edition"

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a93873.10246118@news.localnet.com>
Source record: 55932
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sat, 23 Jan 1999 00:20:29 -0600, Anthony Baker <antbaker@arn.net>
wrote:

>Remember last year (or 1997) when Apple released the 20yr. Mac? The
>starting price WAS $10,000. Then it went down to $5,000, then $3,000.
>As a matter of fact, I saw it the other day for $1500...BRAND NEW. It
>was mostly designed for show anyway since it is virtually IMPOSSIBLE to
>upgrade.
>
What was the "20 year mac"? Never heard of it.

1008. Re: Still trying (Was Re: Keeping it all on topic :-) (Blake's 7 anyone?))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a93740.9938791@news.localnet.com>
Source record: 55933
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

>But this is an all too common story, compare the 3do to the SNES (released
>about the same time), the difference is emense.
>And one or two games on the 3do still outrank their PSX counterparts,
>difference is that the 3do console died a long long time ago, PSX is still
>very much alive and kicking.

The SNES was released in 1990-91. The 3DO was released in 1993. This
difference of 2-3 years is immense in the computer/console market.

1009. Re: Do you collect computer games?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a9344f.9185869@news.localnet.com>
Source record: 55934

>C|net has just published my article on game collecting. This is just the
>first in what I hope will be several articles on game collecting and
>history. I'd appreciate any feedback you have to offer. Check it out at:
>
>http://www.gamecenter.com/Features/Exclusives/Collect/index.html
>
Just read your article. It was quite good. However, I have a few
(minor) bones to pick with you:

1) Too repetitive with the Ultima series (one paragraph discusses
collecting a specific game series, Ultima, across the various
platforms and then, a few paragraphs later, Ultima is again mentioned
in terms of values).

2) The use of the term "PC" is flawed. The article should include
games for the console (keyboardless) machines such as the Atari VCS,
Intellivision, Colecovision, Nintendo, Sega, etc. Many console games
had a major influence on computer gaming (and vice versa) and I
consider such an omission to be highly flawed.

1010. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a938af.10306298@news.localnet.com>
Source record: 55935
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sat, 23 Jan 1999 00:13:08 -0600, Anthony Baker <antbaker@arn.net>
wrote:

>Remember HANGMAN for Atari on cassette? I remember I would trip out
>hearing voice recordings and music while the game would load. That is
>still pretty damn cool considering how long ago that was.
>
>Laters,

Unfortunately not. Since I originally decided to save my money for a
disk drive, I didn't own a program recorder until relatively recently,
and my only use for it was to play the French and German language
tapes.

1011. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: Fungus <fungus@eskimo.com>
Message-ID: <Pine.SUN.3.96.990122234349.21688A-100000@eskimo.com>
Source record: 55936
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> >The standard loading speed on a C64 is anywhere from 2400 BPS to over 25,000
> >(25 thousand) BPS.
>
> I find the maximum output of 25,000 bits per second to be highly
> unlikely. This would mean a reasonably large C-64 program could
> theoretically be loaded in about 15 seconds...a speed comperable to
> the Apple II disk drive mechanism. Regardless, whatever speed increase
> was accomplished via additions that came out years after the C64's
> introduction (I think just a few short months before the C-128's
> introduction).

Well I'm sorry your lame atari cannot use an acia cartridge then...

>
>
> >The Commodore serial bus allows for up to 22 devices. The drives that
> >Commodore made allowed for up to 4.
>
> Wasn't aware of that.

Obviosuly!

> >
> >Older 1541's had two jumpers inside the drive which could be cut to change
> >the device number. The default is device #8.
>
> ...and the second would be device 9. Correct?
>
8,9,10,11 2 jumpers, 4 bits, are you dumb?

> >CMD FD and HD drives can be set to any of 8 possible numbers by hardware (FD
> >only) or the full 22-device range in sofware (HD and FD, HD retains it's
> >device number permanently even after shutdown).
>
> How does the HD retain the device number if it's accomplished only in
> software?

Umm, battery backed ram! (and r.t.c, real time clock for lamers)

>
> FD stands for Floppy Drive? HD stands for Hard Drive? What does CMD
> stand for?

Creative Micro Designs see, http://www.cmdweb.com

> >> Commodore's file management was absolutely primitive in comparison and
> >> relied on typing arcane device numbers (that had to be memorized).
> >> Here's an example of displaying a file list from drive number one:
> >> (note: I apologize if I make a mistake)
> >>
> >> LOAD "$",8,1
> >> LIST
> >
> >You made two mistakes here.
> >
> >1) You don't use a ,1 when loading a directory, else it'll overwrite screen
> >memory.
>
> I had a hunch I made a mistake. It's been awhile since I used a Commie
> >
> >2) Any idiot already knows to get a DOS extension program to take care of
> >this problem. Commodore even supplied one on thier 1541 Test/DEMO disk
> >called "DOS 5.1".
> >
> >You load it, SYS 52224 and the wedge is active. It stays out of the way of
> >BASIC programs, and most smaller ML extensions are compatible as well.
> >
> >With it and any other DOS extension (JiffyDOS and virtually all utility
> >cartridges), a simple command like...
> >
> >@$
> >
> >...displays the disk directory immediately, without having to load it first.
>
> I think, with the above info, you've confirmed what I said. Commodore
> DOS was absolutely arcane.
>
Atari barely had a dos at all,and loading from disk? what kind of
lameness is that? oh yeah like pc, forgot... shit can make my 1541 load
60k in 15 secs, no problem

> >
> >> C-64: (SID chip) three 16-bit voices with full control of ADSR
> >
> >Three 8-bit voices.
> >
> >The 16-bit facility is the frequency register. The actual output is 8-bits,
> >while internally the waveform is 24 bits.
>
> How can the output be only 8-bits if the frequency facility was
> 16-bit? It doesn't make sense.

You are a complete nerd aren't u? well, an mere 256 increments in pitch
is kinda lame don't you think? 65536 is much better.

> >
> >> once. The number of actual displayable colors is closer to just 4

> >> within any specific area of the screen (some reasons for this will be
> >
> >The C64's limit was destroyed with the advent of FLI, IFLI, UIFLI and other
> >extended graphics modes.
>
> FLI, IFLI, UIFLI?????? What do these mean?
>

Flexible line integration, interlaced flexible line integration, ultra
interlaced flexible line integration, also afli, bfli, shifli, shi, shfli,
shflixl, itbmap, and many others, which all add colors/res in different
increments!

> >> Commodore's sprite system is much more sophisticated. I believe the
> >> C-64 has 8 separate sprites, each one being 24 pixels wide by 24
> >
> >24 by 21.
>
> I was certain about 24 (exactly 3 bytes) across but wasn't exactly
> sure of the vertical amount.

You can also have up to 144 of them onscreen at once in a single frame ;)

> >
> >> Unfortunately, the C-64's hardware scrolling is limited and, when
> >> implemented, necessitates the use of a smaller display screen (with
> >> larger, much more noticeable black boards). Also, after moving the
> >> screen 8 pixels either horizontally or vertically, the screen
> >> ulimately must be repainted one pixel at a time.
> >
> >Unless you use FLD or VSP, tricks which cause the VIC chip to move the
> >screen for you an unlimited distance either vertically or horizontally.
> >
> What is FLD and VSP? I'd really like to know about this trickery. I
> don't remember this being listed in my books! If I remember correctly,
> the VIC's internal addressing scheme was 14 bit and could only access
> a 16K bank of the C-64's memory at any moment (a separate hardware
> register allowed one to change which 16K bank was accessed). Am I
> wrong?
>
Flexible Line Distance, Variable Screen positioning, also is, Line
Crunch, Agsp and many others... see ftp://ftp.funet.fi/pub/cbm

> >> Atari's graphics subsystem also allowed for something that has no
> >> parallel on the C-64: DISPLAY LISTS.
> >
> ><snip descripotion of display lists>
> >
> >Most of the techniques and display methods you describe here have been done
> >to death on the C64. Displaying a text screen along with hires and multi
> >color bitmaps, and other modes in between....
> >

> >I've seen it all. In fact, I've even used one or two such display types in
> >old programs.
> >
> >Any dusty old C64 has this capability right out of the box. This includes
> >manipulating the sound and other chips as well. Most demos use these
> >effects.
>
> Yes, I'm aware of the the C-64's ability to "simulate" Atari's display
> lists via software. I believe I mentioned it in the article. However,
> It's much more processor intensive than Atari's method. Also, because
> of the C-64's limited display modes, it isn't as important.
> >

What the fuck are you talking about?

simulate? excuse me? the c64 has RASTER irq's right outta the box ,
NmI's too, and we got 64k ram stock, + I have 512k reu, I knw other got
2megs +! I also got a supercpu 20 mhz accelerator? think your wimpy atari
can keep up?

> >The C128 even had a couple of split-screen modes built into it's operating
> >system.
>
> Yeah. I completely overlooked the C-128's new and improved BASIC. It
> was by far the best version of BASIC ever pre-packaged with an 8-bit
> computer. I tried not to discuss the specifics of the C-128/C-128D
> because the number of them sold was dwarfed by the various C-64 level
> incarnations.
> >

Basic blows, learn to code.

> >> In comparison to the Atari, the C-64's number of display modes
> >> appear grossly inadequate. There's just three major modes: text
> >> (40x25), medium res (160x200), and high res (320x200). Believe it or
> >
> >You forget other modes such as FLI, IFLI, and UIFLI.
>
> I'VE NEVER HEARD OF FLI, IFLI, AND UIFLI!!!!! Please, please, please
> tell me more (or direct me to a URL that contains the information). I
> love to be surprised about the capabilities of old computers.
>
> >> the screen. Unfortunately, the C-64's RASTER INTERRUPT method isn't as
> >> flexible and takes a great deal more effort to accomplish more than
> >
> >The rester interrupt method used on the C64 is quite flexible.
> >
> >It takes two lines (5 bytes) of code to move the raster interrupt position
> >around on screen:
> >
> >LDA $D019 ; Clear interrupt source
> >LDA #somerasterline ; Set new interrupt.

> >STA $D012
>
> That's 10 wasted machine cycles that the Atari doesn't doesn't need to
> throw away. This might not seem like much until one calculates 10 by
> the frame rate of 60 hertz for a grand total of 600 wasted machine
> cycles per second. If, for some odd reason, one wanted to cause a
> raster interrupt on all 200 lines we'd be wasting 120,000 machine
> cycles more than the Atari's method. That's a healthy chunk of the
> C-64's (roughly) 1,020,000 total cycles per second.
>

Yes yes yes, but can you turn OFF your chips features any time you wish?
or on even? can you tweak the antic? I remember not being able to do
much... besides, irq is more flexible

> >The hardware will take care of resetting the interrupt to occur at the new
> >position.
> >
> >Display lists, unless handled entirely by the video hardware, are nothing
> >unique to the Atari. If the program has toprocess the display list to keep
> >it active, then ithas no real advantage.
>
> The whole idea of a Display List is to be hardware based. The overhead
> in maintaining Atari's display list is minimal to nonexistent (except
> for that irritating ANTIC bug of crossing a 4K boarder via an
> unnecessary Load Memory Scan (LMS). Heck I've even set up multiple
> display lists to point to each other in order to create full screen
> animation without ANY PROCESSOR INTERVENTION!! WOW!! I just got a full
> body shiver just thinking about that one.

Can you move a 320*200*120 piccy around the screen in any direction in
1/7th the total frame time?

> >
> >> graphics modes on the screen) the C-64's only method of mixing display
> >> modes on the screen is through the use of RASTER INTERRUPTS.
> >
> >Or one can use the tried and true method of waiting for the desired
> >rasterline (by polling $D012) before triggering the desired effect or
> >display mode.
>
> Pulease....that would waste more processor cycles than setting up a
> raster interrupt. Unless you're into politics, POLLING IS NOT AN
> OPTION!!
>
Polling sucks, learn to code

> >Most demos use this method, as it requires less overhead than a raster IRQ.
> >
> >> Atari only allows for half (128). This problems can be circumvented on
> >> the Atari by changing the character set pointer in midscreen during a
> >> DISPLAY LIST INTERRUPT.

> >
> >As can the C64.
>

I can split the screen anywhere I want up too 6/7 times :) and that
HORIZONTALLY, I can split it every line vertically, FPP is a nice effect!

> Because (I believe) of the 16K limitation of the VIC II chip,
> character set pointer changes are a bit limited.
>
don7t forget we can change the bank too! ($dd00)

> >> Judging from the above specs, Atari's are about 60% faster than the
> >> C-64. However, there's a very major caveat. Unlike the C-64, Atari's
> >> display hardware steels cycles from the 6502 processor, thus degrading
> > >
> >As does the video chip in the C64. Disable it (by turning off the display
> >via a register in the VIC) and you get about a 10% increase in speed.
> >
> Yes, I was being a bit simplistic in my explanation. The VIC chip does
> steal cycles but, compared to the Atari, the amount of cycle
> "stealing" between the various display modes is pretty much the same.
> Question: Does the processor run at an apparent 1.02 Megahertz before
> or after the VIC II chip is turned off? Also, I believe some
> telecommunications programs would turn off the VIC II chip when trying
> to transfer serial data at the highest possible rate.
>
big whoop, I got 20mhz :)

> >> one additional problem. For some reason, keboard access on the C-64
> >> interfered with reading the first joystick one, which effectively made
> >> a computer with ONE JOYSTICK PORT.
> > >
> >Nope, it's just a bug in the C64's stock keyboard read routine.
> > >
> >Any smart programmer knows how to separate keyboard accesses (point shorts
> >in the keyboard matrix) from joystick movements (entire rows or columns
> >being grounded).
> >
> I've always found C-64 keyboard/Joystick access to be very confusing.
> It always seemed a bit odd and a waste of processor time (compared to
> Atari's and even Apple II's method of reading a single register for
> the key press and a separate register for joystick reading.)
>

It's a simple bitmap! 8*8 grid! stick are 5 bits! damn your wierd!?

> >> initializing routiner, would reset all the hardware registers by
> >> writing zeros into the entire register space. Unfortunately, doing
> >> this to the new bank switching port causes the operating system to be
> >> switched out. Without the operating system the computer immediately
> >> CRASHES! STUPID ATARI!!!!!! Luckily, programs could easily be modified

> >> to prevent this crash. I've even done it myself with BERZERK and a few
> >> others. Still, it was a major headace for many Atari users who
> >> upgraded to the new Ataris
> >>
> >> WINNER: ATARI
> >
> >Seems to me that in many of the places where you say the Atari is the
> >winner, the result is really the opposite or a draw.
>

Winner at what, crashing?

> Yeah, I know. It's not always easy to separate one's emotional
> connection with a computer versus one's intellectual understanding.
> However, I still stand by the end results. While typing the original
> article I began to remember serious flaws with the Atari ST design
> which seemed to be a carry over from the C-64 (after all, Shirav
> Shivgi happened to design both computers). Although programmers were
> able to eak out quite a bit of performance out of the Atari ST, I've
> always felt that it was a has-been from day one (in comparison to the
> much more sophisticated Amiga).
> >
> >You need to double check your facts before you compare two machines. I
> >don't know anything about the Atari, so I'll take your word for it that what
> >you state is correct.
> >
> I don't think I did that badly. I believe I have a good basic (albeit
> somewhat flawed) understanding of both machines. Admittedly, my
> knowledge of the Atari is somewhat greater because I've actually
> programmed the thing with both BASIC and MACHINE CODE. I've done very
> little of either on the C-64 (although I've spent many hours over the
> years pooring through various C-64 programming documentation).
>

Ahh! Now I know why your so unknowledgeable!

> On the level of learning to program graphics hardware, I feel the
> Atari is by far the better choice. For understanding how to program
> sound, the Commodore 64's SID chip is far-and-away superior (even
> though I considered both machine's sound hardware to be a draw). Also,
> Atari's operating system is a thing of beauty whereas the C-64's
> kernel has a generational, quilt-like feeling similar to, although not
> quite as bad as, that of the Apple II computer.
>

1012. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-23 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36a93c68.11259591@news.localnet.com>
Source record: 55937
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 23 Jan 1999 07:14:39 GMT, Jason Compton <jcompton@xnet.com> wrote:

>In comp.sys.cbm Aaron <aarona@localnet.com> wrote:
>
>: Not really. The Atari's DOS load occured AUTOMATICALLY. No "ARCANE"
>
>The 64's DOS loads automatically, too, as soon as you turn on the disk
>drive.

That's not my experience

>: program. Of course, you could say they should have read the
>: manual...but who wants to be forced to read the manual just for the
>: rudiments of something that should happen AUTOMATICALLY! One of these
>: families actually thought the C-64 was damaged and returned it for a
>: replacement.
>
>I want to point out something here. I own an Atari 800 and have used one
>emulated as well, and despite an "autoloading DOS" I have no freaking idea
>what to DO with the options in SpartaDOS or MyDOS or AtariDOS. So, I need
>to look it up...which is what someone who wants to learn how disk
>operations work on a 64 has to do, too.
>
The manual was unnecessary for getting started with the Atari. For
copying disks, I briefly read the necessary part of the manual for a
total of ONE TIME throughout my initial 5 years of use on the Atari.
In comparison, I was always referring to the Commodore manuals for the
simplest of tasks. This was, to say the least, DAMN ANNOYING!

1013. Re: Atari vs. The Rest Of The World

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <36ABB976.B8942870@ix.netcom.com>
Source record: 55638

"John K. Picken" wrote:

> Really Gentlemen, haven't we learned anything over the years? Brand
> bashing is simply a waste of time and band width.

It's really too bad; it's killing the usefullness of the newsgroup.

There were 106 new messages when I got on today. After I deleted the pissing contests, 24 messages were left.

And much of the rest was leftover crossposted crap from the Dr.Who thread.
Oh, well. The newsgroup was fun while it lasted...

Jeff

1014. Carts. & Accessories

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <78gg5e$3pm$3@ramp2.tir.com>
Source record: 55639

Assembler Editor Cart. (w/Atari Assember Book by Inman & Inman) $10
BASIC Cart. $2
BASIC Cart. (w/ orig. box) $2.50
Basketball Cart. $3
Blue Max Cart. $5
Bug Hunt Cart. $3
Bug Hunt Cart. (w/manual) $4
Bug Hunt Cart. (w/o case) $1
Centipede Cart. $3
Congo Bongo Cart. $4.50
Defender Cart. $3
Dig Dug Cart. $3
E.T. Phone Home Cart. (unopened) $4
Eastern Front (1941) Cart. $2.50
Eastern Front (1941) XE Cart. $3
Flight Simulator II Cart. $4
Football Cart. $4
Frogger Cart. $5
One On One Cart. $5
One On One Disk (w/manual & packaging) $10
Pac-Man Cart. $3
Qix Cart. $3
Star Raiders Cart. $3
Super Breakout Cart. $2.50

Atari Trackball $6
4-Button Joystick $3
Paperclip Protection Key $3
SVI Quickshot I Joystick $3

Buyer pays shipping costs.
--
The Collectaholic's Page - http://www.tir.com/~mkusz/
Sports Memorabilia, Non-Sports Cards & Other Collectibles

1015. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Fungus <fungus@eskimo.com>
Message-ID: <Pine.SUN.3.96.990124185822.20260A-100000@eskimo.com>
Source record: 55640
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999, Aaron wrote:

> On Sun, 24 Jan 1999 00:17:51 +0000, Jason <tmr@cosine.demon.co.uk>
> wrote:
>
> >Aaron:
> >> As far as I know, the C-64 series of computers (this includes the 128)
> >> were the best selling 8-bit computer EVER. By the end of it's run,
> >> Commodore had sold close to 20 MILLION of 'em. That's an incredible
> >> number, especially when you consider none of these were clones.
> >>
> >I wonder what the figure would be if we *included* the clones? Or if
> >there's a way to find out...?
> >--
> >Jason =-)
>
> Oops. I didn't know there were C-64 clones. I assumed that (unlike the
> Apple II line) the C-64 was so cheap that clone manufacturers would
> have never been able to eek out a significant enough profit to justify
> it's manufacture.
>

As far as I know the 64 was never cloned, due the PLA was a closely
guarded secret as to how it was programmed...

I never saw one in the states anyways... besides 6510, 6569/6567, 6581
were all propriatary chips made by M.O.S Technologies (Commodore owned)

/Fungus

1016. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Fungus <fungus@eskimo.com>
Message-ID: <Pine.SUN.3.96.990124190206.20260B-100000@eskimo.com>
Source record: 55641
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> Remember, when the Atari 8-bit was new, most people only had
> experience with cartridge (or was it CD? JOKE) based game machines
> where one would pop in a cartridge, turn on the power, and,
> subsequently, only be bothered with the Carpal-tunnel inducing
> joysticks. The original Atari 8-bits (before the advent of the OPTION
> key befuddling XL machines) allowed people to easily migrate to a
> "real" computer in just seconds without throwing up their hands in
> disgust. The C-64s just DID NOT HAVE THIS ADVANTAGE!!!!! PERIOD!!!!!
>

True yes, advantageous(?), well that's up to opinion... not a fact.

also, are you implying the 64 is not a "real" computer? I think I shall
leave that one up to someone else...

/Fungus

1017. Re: Atari vs. The Rest Of The World

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Daniel Gibson <dgibson@cyberzone.net>
Message-ID: <36ABE065.80F60D2B@cyberzone.net>
Source record: 55642

Jeff Jewell wrote:

> "John K. Picken" wrote:
>
> > Really Gentlemen, haven't we learned anything over the years? Brand
> > bashing is simply a waste of time and band width.
>
> It's really too bad; it's killing the usefullness of the newsgroup.
>
> There were 106 new messages when I got on today. After I deleted the pissing
> contests, 24 messages were left.
>
> And much of the rest was leftover crossposted crap from the Dr.Who thread.
> Oh, well. The newsgroup was fun while it lasted...
>
> Jeff

Sorry you feel that way Jeff. Personally, I have learned quite about from the posts comparing Atari to the other platforms. I guess not all of us have the same level of expertise that you possess.

I say keep up the good work NG!!

Dan

--
Daniel and Kathy Gibson
http://users.cyberzone.net/dgibson
"Kate's Track Shack - Home of the 75 cent 8-track!!"

1018. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Fungus <fungus@eskimo.com>
Message-ID: <Pine.SUN.3.96.990124190510.20260C-100000@eskimo.com>
Source record: 55643
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII

> READ MY OTHER NEW POST!
>
> UNLIKE COMMODORE, ATARI ATTEMPTED TO COME OUT WITH A COMPUTER THAT
> COULD BE AS SIMPLE AS TURNING ON A LIGHT! THIS DOES NOT AT ALL MEAN
> THAT THE ATARI'S WERE MORE POWERFUL...JUST A LITTLE BIT EASIER FOR A
> NEWBIE (ie. a 7 year old kid who can't read manuals) THAN THE C-64!!!!
>
> I can't understand the need to argue on a point that, I thought, was
> simple to understand. Maybe this (stupid?) analogy would help:
>
>
> When purchasing paper to feed into one's laser printer, would a person
> usually get paper cut to the necessary size (9.5 x 11) or get poster
> size sheets that they then cut to the proper size? END-USER SIMPLICITY
> IS THE KEY!
>
>

Well it is my opinion computers should NOT be simple enough for
everyone to use without reading at least SOME type of manual... it then
ceases to be a computer, and becomes an appliance... something the big
wigs are really pushing for... and it's totally wrong... I want a
computer, not an appliance!

/Fungus

1019. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Fungus <fungus@eskimo.com>
Message-ID: <Pine.SUN.3.96.990124190820.20260D-100000@eskimo.com>
Source record: 55644
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999, Aaron wrote:

> On Sat, 23 Jan 1999 21:49:14 -0800, Daniel Morrow
> <videoman@cdsnet.net> wrote:
>
> >The standard dos is within ROM so the c64's dos loads automatically, too, as
> >soon as you turn the system on.
> >
> >
>
> For some reason, considering the number of "negative" responses sent
> to me, I'm failing to get my point across. Simplicity is the key to
> good design. Unfortunately, the majority of computer hardware and
> software companies fail to understand this. Apparently its gotten so
> bad that this disease has rubbed off on many "sophisticated" computer
> users (and the people writing responses to me).
>
> There should be a strive towards making computers as simple as
> possible (without sacrificing power). The ultimate symbol of
> simplicity is turning on a light switch. Console game machines achieve
> this. Most general purpose computers fail. (although Apple has made
> noble attempts with their Mac and IMAC line) Something as simple as
> loading a program (or game) should be achieved by turning on a power
> switch. The original Atari 8-bit computers could achieve this goal.
> Commodore 64 computers fail. SIMPLE!
>

If your so destined to have everything so simple, go buy a damn web tv or something! Computers are OBVIOUSLY not for YOU! You want an appliance to do everything easy and for you... well... I wanna USE my computer, not it USE me! Thank you very much!

On that line of thought, we will end up with all the same boring machines, that do everything, and no FUN to HACK! (Hardware, software, otherwise?!) This is not my idea of a good time!

/Fungus

1020. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Fungus <fungus@eskimo.com>
Message-ID: <Pine.SUN.3.96.990124191115.20260E-100000@eskimo.com>
Source record: 55645
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999, Aaron wrote:

>
> Even factoring out the Atari 400, the quality of Atari keyboards were
> highly variable (1200 being the best). Also, the placement of certain
> keys were STUPID. Most Atari users (including me) would "accidentally"
> hit the BREAK key when initially aiming for the BACKSPACE key. On
> average, the Apple keyboards were by far the best.

Sorry. my 128D's keyboard, kicks ass over anything, even new pc
keyboards! I hate them!

>
> >
> >load "$",8'
> >what in the world is that???? Sheesh,
> >
> >run "d:neato.bas"
> >
> >or
> >
> >dos
> >
> >is MUCH more civilized.
> >
>
> It can be much simpler than this on the Atari. For prepackaged,
> commercial software, one can simply insert the disk, turn on the
> computer, AND THAT'S IT!!! No "LOAD "$",8"! NO "RUN "D:NEATO.BAS"! NO
> "DOS"! Heck, even "lowly" Apple II computers could achieve this
> miracle of modern civilization. BUT NOT THE C64!!!!!
>

And for your info, the 128 is quite capable of this... (tho the 64 is not)
and I still don't use it!

/Fungus

1021. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Fungus <fungus@eskimo.com>
Message-ID: <Pine.SUN.3.96.990124191645.20260F-100000@eskimo.com>
Source record: 55646
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> All the above Atari games were very well known (except for Dropzone).
>
>
> > Was shadow of the beast ever done on atari? or any psygnosis games?
> >
> >/Fungus
>
> The Ataris were pretty much DOA when Psygnosis began producing
> software. I'm about 99.99% sure they didn't produce a single Atari
> 8-bit game...not even LEMMINGS.
>

That's a bummer, they made great games for the 64, Amiga, and tg16 (pcengine), NES, SNES, SEGA, etc etc :) Check this game out on the 64 if you get chance, it is very visually impressive, as is Mayhem In Monsterland (from Apex) Or creatures 1 & 2, go check these games! :)

Ahh, this brings me another point actually, can any of the Atari users out there say they have over 3 gigs of games, and no two are the same? :)

(and that's pkzipped disks!)

/Fungus

1022. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Fungus <fungus@eskimo.com>
Message-ID: <Pine.SUN.3.96.990124192112.20260G-100000@eskimo.com>
Source record: 55647
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999, Aaron wrote:

> On Sun, 24 Jan 1999 01:05:04 -0800, Fungus <fungus@eskimo.com> wrote:
>
> >On 23 Jan 1999, Vidar "Hawk" Olavesen wrote:
> >
> >>
> >>
> >> Fungus <fungus@eskimo.com> wrote in article
> >> <Pine.SUN.3.96.990122234349.21688A-100000@eskimo.com>...
> >> > > >The standard loading speed on a C64 is anywhere from 2400 BPS to over
> >> 25,000
> >> > > >(25 thousand) BPS.
> > It goes alot faster than that... I suppose I could get around 256*60
>
> 256 bits every 1/60th of a second? That would be about 15Kbits per
> second (and I didn't need a calculator...the brain doth seeth with
> energy :-))
>

That's 256 BYTES! not BITS! (NTSC)

so, 2048*60 bits! And probly more on PAL!

do yer math! :)

/Fungus

1023. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Fungus <fungus@eskimo.com>
Message-ID: <Pine.SUN.3.96.990124192850.20260H-100000@eskimo.com>
Source record: 55648
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999, John/Lori wrote:

> > EARLY: 8-bit computers/consoles introduced when the price of 64K of
> > RAM and significant amount of ROM made it impractical for initial
> > incorporation into the device.
> > (Apple II series, Atari VCS/2600, Atari 800/5200 series, Commodore VIC
> > 20, Odyssey II, Texas Instruments TI99/4, Radio Shack COCO,
> > Colecovision)
>
> TI99/4 is/was 16 bit (the CPU, at least)
>

Hey, at least Intellivsion isn't listed there :) (10 bits!)

/Fungus

1024. Re: Atari vs. The Rest Of The World

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <36ABE785.711189E4@ix.netcom.com>
Source record: 55649

Daniel Gibson wrote:

> Sorry you feel that way Jeff. Personally, I have learned quite about from the
> posts comparing Atari to the other platforms. I guess not all of us have the same
> level of expertise that you possess.
>
> I say keep up the good work NG!!

I didn't mean to imply I'm such hot stuff, merely that the _vast_ majority of messages in those posts were about things that were personal preference: keyboard layout, DOS loading mechanism, etc.

If you were lucky enough to find answers to certain questions you had by digging through all that "Nuh-uh! Yuh-huh!" crap, congratulations. But it was clear that most of the posts were the "X is better than Y because I like it" variety, which will never be reconciled and simply eats bandwidth that could be better used for pornography spam.

Jeff

1025. Re: Atari vs. The Rest Of The World

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <vhhw6mb4.fsf@erols.com>
Source record: 55650

Daniel Gibson <dgibson@cyberzone.net> writes:

> Jeff Jewell wrote:
>
> > "John K. Picken" wrote:
> >
> > > Really Gentlemen, haven't we learned anything over the years? Brand
> > > bashing is simply a waste of time and band width.
> >
> > It's really too bad; it's killing the usefullness of the newsgroup.
> >
> > There were 106 new messages when I got on today. After I deleted the pissing
> > contests, 24 messages were left.
> >
> > And much of the rest was leftover crossposted crap from the Dr.Who thread.
> > Oh, well. The newsgroup was fun while it lasted...
> >

Ahhh, lighten up... this is a little exercise hearkening back to the glory
days. A little spleen venting and chest bashing is occasionally good for
the soul. It'll pass and we can get back to substantive topics.

Gregm

1026. Re: Atari vs. The Rest Of The World

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <36ABEB79.770DB00C@ix.netcom.com>
Source record: 55651

Greg Menke wrote:

> Ahhh, lighten up... this is a little exercise hearkening back to the glory
> days. A little spleen venting and chest bashing is occasionally good for
> the soul. It'll pass and we can get back to substantive topics.
>
> Gregm

You're clearly right, but it's like prisons and waste dumps. Everyone knows they have their purpose, but no one wants one in their backyard.

I also hate the cross-posting aspect of it. There will be splinter threads having nothing to do with Ataris hanging around for weeks just because too many people refuse to check where they're cross-posting when they reply.

Hey, I'm just venting _my_ spleen here, right? Defend _me_, mofo. (Sorry about that. Watching Robin William on the Richard Prior special, and it just slipped in somehow...)

Jeff

1027. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Mike Uhl <ShoeLeather_Express@RadioLink.net>
Message-ID: <Mike.Uhl.199901242013@ShoeLeather.Express>
Source record: 55652
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

On Sat, 23 Jan 1999, (Ronald A. Laski, Jr.)
wafted these smoke signals into the breeze:
> In article <Mike.Uhl.199901212205@ShoeLeather.Express>,
> ShoeLeather_Express@RadioLink.net says...
> > On Wed, 20 Jan 1999, (Ronald A. Laski, Jr.)
> > wafted these smoke signals into the breeze:
> > > > I haven't seen a desk-top computer yet that will fit into a
> > > > shirt pocket. ;-)
> > > >
> > > >
> > > No but I saw a Shirt-Pocket Computer that will fit on a desktop! :)
> >
> > Yup. Now that would be nice. Only two things wrong with them, from
> > what I've seen:
> > 1) They run off WinBloats
> > 2) They are so *blasted* expensive
> >
> >
> Never saw those old Tandy (can't remember the name) pocket computer w/
> about all of 1k programmable memory? :)

I used to have a TRS-80 pocket computer. There wasn't too much I could do with it, though. The screen was an LCD that displayed only one line of text. I don't recall how much memory it had.

All I remember was that I wrote a small calendar/appointment/phonebook program in BASIC for it. The program was so big that I had no room for data. So, I eliminated the phonebook capability and stripped out some other features to make more room. To say the least, debugging anything when you can only see one line of code is an arduous task.

Well, I got everything shaped up pretty well after many hours of hard work. Then one day, I left it sitting on a bench. Someone sat on it. OK, it was my fault, I should have put it in my *POCKET* instead of on the *BENCH*, but all that right now is "coulda shoulda woulda".

In short, yes, I do remember the old pocket computers.

I also remember one-topic BBS's on which everyone talked about everything but the topic and had a blast doing it.

I remember when 1200bps modems reigned supreme. Ahh, hell, don't get me started on that!

--
[,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
Reality is only fantasy gone stale.

1028. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78gtjg$s0q$1@kc.trail.com>
Source record: 55653
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36aacd12.25519625@news.localnet.com>,
Aaron <aarona@localnet.com> wrote:
>
>APPLE II INFO:
>
>
>Very simply Assembly Language Keyboard Read Routine:
>
>LDA $C000 :read the keyboard
>
>NOTE: the keyboard wasn't pressed if bit seven is clear.

Here is how to read the keyboard on a C64:

JSR GETIN

Pretty tricky, eh? If it returns zero then no key is in the
keyboard queue. You can even use

JSR CHRIN

to read in a whole line of text ala INPUT.

>Paddle (joystick) read routines are somewhat more involved requiring
>some kind of countdown routine I can't remember.

The super-complicated C64 method of reading the joystick is:

LDA $DC00

Whew! Bits 0-4 correspond to up/down/left/right/fire for joystick
number 2.

>>(Paul Guertin)
>>Was the Apple II the only home computer of its era to have a monitor
>>in ROM? I started on an Apple II and couldn't understand that other

The PET has a built-in monitor.

-Steve

1029. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78gt8i$rv7$1@kc.trail.com>
Source record: 55654
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <36aac50e.23467328@news.localnet.com>,
Aaron <aarona@localnet.com> wrote:
>
>I still stand by my previous statement. The C-64 and Atari may achieve
>a form of 3D (with wunderkind programmers) but at nowhere near the

Again, I'm not understanding something -- what do you mean by
"a form of 3D"? 3D calculations are 3D calculations. As near as
I can figure out, you are referring to the final rendering --
be it wireframe, solid polygons, or texturemapped. I for one
do not equate "texturemapped" with "3D"; indeed, as near as I
can reckon, games like DOOM aren't even really 3D at all.

More to the point, I believe 3D games can be quite fun without
being texturemapped. Is that not the purpose of a game, to be fun?
Thus I happily stand by _my_ statement: the 8-bit machines are
quite capable of doing high speed 3D games/programs.

-Steve

1030. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78gtu9$s2p$1@kc.trail.com>
Source record: 55655
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hola Aaron,

In article <36aab2ce.18794604@news.localnet.com>,
Aaron <aarona@localnet.com> wrote:
>On 23 Jan 1999 18:37:05 -0700, sjudd@kc.trail.com (Steve Judd) wrote:
>
>same techniques would probably allow the game to run faster on the RAM
>beefy-er Atari computers, as well.

Certainly. But the argument being given was "The C64 version of
Rescue isn't very good, therefore the 64 isn't very good."
Which isn't a very good conclusion.

>>>SID was much more sophisticated than POKEY's 4 voice sound. It was
>>>also significantly harder to program (and it's main flaw being the
>>
>>Another bold claim. Fair enough -- you post some code to do something
>>with POKEY, and we'll see how complicated it is compared with code
>>to do the same with SID. How about using a noise waveform?
>
>A noise waveform is nothing for the Atari. It would require just (2?)
>simple POKEs or, better yet, a standard BASIC sound command.

I was not clear; I was asking from a programmer's perspective,
i.e. programming pokey from ML. I am trying to understand your
comment vis. SID being "significantly harder to program".

-Steve

1031. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78gudd$s4n$1@kc.trail.com>
Source record: 55656
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <36AB458C.24A6@netmagic.net>,
Richard Cortese <ricortes@netmagic.net> wrote:
>Robin Harbron wrote:
>>
>> > > Finally, regarding being a thing of beauty, here is how you output
>> > > a character on a C64, be it to the screen, disk, etc:
>> > >
>> > > LDA #13
>> > > JSR CHROUT
>> > >
>> >
>> > Steve, thats ALL you need? WOW! the C64 KNOWS where you want the
>> > character 13 to go? or will it send it to the screen AND the disk AND
>> > the printer AND the cassette?

Yup, that's all you need.

>> Tony, it'll send it to the screen unless you've told it otherwise.
>
>Loaded question maybe, was this CHROUT routine in ROM or a RAM vector?

It is both. CHROUT is set to $FFD2, which is in the kernal jump
table in ROM, which contains the following line:

JMP ($0326)

$0326 is located in RAM, and points to a ROM routine.

Furthermore, the same routine is used for outputting characters
to any device. For example, to print to the printer instead of
the screen, you'd use

```
LDA #4
TAX
JSR SETLFS
JSR OPEN ;Open a channel to the printer
LDX #4
JSR CHKOUT ;Make it the output channel
```

Similarly, you could open a disk file and redirect output to it,
etc. The output routine CHROUT is, of course, smart about the
device it prints to, so for example, if you print the "cursor up"
character to the screen, the cursor is moved up. Print it to
a file, and the byte is simply output.

-Steve

1032. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78gup4$s6h$1@kc.trail.com>
Source record: 55657
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <36AB7143.6D67C71D@tbaytel.net>,
Robin Harbron <macbeth@tbaytel.net> wrote:
>Aaron wrote:
>> All 8-bit computer OS's (Apple, Commodore, Atari, Adam, etc.) allowed
>> for the above character output-style code to the screen. I assume
>> CHROUT is a vector that can be redirected for writing that character
>> to some other device?? (disk drive or the C-128's 80 column screen)
>> What's the C-64 output vector to write an entire string of characters?
>
>By default, CHROUT writes to the screen. If you open a file
>to, say, a printer or disk drive, you can then divert output
>to that file.

...without "diverting the vector"...

>There isn't a KERNAL routine to output a string of characters.

There is on the 128. Otherwise, it's awfully easy to roll your
own, for example,

```
JSR STROUT
TXT 'Hola Robin',0d,00
```

>The C64 also has a housekeeping routine that is called 60 times per
>second - it does things like read the keyboard etc. - and likewise,
>programs could add to or replace this code. Believe it :)

On the Atari, every keypress generates an IRQ, so it doesn't use
a keyboard update like the 64. On both machines, the decrease in
system speed is negligible, though.

-Steve

1033. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78gv6j$s84$1@kc.trail.com>
Source record: 55658
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Hola Jason,

In article <vR+EbFAVc1q2Ewlc@cosine.demon.co.uk>,
Jason <tmr@cosine.demon.co.uk> wrote:
>
>Aaron:
>> The original Atari 8-bits (before the advent of the OPTION key
>> befuddling XL machines) allowed people to easily migrate to a
>> "real" computer in just seconds without throwing up their hands in
>> disgust. The C-64s just DID NOT HAVE THIS ADVANTAGE!!!!! PERIOD!!!!!
>
>Anybody who thinks they can work a "real" computer without previous
>knowledge or the manual is an idiot. Period.

More to the point, few people are able to use software without
reading the manual, and the first line of any 64 manual says:
"To load program, insert disk and type ..."

For the home market, the autoboot feature is pretty superfluous.
On the other hand, I do think that this is the kind of "professional"
detail that kept the best selling home computer out of the business
market...

-Steve

1034. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78gvv0sag1@kc.trail.com>
Source record: 55659
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hola Jon,

In article <36adb434.90556668@news.pressenter.com>,
Jon Melbo <jmelbo@pressenter.com> wrote:
>
>Autostarts ARE a feature. Likewise on the Atari you are not required
>to boot anything. You must boot DOS in order to use disks. It

Those last two sentences don't exactly match :).

>doesn't actually run a application though unless it is called
>AUTORUN.SYS or STARTUP.BAT in case of SpartaDOS. The C64 also needs
>to load in a DOS in order to use disks, it's just that it loads it in
>from ROM inside the drive?

Not quite -- the DOS is _in_ the drive, on a ROM. The disk drive
is a programmable device, with RAM, ROM, and a 6502. When you
send a DOS command -- to rename or scratch a file, to format a
disk, etc. -- you send that command to the disk drive. The disk
drive itself exectues the actual command -- C64 users could do
something else while formatting a disk long before the Amiga ;-).

By the way, this feature is why old programs work with new hardware
on the 64. The 64 program doesn't care if it is talking to a RAMdisk
or a 1541 or a SCSI hard drive -- it just tells it to scratch a file,
and the individual drive does the rest. The program itself does
not need to be updated with any sort of device drivers.

This is also what makes fastloaders possible -- a special program
is loaded into the disk drive as well as the computer RAM, and the
two programs talk to each other.

Make sense?

-Steve

1035. Re: UK 8-bit Computer Users Convention - September 1999

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: look@my.sig
Message-ID: <78f89k$o8u$3@cfs2.kis.keele.ac.uk>
Source record: 55688
Cross-posted to: alt.c64,comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.sinclair,comp.sys.atari.8bit

In the sacred domain of comp.sys.sinclair didst nsss@thepentagon.com eloquently scribe:
: But before then, Feb 27th 1999 - there's a much earlier even in
: Horwich, Bolton ... The Northern SAM & Sinclair Show....

Ahhh. Good...
They took my idea on board.

I probably won't be able to make this one...
University y'know.
--

```
-------------------------------------------------------------------------------
|u5a77@teach.cs.keele.ac.uk| |
| Andrew Halliwell | "The day Microsoft makes something that doesn't |
| Finallist in:- | suck is probably the day they start making |
| Computer science | vacuum cleaners" - Ernst Jan Plugge |
-------------------------------------------------------------------------------
|GCv3.12 GCS>$ d-(dpu) s+/- a C++ US++ P L/L+ E-- W+ N++ o+ K PS+ w-- M+/++ |
|PS+++ PE- Y t+ 5++ X+/X++ R+ tv+ b+ DI+ D+ G e>e++ h/h+ !r!| Space for hire |
-------------------------------------------------------------------------------
```

1036. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: cr@interlog.com
Message-ID: <1dm3kee.lzfz901w90vcsN@ip203-145.cc.interlog.com>
Source record: 55689
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron <aarona@localnet.com> wrote:

> On 23 Jan 1999 16:56:54 GMT, Jason Compton <jcompton@xnet.com> wrote:
>
> >In comp.sys.cbm Aaron <aarona@localnet.com> wrote:
> >
> >:>The 64's DOS loads automatically, too, as soon as you turn on the disk
> >:>drive.
> >
> >: That's not my experience
> >
> >The disk operating system is fully loaded once the drive turns on. It
> >doesn't have a menu, but the drive is fully "alive" as soon as it's
> >switched on. That's because it has its own ROM and CPU.
> >
> For the very first time, a little kid walks up to a Commodore 64
> system with a disk containing games and no label.(He's had a very
> brief, but successful, experience with both Apple II and Atari
> computer games.) He puts the disk into the disk drive, turns
> everything on and gets...a static light and dark blue screen!!!
> Nothing loaded up!! Maybe there's something wrong with the disk?
> Perhaps the disk drive is bad? Could it be the computer is fried?
> Noooooooo! COMMODORE 64'S ARE NORMALLY UNABLE TO
> A-U-T-O-L-O-A-D!!!!!!!!!!!!!!!!!! Who whouda' thunk!?

Well, no, Commodore's do have a type of autoload. There are three
variants.

Stock C64:

- AS all people should know, if a key has two things printed on it, the
upper thing printed indicates use of the SHIFT key. There is a little
key on the extreme left of the keyboard, second from the bottom, that
says: hey, whaddya know, RUN. It also says STOP under neath, so press
SHIFT+RUN/STOP, and VOILA! It works.

Of course, this is for TAPE. Commodore didn't make the feature for
drives, but you could type:

LOAD "*",8,1:<shift+run/stop>

And it would also work. Remember, Commodore was very tape based at the
beginning. (Someone correct me if I'm wrong).

C64 with Addition:
SuperSnapShot allows autoloading from disc. Just let the menu sit there

for a few seconds, and it gets the idea. Granted, the disc has to be "prepared" to autoload, there is a second read into memory I believe.

C128:
D'uh, BOOT. Put a disc in the drive, turn on the C128, and it boots itself.

Of course, there are also CARTRIDGES. They "AutoLoad" as it is, just plug in and play. It depends on your medium. I for one do not like CD-ROM's autobooting once I put them in my Macintosh. I would dislike the feature even less on the CBM. It takes away control from the user, which I don't like.

-Patrick

--
Cyberad/RPG aka Patrick M Pritchard * http://www.interlog.com/~cr
PLUR- Peace Love Unity Respect -Live It, Love It, Be It, BELIEVE!
RENEGADE PROGRAMMING GROUP IN 1999 -- Taking It To The Next Level

1037. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aadef3.30097628@news.localnet.com>
Source record: 55690
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 02:13:06 -0600, rlaski@midwest.net (Ronald A. Laski, Jr.) wrote:

>In article <78drg7$k21$1@kc.trail.com>, sjudd@kc.trail.com says...
>> Hola again, Ronald,
>>
>One more thing, 16 colors on a text screen, and an ADSR wave on the
>voices aren't enough to convince me that the c64 is a more advanced
>computer... they're nice, and have their place, and there are workarounds
>for that on the atari, but not enough to make a difference to me...
>(but, in all fairness, what i REALLY need to do, if possible, is to find
>several pieces of IDENTICAL music, and hear them played on both, maybe w/
>different types of players) (there are several different types of players
>on the atari, i don't know how many there are on the c64)
>
Identical pieces of music? I suppose the sound of one computer could reasonably (but not exactly) be emulated on the other. But why not concentrate on trying to make two completely different computer systems mimic each other when it's more beneficial to concentrate on each computer's separate strengths? You wouldn't want your wife (if you have one) to magically grow a d*ck...just to prove she's just as good as you.? Would you? Hhhhmmmm?

1038. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Mike Uhl <ShoeLeather_Express@RadioLink.net>
Message-ID: <Mike.Uhl.199901240516@ShoeLeather.Express>
Source record: 55691
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

On Thu, 21 Jan 1999, "White Flame (aka David Holz)"
wafted these smoke signals into the breeze:
> Mike Uhl wrote in message ...
> >I haven't seen a desk-top computer yet that will fit into a shirt
> >pocket. ;-)
>
> My C64 fits into my jacket pocket. (the bottom of the inside pocket
> ripped, so the entire lining of my jacket is one big (and very
> useful!) pocket) Getting a 1541 in there is another issue. :)

That's really not much of a problem! Just put it in your knapsack,
with your monitor and power supply. :-)

--
[,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
Waste your time wisely.

1039. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aae1d8.30839115@news.localnet.com>
Source record: 55692
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 01:29:38 -0800, Fungus <fungus@eskimo.com> wrote:

>On Sat, 23 Jan 1999, Aaron wrote:
>
>>
>> >
>> >Commodore sold 4.5 million C128s. How did the 130XE do? Hell, did all of
>> >the XE machines COMBINED sell 4.5 million?
>> >
>> As far as I know, the C-64 series of computers (this includes the 128)
>> were the best selling 8-bit computer EVER. By the end of it's run,
>> Commodore had sold close to 20 MILLION of 'em. That's an incredible
>> number, especially when you consider none of these were clones.
>>
>> I am uncertain of the number of Atari's 8-bits sold. My totally
>> uneducated estimation would be around 6 Million.
>>
>
> The total sales is still climbimg, new ones are still available
>sometimes. although they are new/old stock. the total is way above 25
>million units shipped.
>
How did you arrive at the 25 Million mark? My information was based on
Commodore' 1993 Annual report which stated a total of around 17
Million sold. An additional 8 Million seems way too high for a company
that went bankrupt shortly afterward (and a computer that was at the
end of its run, anyway).

1040. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990124094245.24023.00002217@ng03.aol.com>
Source record: 55693

>> 35x speed fastloaders for the c64 exist. Just >>as a light example of fastloading.

I've missed most of this discussion, but who
makes/made a 35X fast loader? European?
I've got most of the fast loader cartridges
sold in the US, and none remotely approach
this. I'd be interested in purchasing one if I
could get some manufacturer's data on it.
Still being made?

Larry

1041. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19990124095055.15938.00001091@ngol07.aol.com>
Source record: 55694

"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

> Strong and weak points of games realeased on both platforms.

> Dropzone
Virtually the same on both platforms.

> Summer Games
Smoother, more detailed graphics on the C64.

> Ballblazer
A lot nicer on the Atari.

> Rescue on Fractalus
Slightly better on the Atari.

> M.U.L.E.
The C64 version is a straight Atari port.

> Pole Position
Smoother response and better gameplay on the Atari.

Greetings,
Bertrand M. (LEXX)

1042. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19990124095056.15938.00001092@ngol07.aol.com>
Source record: 55695

Anthony Baker <antbaker@arn.net> wrote:

> Therefore, when it came to games, gameplay, and graphics for that time
> (1978-1990, hell even today) were THE BEST 8-BIT GRAPHICS for ANY 8-bit
> computer platform of that time.

Let's check out the real facts and not be so biased...
First of all, let me tell you I'll always like my Atari more than any other computer (it was my first video gaming experience in 1984).
Still, without being the devil's advocate, some of you really have to know that, due to many reasons, the Commodore 64 REALLY outpowered ANY other system, Atari 8-bit included, with some mindblowing games.
I don't like emulators much, but if you can, check out Mayhem in Monsterland on the Commodore to check out how far behind the Atari can be (this is just an example, some other "recent" games are also masterpieces that, sadly, few Atari programs have equalled).
When you say the Atari has "THE BEST 8-BIT GRAPHICS", this only applies, unfortunately, to Ballblazer, some titles from Zeppelin Games (Draconus, Zybex...),
a big part of the Polish programs, the Columns clone Line-Up and three or four other titles (I don't count demos).
On the other hand, the Commodore 64 has an overall quality in the graphic representation of its games (which, of course, doesn't mean that all the games look great).
Note that the programs from Zeppelin Games are just C64 conversions and that some Polish games have ripped graphics (compare Operation Blood on the Atari and Operation Wolf on the C64, you'll see what I mean).
My conclusion: the problem with the Atari is that a vast majority of people (except Polish/Slovak coders) program it like in 1983, while Commodore coders always want to push the boundaries of their computer.
This is why I feel the Atari, sadly, has a lot more to prove.

> However, early in the years, computer programmers weren't really all in
> tune as to how powerful the Atari 8-bits really were (except for MAJOR
> software corps.) and thus, even though the gameplay wasn't any less fun,
> the graphics weren't mind-blowing.

Agreed.

> It wasn't until later on when users started fending for themselves (and
> the STs and Comm. Amigas came out) when the graphics and sound
> capabilites of the Atari really came through (1984-1990).

Still, like I said, MANY Atari 8-bit programs looked like VCS or TRS-80 stuff.
On the other hand, C64 owners either got multi-platform conversions or great coders who would program games with a lot more depth or better graphics/sound

than the usual Atari crap.
Not forgetting that we're talking about something like 1 Atari release for 40
C64 productions some ten years ago.
No exaggeration, just the facts.
Unfortunately, that leaves us with few really good programs on the Atari at
that time.

> There are a multitude of cases however in the early years were games on
> the 8-bit computers can still compete w/ some of the graphic
> technologies of today.

> One FINE example of this was JOUST for 8-bit (of course there was
> Defender as well, but IMHO, Williams did the best job for grahics w/
> Atari just as LucasArts did. This next statement is pretty much true
> for all Williams games). When my dad bought me that game (I got it in
> 1991), it blew my mind away! I didn't play my NES for WEEKS. That game
> impressed me on how Williams knew how powerful the Atari 8-bits graphics
> were and took FULL advantage of it.

Confusing...
Atari bought the license from Williams and programmed the game on the 8-bit.
Joust on the Atari 8-bit taking full advantage of the computer?
You can't be serious...
I agree it's a very cool game with fun effects and fantastic gameplay, but
that's all.
The graphics are pretty good (they do their job), but not mindblowing.
Did you see any NEWER stuff at all on the Atari?
By the way, Defender on the Atari 8-bit was coded on an Apple II...

> Now, of course, the disk games for the Atari 8-bit (because of mem. and
> space) were for the most part always pretty awesome, I made the above
> comparison for CART. games.

Sure, from 1980 to 1984, they were probably the best, until the advent of the
C64.

> But sometimes there were exceptions even to that (later on in the years).
> One fine example is BallBlazer. That game was another KICK ASS GAME
> as far as graphics and sound for the Atari 8-bit

Agreed.
That's because people really worked hard on that project.

> but the CART. version was even BETTER than the disk version.

Nonsense.
The cartridge version is a straight port of the ORIGINAL disk version (with
animated intro) and is probably 32K or so.

Greetings,
Bertrand M. (LEXX)

1043. Re: UK 8-bit Computer Users Convention - September 1999

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: ENG8S2M@leeds.ac.uk
Message-ID: <36AB2E59.310D@leeds.ac.uk>
Source record: 55696
Cross-posted to: alt.c64,comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.sinclair,comp.sys.atari.8bit

```
nsss@thepentagon.com wrote:
>
> For more details... visit the web site below, or email for more
> details.

Erm... sorry but, er... where IS the URL???

Seb
--
------------------------------------------------------------
: / Amiga 500, Commodore 64, :
: S E B / Apple IIe, Macintosh SE fdhd... :
: / ... PC OUTSIDE!!! :
------------------------------------------------------------
```

1044. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: hvergara@accessnv.com
Message-ID: <Pine.BSI.3.95.990124070802.7630A-100000@coyote.accessnv.com>
Source record: 55697
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Hi Aaron,

On Sun, 24 Jan 1999, Aaron wrote:

> There should be a strive towards making computers as simple as
> possible (without sacrificing power). The ultimate symbol of
> simplicity is turning on a light switch. Console game machines achieve
> this. Most general purpose computers fail. (although Apple has made
> noble attempts with their Mac and IMAC line) Something as simple as
> loading a program (or game) should be achieved by turning on a power
> switch. The original Atari 8-bit computers could achieve this goal.
> Commodore 64 computers fail. SIMPLE!

Hmmm, you see, this was the C64's "flaw/feature", that helped
millions of users to be programers. And damned good ones too.

You must be a Win advocate, where the user remains as dumb as it
can get. Simplicity....you call it.

1045. 2 books for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <36ab39e3.2278738@news.erols.com>
Source record: 55698

Hello,

I have 2 books:

"The Atari Assembler", 1981 (for the
Atari 400 & 800... requires the Atari Assembler Cartridge to be
useful)

$5.00 + Shipping USPS

"How to Program Your Atari in 6502 Machine Language", 1982

$5.00 + Shipping USPS

If you are interested in either or both, then please contact me

Ron Powalisz
ronwizbot@juno.com

1046. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <g190mzuz.fsf@erols.com>
Source record: 55699
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

aarona@localnet.com (Aaron) writes:

>
> Even factoring out the Atari 400, the quality of Atari keyboards were
> highly variable (1200 being the best). Also, the placement of certain
> keys were STUPID. Most Atari users (including me) would "accidentally"
> hit the BREAK key when initially aiming for the BACKSPACE key. On
> average, the Apple keyboards were by far the best.

Absolutely! I've typed on 1200 keyboards, they are very nice relative
to the 800, but the Apples were best.

1047. Re: Apple IIGS "Signature Edition"

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: pg@sff.net
Message-ID: <36aab44b.17390251@news.newsguy.com>
Source record: 55700
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sat, 23 Jan 1999 02:48:53 GMT, aarona@localnet.com (Aaron) wrote:

> >Remember last year (or 1997) when Apple released the 20yr. Mac? The
> >starting price WAS $10,000.
> >
> What was the "20 year mac"? Never heard of it.

It's a special anniversary edition of the Mac. It looks like one of those expensive stereo systems with exotic names. Quite nice, actually.

I saw my first one in the window of a used computer store a few months ago, but the owner told me it was not for sale. The keyboard was very small and reminded me of the original Mac's. I have no idea what's inside the case. Probably nothing of significance.

What Apple should do (but won't, there is no market for it) is release a 25th anniversary edition of the Apple II in 2002. Put one of those mythical GaAs 500 MHz 6502s in it (anyone else heard about this?) and let it fly!

Paul Guertin
pg@sff.net

1048. Re: Any tips or cheats for pitfall II?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aaf387.35366203@news.localnet.com>
Source record: 55701

On Sun, 24 Jan 1999 14:08:38 GMT, pmahaffy@my-dejanews.com wrote:

>Does anyone have any tips for this game? After all these years I have
>not moved very far into the second level and was wonder how much is
>left.
>Thanks to the guys who made the emulator for windows...
>pmahaffy
>
You'll be happy to know that there's no 3rd level. I'm unwilling to
give away the ending of the second level because the surprise is part
of the fun.

Wow, this brings back memories. This is one of the few games that I so
thoroughly enjoyed that I stuck it out to the very end. The music will
be burnt into my memory till the day I die.

1049. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36AB458C.24A6@netmagic.net>
Source record: 55702
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
Robin Harbron wrote:
>
> > > Finally, regarding being a thing of beauty, here is how you output
> > > a character on a C64, be it to the screen, disk, etc:
> > >
> > > LDA #13
> > > JSR CHROUT
> > >
> >
> > Steve, thats ALL you need? WOW! the C64 KNOWS where you want the
> > character 13 to go? or will it send it to the screen AND the disk AND
> > the printer AND the cassette?
>
> Tony, it'll send it to the screen unless you've told it otherwise.
> --
> Robin Harbron macbeth@tbaytel.net
> http://www.tbaytel.net/macbeth
Loaded question maybe, was this CHROUT routine in ROM or a RAM vector?
```

1050. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: hvergara@accessnv.com
Message-ID: <Pine.BSI.3.95.990124082825.7630E-100000@coyote.accessnv.com>
Source record: 55703
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hi Ronald,

On Sun, 24 Jan 1999, Ronald A. Laski, Jr. wrote:

> Also, on the DOS and Autoload concept (the disk drive is always available
> at the time you turn it on for a c64, that's a good thing no ifs ands or
> buts about that...) but, you have to read a manual to use it... that's

snip...................

> available... on the atari - you turn on the floppy, load a disk, turn on
> the computer, and play... IMO that's a paradigm difference in user-
> friendliness.. (now, if you want an example of not-so-user-friendliness

snip...........

So, if I get an Atari right now, how would I know that I have to
turn the disk drive 1st, then insert a disk in it, and finally
turn on the computer, in order to accomplish this "autoboot"
process?

I have a Commodore128 which sports autobooting.... Almost never
use it, unless it's a certain software that I want.

1051. Re: ATARI COMPANY STILL EXISTS??

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <36AAF360.CD2DEC4@classic-games.com>
Source record: 55704

William Kendrick wrote:
> : Area 51 used a modifed jaguar board! It had extra RAM and a hard disk I
> : believe.
>
> That's hard to believe for two reasons. (1) Could a Jaguar handle that!? ;)
> (2) Why would Atari Games, a separate company that happens to not really
> like Atari Corp., use Atari Corp. hardware?

As I understand it, there was such a licensing agreement, but I'm not
aware whether any games were actually produced using Jag hardware.
--
http://www.classic-games.com/
If Bill Clinton doesn't have to obey the law, neither do you.
*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***

1052. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36AB50B1.B83@netmagic.net>
Source record: 55705
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Nate / DAC wrote:
>
> > 35x speed fastloaders for the c64 exist. Just as a light example of fastloading
> > in the early days Temple of Apshai Trilogy loaded in a matter of seconds.
>
> Assuming a stock 1541 loads at around 2400 bps, this puts the top speed at
> around 84000 bps, which is more than twice my original estimate of about
> 40000 bps.
>
> See? Even I'm a little out of date :-)
IIRC, every Atari 8 bit made right down to the lowly 400 with a membrane
keyboad comes stock, right out of the box, ready to run the serial buss
at 1.79 mhz.

Two problems with this of course, no devices you hook to the serial buss
could run that fast & a 1.79 mHz clocked 6502 can neither supply data to
the serial chip that fast nor digest it that fast.

Ditto for anything you could do with a C64. Eventually you run into the
problem of counting machine cycles. There are only so many LDA
SOMEWHERE, Y; STA SOMEWHEREELSE, Y; INY Y; BNZ SOMEMORE you can do.

This is one of the things I have trouble making even seemingly good
programers understand. Somehow there seems to be this false impression
that *IF* only they hook up an IDE drive that can transfer 2 megs/sec to
their computer, they will get 2 megs/sec load times. Patently false
assumption.

Poor analogy maybe, but think in terms of a machine gun that fires high
velocity/low bullet weight ammo & low velocity/high weight bullets.

Now the rate of fire for this theorectical gun is 600 round per minute.
That is it, period, end of story. The bullets from the different ammo
may travel at different speeds, but the machinery delivering them still
maxes out at 600 rounds a minute.

What the serial speed argument always degrades to:

Atari; "We can run our serial buss as fast as the processor can digest
the data."
C64; "Me too."

Which should surprise no one. Clock cycles are a physical constant,
maybe not quite on the same level as the speed of light, but certainly
in the same catagory.

A 6502 is a 6502<sic>.

1053. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <78fimq$208@journal.concentric.net>
Source record: 55706
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

rlaski@midwest.net (Ronald A. Laski, Jr.) writes:

>Never saw those old Tandy (can't remember the name) pocket computer w/
>about all of 1k programmable memory? :)

Wahoo! The PC-4! I have one in my desk drawer, and I love the thing. It
got me through inorganic chemistry (I programmed it to do mass calculations).

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1054. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <36AB51B0.7187714A@sprynet.com>
Source record: 55707
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Paul Guertin wrote:
>
> Actually, 8 seconds are enough to read (or write) a whole 140k disk
> on an Apple II. That's very close to the physical limit, because
> 35 tracks at 300 rpm equals 7 seconds, and you need some time to
> start the motor and step the head.

In defense of the Apple II (coming from a Commodore junkie), the disk
I/O routines are probably the best of any of the 8-bitters.

> Was the Apple II the only home computer of its era to have a monitor
> in ROM? I started on an Apple II and couldn't understand that other
> computers didn't have that. It was nice being able to talk to my
> computer in its native tongue, without an interpreter in the way.

No, the Plus/4, C-16 and C-128 had them also. I'm sure lots of other
non-commodore computers had them as well, since it's such a useful thing
to have.

Geoff!

1055. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78fk90$3b4$2@flood.xnet.com>
Source record: 55708
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Aaron <aarona@localnet.com> wrote:
: On Sun, 24 Jan 1999 00:17:51 +0000, Jason <tmr@cosine.demon.co.uk>
: wrote:

:>I wonder what the figure would be if we *included* the clones? Or if
:>there's a way to find out...?
:>--
:>Jason =-)

: Oops. I didn't know there were C-64 clones. I assumed that (unlike the
: Apple II line) the C-64 was so cheap that clone manufacturers would
: have never been able to eek out a significant enough profit to justify
: it's manufacture.

Illegal knockoffs appeared in Eastern Europe and Asia during the last 10
years or so. No legitimate clone ever competed with the 64.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

1056. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78fk9p$3b4$3@flood.xnet.com>
Source record: 55709
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Aaron <aarona@localnet.com> wrote:

: Nearly-identical architecture machine? This implies the inclusion of
: game machines. If so, then I believe the Atari 2600/VCS and Nintendo
: worldwide unit sales were even greater.

Then let's say "computer."

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

1057. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: John/Lori <henk@spamsuxdoitnow.com>
Message-ID: <36AB536C.44DF@spamsuxdoitnow.com>
Source record: 55710
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> EARLY: 8-bit computers/consoles introduced when the price of 64K of
> RAM and significant amount of ROM made it impractical for initial
> incorporation into the device.
> (Apple II series, Atari VCS/2600, Atari 800/5200 series, Commodore VIC
> 20, Odyssey II, Texas Instruments TI99/4, Radio Shack COCO,
> Colecovision)

TI99/4 is/was 16 bit (the CPU, at least)

1058. Alternate Reality Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <19990124120922.20000.00002120@ng-ft1.aol.com>
Source record: 55711

Hello

I'm looking to purchase Alternate Reality The City and The Dungeon for the Atari 8bit. I want the original games, not ROM's to play on an emulator. Would prefer to have instructions included but will purchase the original disks if that is all that is available.

If you have a copy of either/both the Alternate Reality games For Sale (or know someone who does) please Email information to "ComDungeon@aol.com".

Thanks in advance

Al Horton

1059. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <36AB5327.13A985CF@sprynet.com>
Source record: 55712
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron wrote:

> I just checked out the American version of RUN magazine dated Feb/85.
> Unfortunately, I didn't find anything about this Apple peripheral.

I have seen ads for the Mimic Spartan in Family Computing magazine, Feb
'85.

Geoff!

1060. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78fkql$3b4$5@flood.xnet.com>
Source record: 55713
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Aaron <aarona@localnet.com> wrote:

: With a hardware hack, the C128's 80 column chip could be upgraded to a
: full 64K(?) for a full 640x200 color bitmapped display (possibly even
: a mono 640x400 interlaced display).

If you're referring to the 128's video RAM, it wasn't a hardware hack.
Desktop 128s came with 16K and had sockets to expand to 64K, while the
128D shipped with 64K.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

1061. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78fl1n$3b4$6@flood.xnet.com>
Source record: 55714
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Aaron <aarona@localnet.com> wrote:

: Good C-65 info. Considering the (60%?) compatibility, no wonder
: Commodore canceled the computer. Too bad it didn't come out 3 years
: earlier (around the same time as the Apple IIC plus).

I think it's pretty clear that the incomplete 64 emulation in the 65 was a result of its pre-alpha state, not the fact that it was "impossible" or in some way would not have been completed.

It was cancelled because no Commodore sales unit felt they could sell them, and they were probably right, considering where the rest of the market was. Still, the 65 is a wonderful thing to look at and dream about. I take mine out for that very purpose every so often. That, and for the 3.5Mhz 64 mode. :)

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

1062. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: pg@sff.net
Message-ID: <36ab4008.53168895@news.newsguy.com>
Source record: 55715
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 07:47:56 GMT, aarona@localnet.com (Aaron) wrote:

> >Actually, 8 seconds are enough to read (or write) a whole 140k disk
> >on an Apple II.
>
> 8 seconds? I've seen fast disk copiers on the Apple...but 8
> seconds?????

Yep. Locksmith 5.0 could copy a whole (unprotected) disk in just 16 seconds, if there was enough RAM to do a 1-pass copy. On my 128k Apple IIe, it had to do two passes so it took about 18 seconds, but that's still pretty fast. I usually did a verify after write, which added another 8 seconds or so.

Nibble magazine once published a program to store hi-res pictures in a special format (one big 4k sector per track instead of DOS 3.3's 16 256-byte sectors). It could load a picture (8 kilobytes, two tracks) in about half a second (faster if the drive was already spinning), which allowed for simple animation (loading page 3-x while displaying page x).

> >I don't think the Apple way of reading the joystick/paddles can
> >be called "efficient" without smirking.
>
> Very simply Assembly Language Keyboard Read Routine:
> LDA $C000 :read the keyboard
> NOTE: the keyboard wasn't pressed if bit seven is clear.

After reading, you also had to access $C010 to reset the keyboard. Keyboard reading was easy and programmer-friendly. Later models (starting with the enhanced IIe, I think) added an "any key down" flag somewhere in the $C0xx area.

> Paddle (joystick) read routines are somewhat more involved requiring
> some kind of countdown routine I can't remember.

I can't either, but you got the gist of it. You also had to wait a while between paddle readings, making the task non-trivial for arcade games. Then someone came up with a way to read both paddles (joystick axes) at the same time, and things were nicer.

> The Apple monitor was nice to have around. Unfortunately, I believe,
> Apple was a bit wishy-washy on implementing it on some Apple II
> variants.

The monitor (including the very useful disassembler) was included in every Apple II. What was missing from the IIe and early versions of the IIc is the mini-assembler (and other, less important things). It was put back in the IIc when they doubled its ROM size.

Paul Guertin
pg@sff.net

1063. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: pg@sff.net
Message-ID: <36ab4775.55069935@news.newsguy.com>
Source record: 55716
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 06:39:52 GMT, aarona@localnet.com (Aaron) wrote:

> Even factoring out the Atari 400, the quality of Atari keyboards were
> highly variable (1200 being the best). Also, the placement of certain
> keys were STUPID. Most Atari users (including me) would "accidentally"
> hit the BREAK key when initially aiming for the BACKSPACE key. On
> average, the Apple keyboards were by far the best.

On the Apple II keyboard, RESET was just above RETURN, and in those days when you pushed RESET, you lost whatever Basic program you had in memory. After a few such incidents, many people removed the RESET key, or put a small washer under the keycap to make it difficult to press accidentally. I believe Apple issued official instructions for this.

On the II Plus, Apple added a switch on a daughterboard that allowed the user to require CTRL-RESET instead of RESET, to the relief of many.

In my opinion, the Apple IIe keyboard was one of the best keyboards of all time. Great touch, nice layout, good quality. If only the arrow keys had been in an inverted T instead of in a row, it would have been almost perfect.

> It can be much simpler than this on the Atari. For prepackaged,
> commercial software, one can simply insert the disk, turn on the
> computer, AND THAT'S IT!!! No "LOAD "$",8"! NO "RUN "D:NEATO.BAS"! NO
> "DOS"! Heck, even "lowly" Apple II computers could achieve this
> miracle of modern civilization. BUT NOT THE C64!!!!!

Early models of the Apple II (we're talking 1977) required the user to type "6 CTRL-P RETURN" in order to boot (from slot 6). On very early models, there was no power-on reset circuitry -- the user had to push RESET after turning it on.

Paul Guertin
pg@sff.net

1064. FS: Speech Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: sjosupp@aol.com
Message-ID: <19990124131137.10469.00000847@ngol05.aol.com>
Source record: 55717

Hallo !

I'm still searching a Programm for the Atari 400/800.

It was a Speech Synthesizer Programm that began with a
'Hallo, my name is Sam. I'm a speech synthesizer for the atari computer'.
Can anybody tell me, where i can find this great programm ?

Thanks
Helge

1065. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <pAYV$IAMZ0q2EwVD@cosine.demon.co.uk>
Source record: 55718
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Jason =-)
> I wonder what the figure would be if we *included* the clones? Or if
> there's a way to find out...?

Aaron:
> Oops. I didn't know there were C-64 clones. I assumed that (unlike the
> Apple II line) the C-64 was so cheap that clone manufacturers would
> have never been able to eek out a significant enough profit to justify
> it's manufacture.

The market was mainly in Asia, I believe, and there are some ten
(physically) different non-sanctioned clones out there. I've never
seen one though, something I'd like to rectify.
--
Jason =-)

_____
TMR / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____/ /
_______________________________\/

1066. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <qwkVzXA$d0q2EwXu@cosine.demon.co.uk>
Source record: 55719
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Fungus:
> Was shadow of the beast ever done on atari? or any psygnosis games?

No, Psygnosis being an English company and a fairly late startup they
missed the UK Atari market by a couple of years. Similarly, companies
like System 3 and Thalamus, the mainstays of quality C64 software both
only supported the UK big three 8bits and then tailed off to the C64
before going 16bit only.
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________\/
```

1067. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <vR+EbFAVc1q2Ewlc@cosine.demon.co.uk>
Source record: 55720
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Jason =-)
> "Difficult to use", in either scenario, is just a matter of perception
> and expectation. If you don't know that TR-DOS uses LIST for the
> directory and LOAD to load a file or that the Amstrad CPC uses the CAT
> command for a directory you're not getting anywhere with it.

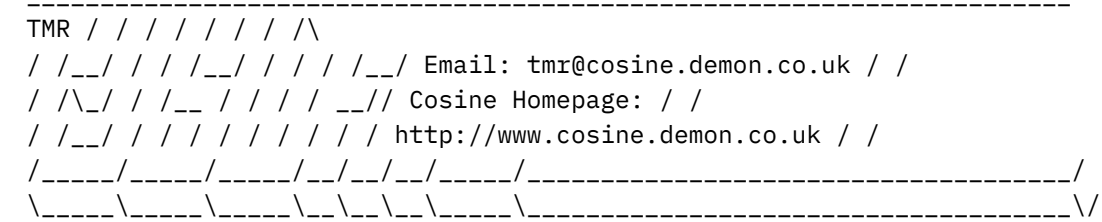
Aaron:
> The original Atari 8-bits (before the advent of the OPTION key
> befuddling XL machines) allowed people to easily migrate to a
> "real" computer in just seconds without throwing up their hands in
> disgust. The C-64s just DID NOT HAVE THIS ADVANTAGE!!!!! PERIOD!!!!!

Anybody who thinks they can work a "real" computer without previous
knowledge or the manual is an idiot. Period.

I know you're talking about the simplicity of a machine being important
(something I consider a bit rich from the fan of a machine that gives
numeric error messages...) but I *don't* think it should extend to
removing the *choice* from all users. I *hate* autostarting, it narks
me off when '95 starts a CD up on it's own, if I just wanted to grab a
couple of files I have to shut the bloody thing *down* again. I don't
like sacrificing *my* control over a machine so that some pleb can load
the latest no-playability "blockbuster" game.

On a C64 *one* command, LOAD"*",8,1 was all these twonks needed to know,
if they *really* couldn't memorise twelve characters they could *write
it down* on the case of the machine with a marker pen or something. I
don't expect the books I read to be about a dog called Spot and a large
ball and I don't expect the television I watch to be castrated to the
point where it becomes an insult to my intelligence.

So why should my computer be any different?
--
Jason =-)



1068. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Robin Harbron <macbeth@tbaytel.net>
Message-ID: <36AB6D2A.FFC1514@tbaytel.net>
Source record: 55721
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Richard Cortese wrote:
> Loaded question maybe, was this CHROUT routine in ROM or a RAM vector?

It's a RAM vector - points to ROM, but of course can
be diverted to your own routine.

The nifty thing about it is that all 8-bit C= machines use the
same jump table - it's called the KERNAL - so any program written
using only KERNAL routines will work on any of the machines -
from the PET through to the C128.
--
Robin Harbron macbeth@tbaytel.net
http://www.tbaytel.net/macbeth

1069. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Robin Harbron <macbeth@tbaytel.net>
Message-ID: <36AB7143.6D67C71D@tbaytel.net>
Source record: 55722
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Aaron wrote:
> All 8-bit computer OS's (Apple, Commodore, Atari, Adam, etc.) allowed
> for the above character output-style code to the screen. I assume
> CHROUT is a vector that can be redirected for writing that character
> to some other device?? (disk drive or the C-128's 80 column screen)
> What's the C-64 output vector to write an entire string of characters?

By default, CHROUT writes to the screen. If you open a file
to, say, a printer or disk drive, you can then divert output
to that file.

There isn't a KERNAL routine to output a string of characters.

> Oh, here's another reason that the Ataris apparent speed wasn't as
> fast as the CPU clock speed would lead one to believe. Every 60th of a
> second (during the VBLANK) the Atari OS would cause an interrupt in
> order to handle various upkeeping (such as rewriting color registers,
> transferring "soft" registers to hardware registers, etc). If
> necessary, GAMES or other apps could turn this off, replace, or add
> their own VBLANK code. (I don't believe the C-64 OS ever bothered with
> this technique.)

The C64 also has a housekeeping routine that is called 60 times per
second - it does things like read the keyboard etc. - and likewise,
programs could add to or replace this code. Believe it :)

> The Atari hardware register responsible for Keyboard input did not
> correspond with the ASCII (actually ATASCII) equivalent. And neither
> of these keycode representations corresponded with what would
> ultimately be sent to the display. Due to this disparity, the Atari OS
> had to contain 3(?) separate tables for the necessary translation
> between keycode, ASCII, & screen display.

Likewise, PETSCII, the keyscan codes, and the screen display codes
are all different on the C64.
--
Robin Harbron macbeth@tbaytel.net
http://www.tbaytel.net/macbeth

1070. Re: UK 8-bit Computer Users Convention - September 1999

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: nsss@thepentagon.com
Message-ID: <36acc4a7.684363@news.clara.net>
Source record: 55723
Cross-posted to: alt.c64,comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.sinclair,comp.sys.atari.8bit

On Sun, 24 Jan 1999 14:30:09 +0000 (GMT), ENG8S2M@leeds.ac.uk (Seb)
wrote:

>nsss@thepentagon.com wrote:
>>
>> For more details... visit the web site below, or email for more
>> details.
>
>
>Erm... sorry but, er... where IS the URL???
>
>Seb

Ah! Must have been cut off... as it was in the Sig file :)

www.thepentagon.com/nsss

Regards.

For more information about the 6th Northern SAM
& Sinclair Show - see: www.thepentagon.com/nsss
27th Feb. 1999. Horwich RMI Club Horwich Bolton
Email: nsss@thepentagon.com for more details.

1071. Re: UK 8-bit Computer Users Convention - September 1999

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: nsss@thepentagon.com
Message-ID: <36acc4fd.770499@news.clara.net>
Source record: 55724
Cross-posted to: alt.c64,comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.sinclair,comp.sys.atari.8bit

On 24 Jan 1999 13:47:32 GMT, look@my.sig wrote:

>In the sacred domain of comp.sys.sinclair didst nsss@thepentagon.com eloquently scribe:
>: But before then, Feb 27th 1999 - there's a much earlier even in
>: Horwich, Bolton ... The Northern SAM & Sinclair Show....
>
>Ahhh. Good...
>They took my idea on board.
>
>I probably won't be able to make this one...
>University y'know.

All sensible ideas taken on board!

All Sinclair users welcomed! And yes, that also includes Z88, Zike and
C5 owners alike :)

For more details, including directions, places to stay, etc :
www.thepentagon.com/nsss

For stand booking details - email the above address.

Regards.

For more information about the 6th Northern SAM
& Sinclair Show - see: www.thepentagon.com/nsss
27th Feb. 1999. Horwich RMI Club Horwich Bolton
Email: nsss@thepentagon.com for more details.

1072. AC Adapter Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: "J.B." <xstatic_27@usa.net>
Message-ID: <917205563.333877@nntpcache1.nortel.net>
Source record: 55725

Hello!

I recently inherited an old Atari 800 from my neighbor down the street, and I had a couple of really quick questions/things to make sure that I'm thinking right about.
I read the FAQ for the group, and I was a little confused about what kind of AC adapter to use with the computer (I just got the computer in the deal... NOTHING else!). I saw that the FAQ went over the actual power supplies used in the Atari 8-bit computers, but I was just wondering what to use as the actual connection to the wall (i.e. If I bought one of those "Universal" AC Adapters over at Wal-Mart, what I should I adjust the little voltage and polarity settings to?). I know that you probably don't have to be an electrical engineer to figure it out, but I just wanted to make SURE that I didn't blow something up. :-)
Also, really quick, I'm assuming that any old RF switch will work if I decide to hook the computer up to an old TV, right? If so, I'll just go drag one off of an old Nintendo or something... :-)

Thanks so much for any help that you can give me!
J.B.

1073. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: brix@DELETETHIS.plush.de
Message-ID: <MPG.111570031701d4d8989854@news.uni-x.net>
Source record: 55726
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

```
>
> FLD = Flexible Line Display, VSP = ??? (someone clairfy, veriticle
> screen positioning??).

Variable Screen Position

It is a combination of anm FLD with a Wanker-routine.
FLD pushes the screen down as much as you like it in 1 pixel steps, by
just stretching the line-distance of the first line to the upper border.
A wanker pushes the screen to the right side as much as you like, by
delaying the time to build up the first textline in x-position.
Both make use of the $d011 register. The wanker needs the $d016 (x-
softsroll) to finetune the x position, that can only be adjusted by 8
pixel steps in X-direction using $d011.

-Brix-

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

Personal HP: http://www.plush.de/brix

GO64!magazine
CSW-Verlag
Goethestr.22
71364 Winnenden
Deutschland
Tel:/Fax: +49(0)7195/61120
GO64!magazine: http://www.go64.c64.org
```

1074. Atari 520STF ROMS

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Knowles <tim.knowles@wanadoo.fr>
Message-ID: <78fv7mlhn1@platane.wanadoo.fr>
Source record: 55727
Cross-posted to: comp.emulators.misc,comp.os.msdos.misc,comp.sys.atari.8bit,fr.comp.sys.atari

Where could I find any ?
I am actually looking for 1st word + that I used to have on my old STF
before the floppy got damaged
Please couls someone send it to me
Please answer be EMAIL

1075. Re: AC Adapter Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36AB80B3.2D12@netmagic.net>
Source record: 55728
Body handling: HTML body converted to readable text

J.B. wrote:
>
> Hello!
>
> I recently inherited an old Atari 800 from my neighbor down the street,
> and I had a couple of really quick questions/things to make sure that I'm
> thinking right about.
> I read the FAQ for the group, and I was a little confused about what
> kind of AC adapter to use with the computer (I just got the computer in the
> deal... NOTHING else!). I saw that the FAQ went over the actual power
> supplies used in the Atari 8-bit computers, but I was just wondering what to
> use as the actual connection to the wall (i.e. If I bought one of those
> "Universal" AC Adapters over at Wal-Mart, what I should I adjust the little
> voltage and polarity settings to?). I know that you probably don't have to
> be an electrical engineer to figure it out, but I just wanted to make SURE
> that I didn't blow something up. :-)
> Also, really quick, I'm assuming that any old RF switch will work if I
> decide to hook the computer up to an old TV, right? If so, I'll just go
> drag one off of an old Nintendo or something... :-)
>
> Thanks so much for any help that you can give me!
> J.B.
No, it may not have enough horse power.

Atari 800s run on 9VAC. I have been telling people to use 9VAC at 3 amp
transformers for years & no one has come back yet to say I ruined their
computer. It seems like you want at least 1.2 amps minimum & may get failures at this
level. Most wall wart transformers
are not able to deliver this much.

1076. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36AB7F54.65CC@netmagic.net>
Source record: 55729
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Robin Harbron wrote:
>
> Richard Cortese wrote:
> > Loaded question maybe, was this CHROUT routine in ROM or a RAM vector?
>
> It's a RAM vector - points to ROM, but of course can
> be diverted to your own routine.
>
> The nifty thing about it is that all 8-bit C= machines use the
> same jump table - it's called the KERNAL - so any program written
> using only KERNAL routines will work on any of the machines -
> from the PET through to the C128.
OK, because the Atari has both a RAM vector and a ROM vector, but the ROM vector is considered poor form since the OS has gone under a number of revisions with the vector moving.

Atari does have a similar function & it is automatically opened for several devices on start up. There is a handler address table consisting of Printer, Screen, etc that is downloaded to ram on boot. The device table consists of single byte device ID with pointers to the vectors in any given version of the ROM. The table include vectors for open, close, put, get, that kind of thing.

You can dynamically add or remove devices by putting their handler in ram somewhere & adding an entry to the handler table, but I assume C64 has the same feature. Both seem brighter then DOS or GEM machines on that count. I really hate all those reboots!

Goal for Atari was device independence. To achieve this they implemented channels. All things being booted and set up properly, you can for instance have channel 0 open for screen, channel 2 for printer, channel 5 for a null handler.

In operation, if you wanted to output a byte to any or all 3 of the devices, you would just have the additional overhead of loading the X register with the channel number then JSR CIOV. Central Input Output Vector.

Concept was something along the lines of instead of having 20 different ways of accessing 20 different devices, you have one vector with smart handlers that know what to do with the data. That is, in the above example it is LDX #0; JSR CIOV to output a byte to the screen, LDX #5; JSR CIOV to output to your user coded null handler.

You can even cheat a bit on this if you want & just assume that channel 0 is open for the screen since it is the first thing loaded in the boot process.
You can also find the put byte routine from the vectors & jump directly to it vs using the channel number and CIOV. Bad form to do this, but I do it myself.

1077. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: "Erika E. Gray" <eeg@eagle.cc.ukans.edu>
Message-ID: <36AB8BC2.8D305043@eagle.cc.ukans.edu>
Source record: 55730
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

I have a old Popular Science from 1980 it has a nice little blurb about
the VIC

1078. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <78g8lr$pjp@journal.concentric.net>
Source record: 55731
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

John/Lori <henk@spamsuxdoitnow.com> writes:

>TI99/4 is/was 16 bit (the CPU, at least)

Yes, but (get this) only eight data bits are connected to the bus. What a waste! The TMS 9900 was put to very bad use in that platform.

The Tomy Tutor and Geneve 9640, derivatives of the TI-99/4A, are based on the later TMS 9995, which has 256 bytes of onboard RAM (sort of like a chip level zero page), and are not thusly crippled.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1079. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Nate / DAC <natedac@southwind.net>
Message-ID: <Pine.BSI.4.02A.9901241642570.2476-100000@onyx.southwind.net>
Source record: 55732

> >> 35x speed fastloaders for the c64 exist. Just >>as a light example of
> fastloading.
>
> I've missed most of this discussion, but who
> makes/made a 35X fast loader? European?

Actually I don't know either! This is the first I've heard of such a fast serial loader.

> could get some manufacturer's data on it.
> Still being made?

Judging by it's speed, I'd say it's a brand new system - most likely it is software based, which means you'd just download the program or purchase it on disk.

I'd also like to know more.

--

```
_____________________________________________________________________
| . . | * http://www2.southwind.net/~natedac/ * |
| _ _ _|_ _ _| _ _ |-----------------------------------------|
| |/ \`_| | /_)/ |`_|/ ` | GCS d- s++:++ a-- C++ UB>++ P+ L>++ !E |
| | |(_| \_ \_ \_|(_|\__ | W++ N++ K- w--- M- V? PS PE Y+ PGP- t++ |
| at southwind dot net | 5 X+ R tv@ b+ DI(++) D+ G++ e+ h+ r- y- |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1080. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: gvoigt@pacman.ridgecrest.ca.us
Message-ID: <78g7s2$459$1@ash.ridgecrest.ca.us>
Source record: 55733
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <78ds8q$k49$1@kc.trail.com>, sjudd@kc.trail.com (Steve Judd) wrote:
>Hola Vidar,
>
>In article <01be46b0$a41ff9e0$48364382@vidar>,
>Vidar \"Hawk\" Olavesen <olavese@online.no> wrote:
>>I want to raise another discussion here.
>>
>>Strong and weak points of games realeased on both platforms.
>>
>>Dropzone
>>Summer Games
>>Bounty Bob Strikes Back
>>Ballblazer (was it released on C64 ?)
>>Rescue on Fractalus
>>M.U.L.E.
>>Seven Cities of Gold
>>Pole Position

Speaking about Bounty Bob Strikes Back, does anyone have/know where a working C64 image/binary of this game is? I've tried to get it off of Arnold a few times, and each time it's been corrupted. Thanks.

Geoff "Also having enough trouble getting it for my Atari 5200" Voigt

Geoff Voigt:gvoigt@pacman.ridgecrest.ca.us
Yet another Peniless Artist(TM) also interested in
80's music-Classic Video Games-Anime-Techno Music-Coffee-US History
Remove the classic video game character from my E-mail to reply

1081. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be47f0$f050c1a0$01374382@vidar>
Source record: 55734

> > But sometimes there were exceptions even to that (later on in the
years).
> > One fine example is BallBlazer. That game was another KICK ASS GAME
> > as far as graphics and sound for the Atari 8-bit
>
> Agreed.
> That's because people really worked hard on that project.
>
> > but the CART. version was even BETTER than the disk version.
>
> Nonsense.
> The cartridge version is a straight port of the ORIGINAL disk version
(with
> animated intro) and is probably 32K or so.

Maybe he's talking about Ballblaster, which don't have the same jazzy tune behind the incredible beat. But, apart from the intro, I can't say I felt any difference either.

1082. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Nate / DAC <natedac@southwind.net>
Message-ID: <Pine.BSI.4.02A.9901241722400.22720-100000@onyx.southwind.net>
Source record: 55735
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> With a hardware hack, the C128's 80 column chip could be upgraded to a
> full 64K(?) for a full 640x200 color bitmapped display (possibly even
> a mono 640x400 interlaced display).

Without a hardware hack, it can also be done.

A company (Soft. Support Int'l?) used to sell a plug-in internal upgrade that gave you the 64K video RAM.

The C128-DCR (sold in USA, metal case, cost reduced integrated motherboard w/1571 controller, internal 1571 drive) included 64K video RAM by default.

The flat 128 (the original that looks like a C64C) has 16K, while the European C128-D (plastic case, fan, flat C128 and 1571 motherboards, and internal 1571 drive) came with 16K in some models and 32K in others.

With 64K, graphics displays can be pretty large and detailed.

A typical 16K display, for comparison, can do 640x200 monochrome or around 640x176 in color (8x8 cells, like the C64 hires screen)

64K can do 640x400 with 8x8 color cells, as with I-Paint. This is equivalent to taking two c64 hires screens, setting them side by side, and then interlacing 2 more side-by-side displays. (i.e. color cells are interlaced as well, allowing them to be mixed).

It can also do things like 640x600 with a program called "Disp/Lace", which loads 6 Doodle! format pictures (c64 hires color displays) and displays them all at once.

Also, there are displays such as the 750x720 monochrome mode which is used in one VDC demo. This mode uses the entire visible display, with no borders.

It is possible (or at least, it should be), to do a 640x402 display with 8x1 color cells. This would result in an 80x400 matric of color cells, each holding two colors. If you wanted to use this mode for APA (All points addressable) display, you'd display a 160x402 image. Each "pixel" of said image would be 100% unique, and not affected by any other nearby pixels' color settings.

This mode would be ideal for a WWW browser. Use the full 640x402 resolution to plot text and low-color-detail graphics (i.e. the GUI display, various system-provided Icons, and so on), and reduce all images to 160x201 resolution.

Displayed at 160x201, you can mix colors to provide a maximum of 136
apparent on-screen colors, with each "pixel" being completely unique and
separate from all others.

--

____
. .	* http://www2.southwind.net/~natedac/ *
_ _ _	_ _ _	_ _	--
|/ \`_|	/_)/ |`_|/ `	GCS d- s++:++ a-- C++ UB>++ P+ L>++ !E
	|(_| _ _ _|(_|__	W++ N++ K- w--- M- V? PS PE Y+ PGP- t++
at southwind dot net	5 X+ R tv@ b+ DI(++) D+ G++ e+ h+ r- y-
~~~~~~
~~~~~~

1083. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78gb6bqch1@kc.trail.com>
Source record: 55736
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hola Ronald,

In article <MPG.1114920a6bfde4a9989739@news.midwest.net>,
Ronald A. Laski, Jr. <rlaski@midwest.net> wrote:
>
>One more thing, 16 colors on a text screen, and an ADSR wave on the

Not on a text screen -- on all screens. _All_ C64 screens are,
in essence, 16-color screens.

>voices aren't enough to convince me that the c64 is a more advanced
>computer...

Hmmmmm... perhaps I am simply dense, but which part of sprites,
color RAM, SID, twice as many characters, and so on is the part
that makes the C64 less advanced?

>they're nice, and have their place, and there are workarounds
>for that on the atari, but not enough to make a difference to me...

What workarounds did you have in mind for sprites, for getting
16 colors on the same raster line, for playing different waveforms,
or for timer-based interrupts? What effect would a given workaround
have on the system or program performance?

My point being that these are not merely features one can use in
an argument -- these are features that one uses frequently in programs.
Before I label a feature "useful" I try to name 5-10 different programs
which utilize the feature; in this case, I'd say perhaps 99% of all
C64 programs use at least one of the above features.

-Steve

1084. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Nate / DAC <natedac@southwind.net>
Message-ID: <Pine.BSI.4.02A.9901241816540.22720-100000@onyx.southwind.net>
Source record: 55737
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> Loaded question maybe, was this CHROUT routine in ROM or a RAM vector?

Both.

CHROUT is a routine in ROM, with a vector in RAM to allow it to be
redirected.

However, to send data to another device, you simply issue a few commands to
the Kernal, using the stock CHROUT routine.

That is, you do NOT redirect it or supplement the CHROUT routine, you merely
tell the Kernal to send the data to a different device.

--


```
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| . . | * http://www2.southwind.net/~natedac/ * |
| _ _ _|_ _ _| _ _ |-----------------------------------------|
| |/ \`_| | /_)/ |`_|/ ` | GCS d- s++:++ a-- C++ UB>++ P+ L>++ !E |
| | |(_| \_ \_ \_|(_|\__ | W++ N++ K- w--- M- V? PS PE Y+ PGP- t++ |
| at southwind dot net | 5 X+ R tv@ b+ DI(++) D+ G++ e+ h+ r- y- |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1085. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Mikkel M&#65533;ldrup-Lakjer <mml@teliamail.dk>
Message-ID: <78dn8h$59k$1@news101.telia.com>
Source record: 55779
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Jason Compton skrev i meddelelsen <78d511$bd9$1@flood.xnet.com>...
>Obviously, 25 million customers didn't find the lack of autoload to be a
>real problem.

25 million - is that what the C64 sold world wide? Do you know how many of
those in Europe?

Mikkel

1086. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <piQ13GAvamq2EwXd@cosine.demon.co.uk>
Source record: 55780
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron:
> As far as I know, the C-64 series of computers (this includes the 128)
> were the best selling 8-bit computer EVER. By the end of it's run,
> Commodore had sold close to 20 MILLION of 'em. That's an incredible
> number, especially when you consider none of these were clones.

I wonder what the figure would be if we *included* the clones? Or if
there's a way to find out...?
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________\/
```

1087. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <Diz$HOAjymq2EwTl@cosine.demon.co.uk>
Source record: 55781
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Steve:
> SID is really rather sophisticated -- each voice can have four
> waveforms, an ASDR envelope, filters, different pulse widths, and so
> on.

Aaron:
> SID was much more sophisticated than POKEY's 4 voice sound. It was
> also significantly harder to program (and it's main flaw being the
> inability to change the volume of individual voices).

You could, but there wasn't a SID register labelled "voice 1 volume" or
anything, you did it with the ADSR. Even *I* can do it (and I'm not a
musician!) - have a listen to my version of the old SLL Sountracker mod
"Echoing" on the back end of my demo "Neoteric" and the lead does just
that.

Actually, if you do, notice the fourth channel on a 3 channel chip at
the same time... =-)
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

1088. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <IiL9HUAD$mq2EwzL@cosine.demon.co.uk>
Source record: 55782
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron:
> Loading DOS from disk could have one major downfall on the Atari. In
> the past I wouldn't always bother to turn on the disk drive when I
> wanted to just experiment with BASIC programming. Sometimes, though,
> the coded program would become so interesting that I wanted to save to
> disk but, OOPS, I couldn't save it because DOS never loaded. It was,
> to say the least, a minor headache.

Jason:
> And that's what I mean when I say that a Commodore drive's DOS is
> loaded as soon as you turn on the drive. You COULD just turn on the
> drive on an as-needed basis in the middle of a programming session or
> whatever.

If you're writing with an assembler and have nothing that will be lost
during a reset (i.e., nothing at the start of BASIC RAM) you can switch
devices. So if I suddenly need data from my 1581 (which is normally
turned off, I don't like leaving it running for long periods) I can
throw a switch on the '41 to make it 9, turn on the '81 and thumb the
reset switch on my machine and kaboom, the devices all change around and
I carry on.

I will say that you're not *really* supposed to do that but... =-)
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________\/
```

1089. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <0TDiLeAgBnq2EwnP@cosine.demon.co.uk>
Source record: 55783
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Anthony Baker:
> Therefore, when it came to games, gameplay, and graphics for that time
> (1978-1990, hell even today) were THE BEST 8-BIT GRAPHICS for ANY
> 8-bit computer platform of that time (Apple, Commodore, IBM, even NES
> and SMS on some games).

No, disagreed. The Amstrad CPC+ had more colours and I believe a higher resolution and, although it came a decade later, it was still 8bit. Personally, I don't consider it fair to compare two machines with nearly ten years age difference (I said so when it was compared to the c64) but if you're making a blanket comparison...

Oh, and there's the PC Engine as well. =-)
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

1090. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <yzgjziAuInq2EwEF@cosine.demon.co.uk>
Source record: 55784
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron:
> For the very first time, a little kid walks up to a Commodore 64
> system with a disk containing games and no label.(He's had a very
> brief, but successful, experience with both Apple II and Atari
> computer games.) He puts the disk into the disk drive, turns
> everything on and gets...a static light and dark blue screen!!!

Try it the other way around, a PET/VIC/C64/Spectrum/Amstrad CPC user
goes up to an Atari and doesn't know how to launch the DOS...

"Difficult to use", in either scenario, is just a matter of perception
and expectation. If you don't know that TR-DOS uses LIST for the
directory and LOAD to load a file or that the Amstrad CPC uses the CAT
command for a directory you're not getting anywhere with it.
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

1091. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78dsrs$ha4$2@flood.xnet.com>
Source record: 55785
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Aaron <aarona@localnet.com> wrote:

: As far as I know, the C-64 series of computers (this includes the 128)
: were the best selling 8-bit computer EVER. By the end of it's run,
: Commodore had sold close to 20 MILLION of 'em. That's an incredible
: number, especially when you consider none of these were clones.

It's closer to 25, actually. And yes, it's pretty well established that
the 64, when you include the 128, is the best selling single
nearly-identical architecture machine ever.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

1092. Re: Is this an ATARI NG ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: mhop@snip.net
Message-ID: <36a656e2.57612456@news.snip.net>
Source record: 55786

On Mon, 18 Jan 1999 17:25:53 +0100, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>Hello Freax,
>I am maybe completely foolish, but yes, I use my Atari XL and XE every
>day. At least two hours per day. It is my most beloved hobby, although I
>am a student and have to do other things as well (earning money to pay
>studying, learning, etc.). The only thing my PC 486 is good for, is
>writing long texts, that would be very hard on time, if they were
>written on the little Atari computers. Of course there are some good
>text editors for the 8Bit, calculation programs, etc., but mostly you
>have to do some disk swapping (I do not own a harddisk, thus never use
>Sparta-DOS),

This implies you need a harddisk to run SpartaDos. Not so.

1093. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: spectral@hangar18.campus.luth.se
Message-ID: <Pine.LNX.3.96.990124061701.2131C-100000@hangar18.campus.luth.se>
Source record: 55787
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sat, 23 Jan 1999, Aaron wrote:

> For the very first time, a little kid walks up to a Commodore 64
> system with a disk containing games and no label.(He's had a very
> brief, but successful, experience with both Apple II and Atari
> computer games.) He puts the disk into the disk drive, turns
> everything on and gets...a static light and dark blue screen!!!
> Nothing loaded up!! Maybe there's something wrong with the disk?
> Perhaps the disk drive is bad? Could it be the computer is fried?
> Noooooooo! COMMODORE 64'S ARE NORMALLY UNABLE TO
> A-U-T-O-L-O-A-D!!!!!!!!!!!!!!!!!! Who whouda' thunk!?
>
For HEAVENS sake get a grip!!
If he has some kind of brain in his head he would study the manual to the
diskdrive (or for the computer itself..) and then he would see 'load
"$",8' yeah.. and that's it.. Or maybe people who come from the atari are
too stupid to read manuals? :) don't take that last sentence too serious..

/Jonas

1094. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <emolp89j.fsf@erols.com>
Source record: 55838
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

<spectral@hangar18.campus.luth.se> writes:

> >
> For HEAVENS sake get a grip!!
> If he has some kind of brain in his head he would study the manual to the
> diskdrive (or for the computer itself..) and then he would see 'load
> "$",8' yeah.. and that's it.. Or maybe people who come from the atari are
> too stupid to read manuals? :) don't take that last sentence too serious..
>

Yeah well, if we MUST have a religious war, at least the Atari had a decent device I/O subsystem.. plus it looked better- the Vic20 and C64 both looked like toys- and the keyboards sucked too. Yeah, I know the 400's keyboard was a mess, but any serious Atari person got an 800 REAL FAST- or rolled their own keyboard.

load "$",8'

what in the world is that???? Sheesh,

run "d:neato.bas"

or

dos

is MUCH more civilized.

;)

Gregm

1095. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: pg@sff.net
Message-ID: <36aaa9cd.14704124@news.newsguy.com>
Source record: 55839
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Wed, 20 Jan 1999 09:39:41 GMT, aarona@localnet.com (Aaron) wrote:

> I find the maximum output of 25,000 bits per second to be highly
> unlikely. This would mean a reasonably large C-64 program could
> theoretically be loaded in about 15 seconds...a speed comperable to
> the Apple II disk drive mechanism.

Actually, 8 seconds are enough to read (or write) a whole 140k disk
on an Apple II. That's very close to the physical limit, because
35 tracks at 300 rpm equals 7 seconds, and you need some time to
start the motor and step the head.

> I've always found C-64 keyboard/Joystick access to be very confusing.
> It always seemed a bit odd and a waste of processor time (compared to
> Atari's and even Apple II's method of reading a single register for
> the key press and a separate register for joystick reading.)

I don't think the Apple way of reading the joystick/paddles can
be called "efficient" without smirking.

Was the Apple II the only home computer of its era to have a monitor
in ROM? I started on an Apple II and couldn't understand that other
computers didn't have that. It was nice being able to talk to my
computer in its native tongue, without an interpreter in the way.

Paul Guertin
pg@sff.net

1096. Re: UK 8-bit Computer Users Convention - September 1999

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <917159161.22996.0.nnrp-02.9e98ea3a@news.demon.co.uk>
Source record: 55840
Cross-posted to: alt.c64,comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.sinclair,comp.sys.atari.8bit

nsss@thepentagon.com wrote in message <36abb250.6102725@news.clara.net>...
>On Sat, 23 Jan 1999 21:51:51 -0000, "Brian Watson"
><brian@spheroid.demon.co.uk> wrote:
>
>>As previously mentioned here, there is to be a big get-together for 8-bit
>>computer enthusiasts this year, and I now have more details. <snip>
>>
>
>Sounds like an excellent event to me!
>
>But before then, Feb 27th 1999 - there's a much earlier even in
>Horwich, Bolton ... The Northern SAM & Sinclair Show....

Yup, I'm going to that one too. Definitely!

By the way, is the Web site for the NSSS still operational? I had problems
getting into it last week.

--
Brian

1097. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.1114909d87cf8a3989737@news.midwest.net>
Source record: 55841
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <78drg7$k21$1@kc.trail.com>, sjudd@kc.trail.com says...
> Hola again, Ronald,
>
>
Hola, Hola Steve! :)
ok, out of the box, i can write a program that sets up a display list (no dli-s) that chooses (nearly) every available gfx mode in the box on my atari, load up or draw some kind of text/gfx into that screen, then, in asm code, do a: $0600 JMP $0600 (infinite loop, this program is not doing a thing) and my screen will stay drawn as it is, complete w/ mode mixing, (and w/o dli, the c64 equiv being the raster interrupt, if i'm not mistaken) (i can also pop 4 sounds on the pokey, and they'll run until the computer is shut off, it won't be music, or varying sound fx, but i no longer need any cpu time to do anything else at all)*
*i assume the sid probably has similar capability
my point here is, you may be able to set up a similar screen on the c64, but, as soon as you do an infinite loop w/ no interrupts, your screen is no longer what you would normally intend to have (also, an assumption) and i left out character redefinition, since both can do that, (256 on the c64 w/ 16 colors, 128 on the atari w/ 128 of the 'inverted' video set <- don't underestimate the power of that statement although even i doubt there is anything in that that the c64 could do as well :)

Also, on the DOS and Autoload concept (the disk drive is always available at the time you turn it on for a c64, that's a good thing no ifs ands or buts about that...) but, you have to read a manual to use it... that's not very user friendly, there may be 25mil c64-family computers out there, but that IS your programming people AND market, and we all know it's a bigger market, but people have a history of simply buying what's cheapest and not the best technological devices. 2 examples: VHS, and CED vs. LaserVideo disks... <- since that statement's off topic and only used as an example, i won't go into that, but info should be readily available... on the atari - you turn on the floppy, load a disk, turn on the computer, and play... IMO that's a paradigm difference in user-friendliness.. (now, if you want an example of not-so-user-friendliness concerning DOS usage, it's my understanding.. and i'm doing this from memory, that you CAN use a disk drive after the computer has been turned on first, but it's not very easily done, i read an article in either ANALOG or ANTIC ...hmm.. maybe it was Compute! that demonstrated this capability, as i said, it's not easy, but it's there.... out of the box) :)

--
Ron

rlaski@midwest.net

1098. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.11149123a41f278f989738@news.midwest.net>
Source record: 55842
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36a93994.10535606@news.localnet.com>, aarona@localnet.com
says...
> On Sat, 23 Jan 1999 00:17:25 -0600, Anthony Baker <antbaker@arn.net>
> wrote:
>
> >The beeping sound of the Atari Disk Drive was VERY pratical. You could
> >tell how the drive was acting by the beeps and sounds that came through
> >the monitor/TV speaker. It also sounded pretty neat. Reminded me of
> >galloping horses when a program was loading up correctly.
> >
> I can't believe I omitted the practicallity factor. Ever use a true
> double density disk drive on the Atari? The beeps would be belted out
> at an insanely fast rate. Any faster and I woulda thought my room was
> infested with Star Trek Classic Tallosians. (oops. My drink just
> myseriously began to fizz. Hope I don't suffer any injuries.)
>
Actually i have 2 USD 1050s, and for a non-sector skewed DD disk, the
beeps are 2x as long, but at the same 'pitch', since the data is moved at
the same speed along the sio and the sectors hold 2x the data... however,
w/ a sector skewed disk! WATCH OUT! :)

--
Ron
rlaski@midwest.net

1099. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aa8d6d.9224450@news.localnet.com>
Source record: 55843
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sat, 23 Jan 1999 20:05:00 CET, guenther@cabal.shnet.org (Thorsten Guenther) wrote:

>In <36a92201.4499722@news.localnet.com> Aaron wrote:
>>I don't see any reason why there couldn't have been a SUPER ATARI
>>8-BITTER. Unfortunately, the original Atari (Warner) was too stupid
>>and Jack Trameil was more interested in coming out with an incompatible
>>16-bit line (containing god-awful graphics, sound (same chip as the
>>Intellivision), cheap mouse, and an extremely slow GUI via GEM).
>
>GEM is not slow, only the Atari implementation is terribly sluggish,
>esp. in TOS 0.x and 1.0. A good workaround is replacing the internal
>Virtual Device Interface with NVDI. And Atari did not any more have
>the knowledge to publish a super Atari computer, as Amiga Technologies
>(where AFAIK most VCS2600 and 800 developers where employed) was alrea-
>dy bought by Commodore at that time.
>
>And admitted, the ST graphics and sound capabilities are not impres-
>sive, with the exception of the 640x400 @71Hz b/w mode (here in Ger-
>many, a vast majority of STs were sold with SM124 monitors).
>
I owned an Atari St for almost a full year (1988-1989) before migrating to the Amiga (was waiting for Amiga prices to come down in price...which did happen). During that time, GEM was attrocious. Yes, a version of GEM had been implemented on the IBM with better results but still didn't hold a candle to the Mac OS (Apple made sure of that via a lawsuit against DRI, the creators of GEM, which, believe it or not, originally planned for GEM to be for CP/M based machines.)

The Atari SC124 "paper white" monitor display was absolutely fabulous. I had purchased a used one in order to run my Spectre 128 emulator. Atari's RGB color monitor display was also great. In fact, it was so much better than Commodore's very own monitors that I purchased a special $30 Amiga-to-Atari Monitor video cable just to hook 'em together. This "mixed" marriage has, so far, lasted for 10 years and hasn't given me a day of trouble.

1100. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.1114920a6bfde4a9989739@news.midwest.net>
Source record: 55844
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <78drg7$k21$1@kc.trail.com>, sjudd@kc.trail.com says...
> Hola again, Ronald,
>
One more thing, 16 colors on a text screen, and an ADSR wave on the
voices aren't enough to convince me that the c64 is a more advanced
computer... they're nice, and have their place, and there are workarounds
for that on the atari, but not enough to make a difference to me...
(but, in all fairness, what i REALLY need to do, if possible, is to find
several pieces of IDENTICAL music, and hear them played on both, maybe w/
different types of players) (there are several different types of players
on the atari, i don't know how many there are on the c64)

--
Ron
rlaski@midwest.net

1101. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.111492c19381f93b98973a@news.midwest.net>
Source record: 55845

In article <19990123083229.07613.00001347@ng-fd1.aol.com>,
vinnie5757@aol.comnospam says...
> >Commodore tape was slow as all that's holy, but it was
> >also ridiculously reliable. You never saw a load error. Ever.
>
> I can't say that about the Atari... I kept the heads clean on the 410.. I
> replaced the resistors to get a 'tighter' read window... all of us.. I mean all
> of us know what it's like to hear a program load for about 15 minutes and crash
> within the last minute or so! Rewind and start all over!!!
> B'rgds,
> Vinnie
>
> "Can't means don't want to!"
>
I have the same problem w/ my supercharger for my 2600! :)
(i'm sure everyone knows this, but if you'll allow me to re-iterate...
Never leave a tape in the middle of a load, w/ the tape drive or tape
player/record paused, the tape will kink between the pinch wheel and the
capstan, and that has caused me major headaches years ago when all i had
to do is press 'stop' to release the pressure on the tape...)

--
Ron
rlaski@midwest.net

1102. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aa90b9.10068359@news.localnet.com>
Source record: 55846
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sat, 23 Jan 1999 22:54:09 -0800, Daniel Morrow
<videoman@cdsnet.net> wrote:

>It should be said that "the c128 has an 80 column color graphics capable display". I
>was actually impressed in about 1992 to 1993 about the latest atari-st model atari
>released - I'd rather have bought that than a apple macintosh. 16.7 million colors
>back then seemed unusually rare.
>

With a hardware hack, the C128's 80 column chip could be upgraded to a
full 64K(?) for a full 640x200 color bitmapped display (possibly even
a mono 640x400 interlaced display).

After 1990 the Atari ST line of computers were a "non-factor" because
they were no longer available in my area (Rochester, NY). The only
information I ever got about Atari's newer computers were through
their Investor's Annual Report (NO. I DIDN'T LOSE MONEY).

1103. Re: Atari Online Chat tonight at 8pm cst!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.111493ee950f295b98973b@news.midwest.net>
Source record: 55847

In article <36ab2882.10516950@news.pressenter.com>, jmelbo@pressenter.com
says...
> On Sat, 23 Jan 1999 13:01:54 -0500, Doctor Clu
> <clu-da-bard@geocities.com> wrote:
>
> >Just wanted to invite all on this list to the online chat that is going
> >on at:
> >
> > http://www.atariusers.com/chat
> >
> > (Or if you want yo see our site first with articles, discussions areas,
> >and then from there click on CHAT...
> >
> > http://www.atariusers.com/aunt
> >
> > The chat area is accessable with CAB (Atari ST net browser) Netscape
> >2.0 and above as well as many other current web browsers.
> >
> > Topics:
> > Atari video systems, 8-bit, ST and beyond...
> >
> > Hope to see all of you there tonight (Saturday night) at 8pm CST!
>
> Hey, that's really cool but... any chance of running an IRC server
> instead? That is what IRC is for and it is much quicker, robust, and
> less of a hog. IRC clients are made for virtualy every somputer on
> the net too. There are some IRC servers that support both web based
> and IRC client based chats together in the same chat. That would be
> the best, since it takes care of all.
>
>
Yes, i agree... I hang out on efnet in #alternate-reality :)
(and DAMN! i was gonna try to catch this weekends chat.. and i missed
it!! :)

--
Ron
rlaski@midwest.net

1104. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aa94af.11082741@news.localnet.com>
Source record: 55848
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 23 Jan 1999 23:03:34 GMT, neuvians@mathematik.uni-marburg.de (Jan Neuvians) wrote:

>aarona@localnet.com (Aaron) wrote:
>
>>What was the C-64's Spartan?
>
>The Mimic Spartan was (or is) an external interface device which is
>said to make the C64 fully compatible to the Apple II Europlus. The
>device is connected to the Expansion Port of the C64 and will enable
>you to run any Apple II Software on the C64. It doesn't influence any
>C64 functions and allows switching between C64 and Apple mode at will.
>It includes a 6502A Processor at 1MHz and 64K memory and provides you
>with eight Apple II compatible Slots. The VC1541 is said to be able to
>read and write Apple II disks using the Spartan.
>Furthermore the system is able to tell automatically wether there is a
>CBM or Apple disk in the drive. It goes for $599 plus shipping.
>
>At least that is what an Article says taken from the German computer
>magazine 'RUN' issue Feb/'85.

I just checked out the American version of RUN magazine dated Feb/85. Unfortunately, I didn't find anything about this Apple peripheral.

1105. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aa95ad.11336643@news.localnet.com>
Source record: 55849
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 23 Jan 1999 22:46:22 GMT, neuvians@mathematik.uni-marburg.de (Jan Neuvians) wrote:

>aarona@localnet.com (Aaron) wrote:
>
>>The VIC 20 began selling either late 1980 or mid 1981. I don't know
>>if it had lower case ability. Regardless, it was designed to be dirt
>>cheap and compete with keyboardless game machines of the time. (anyone
>>remember William Shatner's television advertising for the Vic-20? And
>>don't forget that MASH's Alan Alda hocked the Atari computer line. Oh,
>>and then there was George Plimpton for the Intellivision. And don't
>>forget the rest of the MASH cast and a Charlie Chaplin lookalike for
>>the IBM PCjr).
>
>As you seem to remember these days well, you might be intersted to
>visit my page:
>
>http://www.mathematik.uni-marburg.de/~neuvians/ccp.html
>
>It features a nice ad from the days the C128 was introduced.
>
Thanx. I've just pasted the URL into my "C64 stuff."

Yesterday, I was skimming the Creative Computing magazines and got better introduction dates for the VIC 20. Commodore's formal introduction (at CES?) occured either January or February of 1981 but wasn't widely available until around June of 1981.

1106. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Fungus <fungus@eskimo.com>
Message-ID: <Pine.SUN.3.96.990124010318.2568B-100000@eskimo.com>
Source record: 55850
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 23 Jan 1999, Vidar "Hawk" Olavesen wrote:

>
>
> Fungus <fungus@eskimo.com> wrote in article
> <Pine.SUN.3.96.990122234349.21688A-100000@eskimo.com>...
> > > >The standard loading speed on a C64 is anywhere from 2400 BPS to over
> 25,000
> > > >(25 thousand) BPS.
It goes alot faster than that... I suppose I could get around 256*60
bytes per sec. (whatever that is, don't got the calc handy)

>
> I didn't care much to read this Fungus persons insulting answers, but did
> he say the top loading speed was up to 25000Bauds ? If so, the Atari is
> much faster. The standard drive runs at 19200 baud and my DTI chipped 1050
> runs at at least 55000. I don't remember if this was the top speed, as it
> was a small disk program that booted the speed even more.
>
> Why the insulting, Fungus. Are you dumb and have to make insults to make
> you look smarter ?
>
Yeah well sorry... I get ticked easily :)

> He asked questions, why the hell not answer them properly ?
>

I try too now.... apologies again

> Happy to be an Atarian, but still like the C64 (even if I didn't when I was
> a child)
>
> Take care all, both Atarians and Commies
>

/Fungus

1107. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Fungus <fungus@eskimo.com>
Message-ID: <Pine.SUN.3.96.990124005708.2568A-100000@eskimo.com>
Source record: 55851
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sat, 23 Jan 1999, Aaron wrote:

> On 23 Jan 1999 07:14:39 GMT, Jason Compton <jcompton@xnet.com> wrote:
>
> >In comp.sys.cbm Aaron <aarona@localnet.com> wrote:
> >
> >: Not really. The Atari's DOS load occured AUTOMATICALLY. No "ARCANE"
> >
> >The 64's DOS loads automatically, too, as soon as you turn on the disk
> >drive.
>
> That's not my experience

well it's contained on ROM... So it is there first thing :)

>
>
> >: program. Of course, you could say they should have read the
> >: manual...but who wants to be forced to read the manual just for the
> >: rudiments of something that should happen AUTOMATICALLY! One of these
> >: families actually thought the C-64 was damaged and returned it for a
> >: replacement.
> >
> >I want to point out something here. I own an Atari 800 and have used one
> >emulated as well, and despite an "autoloading DOS" I have no freaking idea
> >what to DO with the options in SpartaDOS or MyDOS or AtariDOS. So, I need
> >to look it up...which is what someone who wants to learn how disk
> >operations work on a 64 has to do, too.
> >
> The manual was unnecessary for getting started with the Atari. For
> copying disks, I briefly read the necessary part of the manual for a
> total of ONE TIME throughout my initial 5 years of use on the Atari.
> In comparison, I was always referring to the Commodore manuals for the
> simplest of tasks. This was, to say the least, DAMN ANNOYING!
>
>

Well, it also alot more flexible and powerfull, like read/writing blocks
from basic even... direct disk access, irq loaders, 25x fastloaders
(8k/sec!), whatever you want to do with the disk drive. It is easyer for
me in me, becuase the M$ basic 2.0 is VERY lame (Which I freely admit)
and that is the problem with the dos... not the disk drive itself.

The disk drives dos is very straight forward. such as M-E 00 02 , memory
execute $0200... preety simple :)

/Fungus

1108. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aa996f.12298590@news.localnet.com>
Source record: 55852
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>As you seem to remember these days well, you might be intersted to
>visit my page:
>
>http://www.mathematik.uni-marburg.de/~neuvians/ccp.html
>
>It features a nice ad from the days the C128 was introduced.
>
Just checked out your site. Not too bad (although I wished there was
more technical info).

I had never seen that original C-128 article. Wonder if I have it
buried in one of my American magazines? I also read your reference to
the IBM Charlie Chaplin advertising. It's kinda weird that IBM, and
not Commodore, used Charlie Chaplin in their advertising considering
the U.S. government thought Chaplin was a "Commie".

Good C-65 info. Considering the (60%?) compatibility, no wonder
Commodore canceled the computer. Too bad it didn't come out 3 years
earlier (around the same time as the Apple IIC plus).

1109. Re: Atari vs. The Rest Of The World

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.11149f7a4e86fdca98973c@news.midwest.net>
Source record: 55853

In article <Pine.GSO.3.95.iB1.0.990123223530.8760C-100000@vtn1>,
yg473@victoria.tc.ca says...
> Really Gentlemen, haven't we learned anything over the years? Brand
> bashing is simply a waste of time and band width.
>
> Let's get on to some subjects designed to advance the utilisation of our
> favourite machines rather than rehash the, often ridiculous, comparisons
> made years ago when these various computers were still being offered for
> sale and actually being supported to various degrees (in our case about
> degree 0) by their manufacturers.
>
> Along with Atari; Apple, Commodore, Radio Shack, Sinclair, and others
> produced useful and very useable able 8-bit machines, each with its strong
> points (eg. a Z80-based box will make any popular 6502-based machine
> look sick for straight number crunching). Can we not leave it at that and
> look at ways Atari ML programmers can exchange ideas with their Apple and
> Commodore counterparts with the goal of developing something new?
>
>
> John
>
>
>
Good point! (I still like my Atari better tho! ;-)
--
Ron
rlaski@midwest.net

1110. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Fungus <fungus@eskimo.com>
Message-ID: <Pine.SUN.3.96.990124010643.2568C-100000@eskimo.com>
Source record: 55854
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 23 Jan 1999, Vidar "Hawk" Olavesen wrote:

> I want to raise another discussion here.
>
> Strong and weak points of games realeased on both platforms.
>
> Dropzone
> Summer Games
> Bounty Bob Strikes Back
> Ballblazer (was it released on C64 ?)
> Rescue on Fractalus
> M.U.L.E.
> Seven Cities of Gold
> Pole Position
>
> Let me hear you! Why is C64 version better or why is Atari version better ?
>
> Take care all
>

never played these games on an 800... didn't know they existed other than
pole position :)

Was shadow of the beast ever done on atari? or any psygnosis games?

/Fungus

1111. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Fungus <fungus@eskimo.com>
Message-ID: <Pine.SUN.3.96.990124011151.2568D-100000@eskimo.com>
Source record: 55855
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sat, 23 Jan 1999, Ronald A. Laski, Jr. wrote:

> In article <36a917d4.1893773@news.localnet.com>, aarona@localnet.com
> says...
> > For example, DOOM or WIPEOUT would be impossible on a
> > standard C-64.
> >

Check out the demo, Oneder/Oxyron, or Dawnfall/Oxyron, or any Crest Demo,
Blackmail, millions of demos... ftp://ftp.scs-trc.net/pub/c64/Demos

Graham pulls off Doom really nice in Oneder.

/Fungus

1112. Atari 8-bit software VS. C-64 ...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: wdao@netcom.com
Message-ID: <wdaoF625IG.CL6@netcom.com>
Source record: 55856

There is NO atari version of the classic ELITE game.

1113. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Nate / DAC <natedac@southwind.net>
Message-ID: <Pine.BSI.4.02A.9901240335240.10093-100000@onyx.southwind.net>
Source record: 55857
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> >This is routine today. most C64 music has atleast 6 voices, some have even
> >more.
>
> Come now, this really isn't accurate -- those aren't six independent
> voices. It's not as if you can put down six tracks and "interlace"

Ok ok don't nitpick :-)

I was referring to voices in the sense of "apparent channels", in the
context of the thread.

We were talking about multiplexing the sound chip :-)

> Also, this should be viewed in contrast to Amiga multiplexing
> ala Octamed -- you of all people, Nate, should know about combining
> several digital signals into one, since that's exactly what your
> 64 MOD player does :).

Hehe - blatant, shameless plug :) (See URL below)

--


```
_____________________________________________________________________
| . . | * http://www2.southwind.net/~natedac/ * |
| _ _ _|_ _ _| _ _ |-----------------------------------------|
| |/ \`_| | /_)/ |`_|/ ` | GCS d- s++:++ a-- C++ UB>++ P+ L>++ !E |
| | |(_| \_ \_ \_|(_|\__ | W++ N++ K- w--- M- V? PS PE Y+ PGP- t++ |
| at southwind dot net | 5 X+ R tv@ b+ DI(++) D+ G++ e+ h+ r- y- |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1114. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Nate / DAC <natedac@southwind.net>
Message-ID: <Pine.BSI.4.02A.9901240339530.10093-100000@onyx.southwind.net>
Source record: 55858
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> 35x speed fastloaders for the c64 exist. Just as a light example of fastloading
> in the early days Temple of Apshai Trilogy loaded in a matter of seconds.

Assuming a stock 1541 loads at around 2400 bps, this puts the top speed at
around 84000 bps, which is more than twice my original estimate of about
40000 bps.

See? Even I'm a little out of date :-)

> > > > >The standard loading speed on a C64 is anywhere from 2400 BPS to over
> > 25,000
> > > > > >(25 thousand) BPS.

I should have mentioned that these were averages with some of the lower
(i.e. cheaper, more readily available) cartridges when I wrote this.

Not to mention my wording was a little wierd anyways. I seem to have to be
correcting myself, or accepting others' corrections a lot more lately.

> > much faster. The standard drive runs at 19200 baud and my DTI chipped 1050
> > runs at at least 55000. I don't remember if this was the top speed, as it
> > was a small disk program that booted the speed even more.

Which puts the C64 at around 50% faster. If we're going to talk fast-
loaders, we should of course compare the very best that do not require
anything more than a plug-in cartridge.

I.e. no extra cables or ROM chips in the drive. That said, JiffyDOS
requires such ROM replacements, but I still prefer it to any other.

I don't know what the loader is mentioned in the quoted text above, nor what
it requires in terms of hardware.

--


```
_____________________________________________________________________
| . . | * http://www2.southwind.net/~natedac/ * |
| _ _ _|_ _ _| _ _ |-----------------------------------------|
| |/ \`_| | /_)/ |`_|/ ` | GCS d- s++:++ a-- C++ UB>++ P+ L>++ !E |
| | |(_| \_ \_ \_|(_|\__ | W++ N++ K- w--- M- V? PS PE Y+ PGP- t++ |
| at southwind dot net | 5 X+ R tv@ b+ DI(++) D+ G++ e+ h+ r- y- |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1115. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Fungus <fungus@eskimo.com>
Message-ID: <Pine.SUN.3.96.990124012342.2568F-100000@eskimo.com>
Source record: 55859
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> >
> For the very first time, a little kid walks up to a Commodore 64
> system with a disk containing games and no label.(He's had a very
> brief, but successful, experience with both Apple II and Atari
> computer games.) He puts the disk into the disk drive, turns
> everything on and gets...a static light and dark blue screen!!!
> Nothing loaded up!! Maybe there's something wrong with the disk?
> Perhaps the disk drive is bad? Could it be the computer is fried?
> Nooooooooo! COMMODORE 64'S ARE NORMALLY UNABLE TO
> A-U-T-O-L-O-A-D!!!!!!!!!!!!!!!!!! Who whouda' thunk!?
>

I HATE autoloading, I dunno why... guess I'd rather flip the compy on
and have instant promt... search my disks for whatever etc... I like
having all the power I do with my disk drive. It is smart, and I make use
of that quite heavily.

1116. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Fungus <fungus@eskimo.com>
Message-ID: <Pine.SUN.3.96.990124012854.2568G-100000@eskimo.com>
Source record: 55860
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sat, 23 Jan 1999, Aaron wrote:

>
> >
> >Commodore sold 4.5 million C128s. How did the 130XE do? Hell, did all of
> >the XE machines COMBINED sell 4.5 million?
> >
> As far as I know, the C-64 series of computers (this includes the 128)
> were the best selling 8-bit computer EVER. By the end of it's run,
> Commodore had sold close to 20 MILLION of 'em. That's an incredible
> number, especially when you consider none of these were clones.
>
> I am uncertain of the number of Atari's 8-bits sold. My totally
> uneducated estimation would be around 6 Million.
>

The total sales is still climbimg, new ones are still available
sometimes. although they are new/old stock. the total is way above 25
million units shipped.

1117. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aa9b9f.12859242@news.localnet.com>
Source record: 55861
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 00:59:12 +0000, Jason <tmr@cosine.demon.co.uk>
wrote:

>Anthony Baker:
>> Therefore, when it came to games, gameplay, and graphics for that time
>> (1978-1990, hell even today) were THE BEST 8-BIT GRAPHICS for ANY
>> 8-bit computer platform of that time (Apple, Commodore, IBM, even NES
>> and SMS on some games).
>
>No, disagreed. The Amstrad CPC+ had more colours and I believe a higher
>resolution and, although it came a decade later, it was still 8bit.
>Personally, I don't consider it fair to compare two machines with nearly
>ten years age difference (I said so when it was compared to the c64) but
>if you're making a blanket comparison...
>
>Oh, and there's the PC Engine as well. =-)

Just last month I began to read about the PC Engine (NEC TurboGraphics
16). Even though it was advertised as a 16 bit machine, the processor,
in fact, was 8-bit (but the graphics chip was 16 bit). Still, I was
resonably awestruck by its capabilities (up to 512 colors on-screen,
hardware supported fine scrolling, EXCELLENT sprite support that puts
the AMIGA to shame).

The original 8-bit Sega master system also appeared to have some very
good graphics ability but, for some reason, the games weren't very
good.

Then there's the Atari (actually EPYX) LYNX handheld which, for the
time, was also quite astounding.

Really, considering the long staying power of the 8-bit processor in
computers/consoles, the 8-bit era should be broken down into
subsections. Here's a quick (not very thought out) proposal.

EARLY: 8-bit computers/consoles introduced when the price of 64K of
RAM and significant amount of ROM made it impractical for initial
incorporation into the device.
(Apple II series, Atari VCS/2600, Atari 800/5200 series, Commodore VIC
20, Odyssey II, Texas Instruments TI99/4, Radio Shack COCO,
Colecovision)

MIDDLE: period when the price of significant RAM/ROM was cheap enough
for initial incorporation into the device.
(C-64/128, Nintendo)

LATE/TRANSITIONAL: 8-bit computers/consoles that also contain 16 bit
support processors (NEC's PC ENGINE, Atari LYNX,)

1118. Re: Atari O/S

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aaa0a5.14145382@news.localnet.com>
Source record: 55862

On Sat, 23 Jan 1999 22:23:04 +0100, "Vastator" <d2r2@hotbot.com>
wrote:

>Hello,
>
>I ve a atari 800xl how do i get the O/S from my atari on my PC
>
>Greetinx
>
>Vastator
>
It would be easier to find the ROM dumps on the NET.

1119. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Fungus <fungus@eskimo.com>
Message-ID: <Pine.SUN.3.96.990124014005.2568H-100000@eskimo.com>
Source record: 55863
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 24 Jan 1999, Greg Menke wrote:

> <spectral@hangar18.campus.luth.se> writes:
>
> > >
> > For HEAVENS sake get a grip!!
> > If he has some kind of brain in his head he would study the manual to the
> > diskdrive (or for the computer itself..) and then he would see 'load
> > "$",8' yeah.. and that's it.. Or maybe people who come from the atari are
> > too stupid to read manuals? :) don't take that last sentence too serious..
> >
>
> Yeah well, if we MUST have a religious war, at least the Atari had a decent
> device I/O subsystem.. plus it looked better- the Vic20 and C64 both looked
> like toys- and the keyboards sucked too. Yeah, I know the 400's keyboard
> was a mess, but any serious Atari person got an 800 REAL FAST- or rolled their
> own keyboard.

Well, C= shoul:d have gone Centronics cables, and kept the 8 bit
parallell ieee buss, it would have smoked everything for a decade. But
since we just have serial, it is still working well, and is multiplexable.

>
> load "$",8'
>
> what in the world is that???? Sheesh,
>
> run "d:neato.bas"
>
> or
>
> dos
>
> is MUCH more civilized.
>
> ;)
>
> Gregm
>

load"neato.bas",8
run

ok, not much differen there...

why not just like a pc then

neato.bas, runs the program... heheh

different versions of the same thing. At least we weren't submitted to only having 100k or so... that's 3-4 programs disk side... atari dos really wasted the disk space...

1120. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: Fungus <fungus@eskimo.com>
Message-ID: <Pine.SUN.3.96.990124014517.2568I-100000@eskimo.com>
Source record: 55864
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>
> Was the Apple II the only home computer of its era to have a monitor
> in ROM? I started on an Apple II and couldn't understand that other
> computers didn't have that. It was nice being able to talk to my
> computer in its native tongue, without an interpreter in the way.
>
> Paul Guertin
> pg@sff.net
>

The C128 , C128D has a built in ml monitor. Quite nice too. I prefer an
Action Replay or other super cartridge for it tho... and haveing a nice
assembler like Turbo Assembler...

1121. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be4781$6d3cb180$73374382@vidar>
Source record: 55865
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

And my DTI chip claims to run 5x faster than the standard Atari drive,
which is 19600 bauds, if I am not mistaken.

Nate / DAC <natedac@southwind.net> wrote in article
<Pine.BSI.4.02A.9901240339530.10093-100000@onyx.southwind.net>...
>
> > 35x speed fastloaders for the c64 exist. Just as a light example of
fastloading
> > in the early days Temple of Apshai Trilogy loaded in a matter of
seconds.
>
> Assuming a stock 1541 loads at around 2400 bps, this puts the top speed
at
> around 84000 bps, which is more than twice my original estimate of about
> 40000 bps.
>
> See? Even I'm a little out of date :-)
>
> > > > > >The standard loading speed on a C64 is anywhere from 2400 BPS to
over
> > > 25,000
> > > > > >(25 thousand) BPS.
>
> I should have mentioned that these were averages with some of the lower
> (i.e. cheaper, more readily available) cartridges when I wrote this.
>
> Not to mention my wording was a little wierd anyways. I seem to have to
be
> correcting myself, or accepting others' corrections a lot more lately.
>
> > > much faster. The standard drive runs at 19200 baud and my DTI chipped
1050
> > > runs at at least 55000. I don't remember if this was the top speed,
as it
> > > was a small disk program that booted the speed even more.
>
> Which puts the C64 at around 50% faster. If we're going to talk fast-
> loaders, we should of course compare the very best that do not require
> anything more than a plug-in cartridge.
>
> I.e. no extra cables or ROM chips in the drive. That said, JiffyDOS
> requires such ROM replacements, but I still prefer it to any other.
>

> I don't know what the loader is mentioned in the quoted text above, nor
what
> it requires in terms of hardware.
>
>
> --
> ____
> | . . | * http://www2.southwind.net/~natedac/ * |
> | _ _ _|_ _ _| _ _ |--|
> | |/ \`_| | /_)/ |`_|/ ` | GCS d- s++:++ a-- C++ UB>++ P+ L>++ !E |
> | | |(_| _ _ _|(_|__ | W++ N++ K- w--- M- V? PS PE Y+ PGP- t++ |
> | at southwind dot net | 5 X+ R tv@ b+ DI(++) D+ G++ e+ h+ r- y- |
> ~~~~~~
>
>

1122. Re: Atari vs. The Rest Of The World

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aaa14a.14310730@news.localnet.com>
Source record: 55866

On Sat, 23 Jan 1999 22:56:07 -0800, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>Really Gentlemen, haven't we learned anything over the years? Brand
>bashing is simply a waste of time and band width.
>
>Let's get on to some subjects designed to advance the utilisation of our
>favourite machines rather than rehash the, often ridiculous, comparisons
>made years ago when these various computers were still being offered for
>sale and actually being supported to various degrees (in our case about
>degree 0) by their manufacturers.
>
>Along with Atari; Apple, Commodore, Radio Shack, Sinclair, and others
>produced useful and very useable able 8-bit machines, each with its strong
>points (eg. a Z80-based box will make any popular 6502-based machine
>look sick for straight number crunching). Can we not leave it at that and
>look at ways Atari ML programmers can exchange ideas with their Apple and
>Commodore counterparts with the goal of developing something new?

I really disagree with this comment. One of the best reasons (for me)
to revisit the 8-bit line of computers/consoles is to gather a greater
understanding on how the hardware performed it's magic and also the
philosophy why the manufacturers incorporated (or didn't...shame on
them) certain functionality. The period of time when the 8-bits ruled
was when all the hardware was pretty much set in stone and programmers
had the time to truly understand and take advantage of the limitations
and stretch the limits of these machines. This is a far cry from the
current time when today's video card or CPU or BUS STANDARD will soon
become yesterday's doorstops within just a single year and the
software companies of today care more about the consumer that
purchases a new PC in exactly 6 months than coming out with products
that try to take advantage of recent technology .

Admittedly, I do have a problem with certain people that chose to make
insults (sometimes directed at me) but am willing to overlook it when
its backed up by a modicum of information that I previously didn't
know.

Sorry for the poorly structured rambling...but, after reading the
previous comment, I just had to get it off my chest.

I find the majority of what's been posted to be anything but "brand
bashing" and feel that many of those you interpret as doing this is
really, in fact, expressing their deep-seated love for past memories.

1123. Re: Atari 8-bit software VS. C-64 ...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be4783$3bc35ee0$73374382@vidar>
Source record: 55867

There was rumoured a prototype, but the Atari version exceeded the BBC version and the publishers was supporting the BBC and refused to finish the game. A rumour, but I think the Atari could do a very good Elite

Walter DAO <wdao@netcom.com> wrote in article
<wdaoF625IG.CL6@netcom.com>...
>
> There is NO atari version of the classic ELITE game.
>
>

1124. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be4784$4bda3780$73374382@vidar>
Source record: 55868

```
Where can I get these new games ? I want new software, show me, show me ;-)
Is it commercial or freeware ? Polish games I guess ?
```

Sysop Fox-1 <sysop.fox-1@stackbbs.xs4all.nl> wrote in article
<917149483@stackbbs.xs4all.nl>...
> > Atari: Lack of software, not using machine capacity
> You're kidding, don't you ???
>
> There is way enough software for the Atari 8-bitters. It's sometimes a
> bit hard to obtain, but everything is available somewhere...
>
> More titles on a platform doesn't have to mean "different" titles, like,
> what do you want to do with 67 different (actually nearly the same)
> versions of Pac-Man ?
>
> Atari-coders are not using the capacities of the Atari ? In my opinion,
> there are no coders using the capacity of a computer more, then most
Atari
> 8-Bit coders do...
>
> Have you ever tried the "DynaKillers" game from GMG ? Or the more recent
> game from Sikor Soft named "TekBlast" ?
> Or some older games like Trix, Drop-It, Misja, Brundles, etc... ?
>
> If you did, what do you think of these games ?
>
> Sysop Fox-1, owner of C64, user of Atari XE (fox-1 AT aq DOT nl)
>
>
>
> Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node
471)
> ---
>
>

1125. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aab08d.18217991@news.localnet.com>
Source record: 55869
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 00:17:51 +0000, Jason <tmr@cosine.demon.co.uk>
wrote:

>Aaron:
>> As far as I know, the C-64 series of computers (this includes the 128)
>> were the best selling 8-bit computer EVER. By the end of it's run,
>> Commodore had sold close to 20 MILLION of 'em. That's an incredible
>> number, especially when you consider none of these were clones.
>
>I wonder what the figure would be if we *included* the clones? Or if
>there's a way to find out...?
>--
>Jason =-)

Oops. I didn't know there were C-64 clones. I assumed that (unlike the
Apple II line) the C-64 was so cheap that clone manufacturers would
have never been able to eek out a significant enough profit to justify
it's manufacture.

1126. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aab11d.18362151@news.localnet.com>
Source record: 55870
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 24 Jan 1999 01:26:20 GMT, Jason Compton <jcompton@xnet.com> wrote:

>In comp.sys.cbm Aaron <aarona@localnet.com> wrote:
>
>: As far as I know, the C-64 series of computers (this includes the 128)
>: were the best selling 8-bit computer EVER. By the end of it's run,
>: Commodore had sold close to 20 MILLION of 'em. That's an incredible
>: number, especially when you consider none of these were clones.
>
>It's closer to 25, actually. And yes, it's pretty well established that
>the 64, when you include the 128, is the best selling single
>nearly-identical architecture machine ever.
>
Nearly-identical architecture machine? This implies the inclusion of
game machines. If so, then I believe the Atari 2600/VCS and Nintendo
worldwide unit sales were even greater.

1127. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aaa728.15812703@news.localnet.com>
Source record: 55871
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

>And one thing many non-CBM people don't know is that the 64 OS was
>also rather open and extendable, as most of the major routines
>(including the math routines) are vectored. It is also flexible,
>in that the same i/o routines are called for all devices, be they
>disk drive, tape, screen, etc.
>
A large portion of the C-64 OS (KERNAL) was a carry-over of previous Commodore computers (PET, VIC 20) with a few extensions/modifications needed to interface with the newer hardware. The flexibility of the KERNAL OS facilitated in Commodore being able to rush a new computer to market with minimal fuss and allowed programmers to more easily CONVERT (still requiring some rewrite) previously written programs to the newer machine.

I had no major problem with the C-64 OS (certainly in comparison to the hack Apple II OS) but it still had a somewhat quilt-like "evolutionary" feel whereas the Atari OS was somewhat more "revolutionary."

>With all this, though, very few OS extensions ever appeared -- in
>general, the 64 OS is either good enough for the job or isn't needed
>at all. One notable exception is fastloaders -- like most routines,
>LOAD and SAVE are vectored. Divert that vector to the fastload
>code, and off you go.
>
>Regarding Atari FP, the original floating point routines are BCD --
>in other words, almost totally useless for calculations (except
>financial).
>
>Finally, regarding being a thing of beauty, here is how you output
>a character on a C64, be it to the screen, disk, etc:
>
> LDA #13
> JSR CHROUT
>
>Care to post the code for doing the same thing on an Atari?

All 8-bit computer OS's (Apple, Commodore, Atari, Adam, etc.) allowed for the above character output-style code to the screen. I assume CHROUT is a vector that can be redirected for writing that character to some other device?? (disk drive or the C-128's 80 column screen) What's the C-64 output vector to write an entire string of characters?

I'll have to look for the Atari programming manuals to give you a more accurate coding method. (don't hold your breath)

>My personal feeling is that the Atari OS is a decent idea which
>is for the most part fairly impractical and unnecessary for an
>8-bit computer. That is, as a theoretical proposition it is fairly
>attractive, but as a practical implementation it is fairly cumbersome.
>
To a certain extent, I agree with your assessment of the Atari OS. "Properly written code" on the Atari did waste a lot of processor cycles. However, the Atari OS was a harbinger of how the 16 bit (and later) OS's would ultimately behave.

Oh, here's another reason that the Ataris apparent speed wasn't as fast as the CPU clock speed would lead one to believe. Every 60th of a second (during the VBLANK) the Atari OS would cause an interrupt in order to handle various upkeeping (such as rewriting color registers, transferring "soft" registers to hardware registers, etc). If necessary, GAMES or other apps could turn this off, replace, or add their own VBLANK code. (I don't believe the C-64 OS ever bothered with this technique.)

Here's more fodder for your derogatory remarks concerning the Atari:

The Atari hardware register responsible for Keyboard input did not correspond with the ASCII (actually ATASCII) equivalent. And neither of these keycode representations corresponded with what would ultimately be sent to the display. Due to this disparity, the Atari OS had to contain 3(?) separate tables for the necessary translation between keycode, ASCII, & screen display.

1128. Re: Off Topic Apple III?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: pg@sff.net
Message-ID: <36aab17c.16671786@news.newsguy.com>
Source record: 55872

On 23 Jan 1999 22:22:07 GMT, Curt Vendel <cvendel@worldnet.att.net> wrote:

> Hi Bob,
>
> The Apple III came out I think in 1983/84. The hard drive you mention
> is called an Apple PROFile drive and was compatible with the Apple III and
> the Apple LISA (MAC XL)

... and also with the Apple II, if you added an interface card. I seem to recall that you needed an Apple III to format it, though. It was never popular with the Apple II crowd because of its dismal performance and high price. For Apple IIs, the hard drive of choice was Practical Peripheral's Sider. Their ads said "Only $699 for a 10-megabyte hard drive?", which was a great price when the ProFile went for upwards of $2000.

Other companies also made HDs for the Apple II (actually, they made interface cards that allowed their S-100 drived to talk to the Apple II). Each company had its own patch set that allowed DOS 3.3 and other operating systems to talk to their HD. Some also sold pre-boot disks for popular business programs like Visicalc, DB Master, etc.

Paul Guertin
pg@sff.net

1129. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aab2ce.18794604@news.localnet.com>
Source record: 55873
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 23 Jan 1999 18:37:05 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>Hola Aaron,
>
>In article <36a9d1fb.49555777@news.localnet.com>,
>Aaron <aarona@localnet.com> wrote:
>>On 20 Jan 1999 17:45:57 -0700, sjudd@kc.trail.com (Steve Judd) wrote:
>>
>>I seriously doubt if a game like Rescue on Fractalus could have ever
>>been coded better on the C-64.
>
>A bold claim -- upon what basis do you make it?
>
>I will confess that I came to my conclusion while going through the
>Rescue code to make it work on the SuperCPU. Not only can it be
>sped up significantly, the gameplay can be vastly improved without
>rewriting any routines at all -- somebody really dropped the ball
>on that one (or, more likely, it was ported straight from the Atari,
>with as little effort as possible).

That's always a problem with ports (which is why I've never bought another LucasFilm game, since purchasing, AT FULL PRICE, the miserable BATTLEHAWKS:1941 for the AMIGA). I would assume RESCUE's "speed-up" could occur at the original 1 megahertz C-64 clock speed? Bear in mind that the original RESCUE ON FRACTALUS (for the Atari) was intended to fit in under 16K of ROM code and access no more than 8K of RAM (in order to run on the Atari 5200 and lower end Atari 400 computers). I would assume that, by taking advantage of the C-64's standard full 64K of RAM, the game could be speeded up. However, the same techniques would probably allow the game to run faster on the RAM beefy-er Atari computers, as well.

>>>SID is really rather sophisticated -- each voice can have four waveforms,
>>>an ASDR envelope, filters, different pulse widths, and so on.
>>
>>SID was much more sophisticated than POKEY's 4 voice sound. It was
>>also significantly harder to program (and it's main flaw being the
>
>Another bold claim. Fair enough -- you post some code to do something
>with POKEY, and we'll see how complicated it is compared with code
>to do the same with SID. How about using a noise waveform?

A noise waveform is nothing for the Atari. It would require just (2?) simple POKEs or, better yet, a standard BASIC sound command.

SOUND (VOICE# of 0 to 3), (TONE? of 0 to 15), X, (FREQUENCY of 0 to
255)
ie.
SOUND 1,11,0,100

Some TONE numbers (from 0 to 15) give a "pure" tone (14?) and others
give other effects, such as "noise" or a tank rumbling sound used in
COMBAT.

(NOTE: the above is information is entirely from vague memory and is
not intended to be entirely accurate)

>>inability to change the volume of individual voices). However, this in
>
>Although I know why you think this, you are neglecting one of SID's
>powerful features: the ADSR envelope. The S stands for Sustain --
>the volume level that the note is held at. Not only can each voice
>have a different volume, each voice can have an entirely different
>volume envelope.

Which is why I had previously indicated that, for understanding sound
programming, the SID chip is better than the Atari's POKEY chip.
However, both of these chips are by far better than what the IBM and
Apple IIs supported.

>
>In addition to that is the "master volume", which is what you are
>thinking of.
>
>-Steve

1130. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aab915.20402516@news.localnet.com>
Source record: 55874
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 01:06:54 +0000, Jason <tmr@cosine.demon.co.uk>
wrote:

>Aaron:
>> For the very first time, a little kid walks up to a Commodore 64
>> system with a disk containing games and no label.(He's had a very
>> brief, but successful, experience with both Apple II and Atari
>> computer games.) He puts the disk into the disk drive, turns
>> everything on and gets...a static light and dark blue screen!!!
>
>Try it the other way around, a PET/VIC/C64/Spectrum/Amstrad CPC user
>goes up to an Atari and doesn't know how to launch the DOS...
>
>"Difficult to use", in either scenario, is just a matter of perception
>and expectation. If you don't know that TR-DOS uses LIST for the
>directory and LOAD to load a file or that the Amstrad CPC uses the CAT
>command for a directory you're not getting anywhere with it.
>--
Remember, when the Atari 8-bit was new, most people only had
experience with cartridge (or was it CD? JOKE) based game machines
where one would pop in a cartridge, turn on the power, and,
subsequently, only be bothered with the Carpal-tunnel inducing
joysticks. The original Atari 8-bits (before the advent of the OPTION
key befuddling XL machines) allowed people to easily migrate to a
"real" computer in just seconds without throwing up their hands in
disgust. The C-64s just DID NOT HAVE THIS ADVANTAGE!!!!! PERIOD!!!!!

1131. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aabafa.20887471@news.localnet.com>
Source record: 55875
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 06:19:47 +0100, <spectral@hangar18.campus.luth.se>
wrote:

>On Sat, 23 Jan 1999, Aaron wrote:
>
>> For the very first time, a little kid walks up to a Commodore 64
>> system with a disk containing games and no label.(He's had a very
>> brief, but successful, experience with both Apple II and Atari
>> computer games.) He puts the disk into the disk drive, turns
>> everything on and gets...a static light and dark blue screen!!!
>> Nothing loaded up!! Maybe there's something wrong with the disk?
>> Perhaps the disk drive is bad? Could it be the computer is fried?
>> Noooooooo! COMMODORE 64'S ARE NORMALLY UNABLE TO
>> A-U-T-O-L-O-A-D!!!!!!!!!!!!!!!!!! Who whouda' thunk!?
>>
>For HEAVENS sake get a grip!!
>If he has some kind of brain in his head he would study the manual to the
>diskdrive (or for the computer itself..) and then he would see 'load
>"$",8' yeah.. and that's it.. Or maybe people who come from the atari are
>too stupid to read manuals? :) don't take that last sentence too serious..
>
>/Jonas
>

READ MY OTHER NEW POST!

UNLIKE COMMODORE, ATARI ATTEMPTED TO COME OUT WITH A COMPUTER THAT
COULD BE AS SIMPLE AS TURNING ON A LIGHT! THIS DOES NOT AT ALL MEAN
THAT THE ATARI'S WERE MORE POWERFUL...JUST A LITTLE BIT EASIER FOR A
NEWBIE (ie. a 7 year old kid who can't read manuals) THAN THE C-64!!!!

I can't understand the need to argue on a point that, I thought, was
simple to understand. Maybe this (stupid?) analogy would help:

When purchasing paper to feed into one's laser printer, would a person
usually get paper cut to the necessary size (9.5 x 11) or get poster
size sheets that they then cut to the proper size? END-USER SIMPLICITY
IS THE KEY!

1132. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aabd39.21462724@news.localnet.com>
Source record: 55876
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 24 Jan 1999 00:08:56 -0500, Greg Menke <nospam@erols.com> wrote:

><spectral@hangar18.campus.luth.se> writes:
>
>> >
>> For HEAVENS sake get a grip!!
>> If he has some kind of brain in his head he would study the manual to the
>> diskdrive (or for the computer itself..) and then he would see 'load
>> "$",8' yeah.. and that's it.. Or maybe people who come from the atari are
>> too stupid to read manuals? :) don't take that last sentence too serious..
>>
>
>Yeah well, if we MUST have a religious war, at least the Atari had a decent
>device I/O subsystem.. plus it looked better- the Vic20 and C64 both looked
>like toys- and the keyboards sucked too. Yeah, I know the 400's keyboard
>was a mess, but any serious Atari person got an 800 REAL FAST- or rolled their
>own keyboard.

In terms of look alone, I've always felt the Atari XL's were the best.
Why is it that the computer industry is rarely able to come out with
computers that look "sexy"? Thank god computer companies (including
Commodore) never manufactured cars. They would all be colored gray or
manilla and look damn ugly!!!!

Even factoring out the Atari 400, the quality of Atari keyboards were
highly variable (1200 being the best). Also, the placement of certain
keys were STUPID. Most Atari users (including me) would "accidentally"
hit the BREAK key when initially aiming for the BACKSPACE key. On
average, the Apple keyboards were by far the best.

>
>load "$",8'
>what in the world is that???? Sheesh,
>
>run "d:neato.bas"
>
>or
>
>dos
>
>is MUCH more civilized.
>

It can be much simpler than this on the Atari. For prepackaged,
commercial software, one can simply insert the disk, turn on the

computer, AND THAT'S IT!!! No "LOAD "$",8"! NO "RUN "D:NEATO.BAS"! NO "DOS"! Heck, even "lowly" Apple II computers could achieve this miracle of modern civilization. BUT NOT THE C64!!!!!

1133. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aac168.22533974@news.localnet.com>
Source record: 55877
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sat, 23 Jan 1999 21:49:14 -0800, Daniel Morrow
<videoman@cdsnet.net> wrote:

>The standard dos is within ROM so the c64's dos loads automatically, too, as
>soon as you turn the system on.
>
>

For some reason, considering the number of "negative" responses sent
to me, I'm failing to get my point across. Simplicity is the key to
good design. Unfortunately, the majority of computer hardware and
software companies fail to understand this. Apparently its gotten so
bad that this disease has rubbed off on many "sophisticated" computer
users (and the people writing responses to me).

There should be a strive towards making computers as simple as
possible (without sacrificing power). The ultimate symbol of
simplicity is turning on a light switch. Console game machines achieve
this. Most general purpose computers fail. (although Apple has made
noble attempts with their Mac and IMAC line) Something as simple as
loading a program (or game) should be achieved by turning on a power
switch. The original Atari 8-bit computers could achieve this goal.
Commodore 64 computers fail. SIMPLE!

1134. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aac50e.23467328@news.localnet.com>
Source record: 55878
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 23 Jan 1999 18:46:08 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>Hola Aaron,
>
>In article <36a97915.26795150@news.localnet.com>,
>Aaron <aarona@localnet.com> wrote:
>>
>>3D effects with 100's of colors in full screen at 60fps are simply not
>
>True, but a very enjoyable game can be made without 100s of texturemapped
>colors. Indeed, the most common complaint about PC games is that
>they spend all their time on fancy displays, with only minor thought
>given to the game.
>
>Regarding 3D effects, state of the art routines on the C64 (and the Atari)
>are more than capable of doing true 3D worlds. I would not term them
>"rudimentary" -- the fundamentals are sound, and only lack the more
>frivolous or superficial features (e.g. super-duper texturemapped graphics).
>In fact, as far as fundamentals go, I would say the routines are
>more advanced than most PC routines -- certainly more efficient.
>I think a 20-30fps wireframe game is well within reason; 5-10fps
>for a fullscreen, solid-polygon game.
>
>-Steve

I still stand by my previous statement. The C-64 and Atari may achieve
a form of 3D (with wunderkind programmers) but at nowhere near the
level of many "state-of-the-art" PC games. 20-30fps wire-frame games?
That's a thing of the past.

I like your statement in regards to enjoyable games. As is usual
during the history of computers, or movies, or TV or books, or
..whatever, most of the stuff that comes out is essentially
"shovel-ware". Just because the widget is "new" or contains
state-of-the-art special effects or color , as opposed to
black-and-white, doesn't mean it's "better" than its ancestors. I'd
rather watch a good black&white episode of the "OUTER LIMITS" than a
color, computer enhanced, episode of drivel like "SEAQUEST." And I'd
rather play a good, albeit primitive, game like JUMPMAN on the C-64
than some superenhanced, 3D card specific game like Wipout XL that has
sucky joystick control.

1135. Any tips or cheats for pitfall II?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: pmahaffy@my-dejanews.com
Message-ID: <78f9h4$p0i$1@nnrp1.dejanews.com>
Source record: 55879

Does anyone have any tips for this game? After all these years I have not moved very far into the second level and was wonder how much is left.
Thanks to the guys who made the emulator for windows...
pmahaffy

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1136. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aac89c.24378005@news.localnet.com>
Source record: 55880
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sat, 23 Jan 1999 21:47:50 -0800, Daniel Morrow
<videoman@cdsnet.net> wrote:

>That depends on the specifics. If I am not mistaken there is a demo out there
>called mood that is a doom game for the standard c64. Also - I think you have
>allready been given url's for the various screen modes of the c64 (like fli and
>ilfi for example), I recommend you read more carefully. Correct me if I'm
>mistaken.
>

I've checked some of the URLS concerning the C-64 (and found some of my own). I've also downloaded a C-64 emulator which, unfortunately, runs very slow on my main PC computer (486/120). Eventually I'm going to find a way to port the demos to my C128 computer. Unfortunately, this is one of many, many things I "wish" to do on the NET (the most important, of which, is to collect software from those 16 bit non PC computer systems).

One of the URLs (don't know who sent it to me) contained some interesting graphics of some of the new display modes. The information contained on some downloaded "hackers" pages contains low-level info on how it's achieved, but is very hard to totally understand without repeated readings. However, some of the increased number of colors appear to be achieved via "page flipping" and color clock manipulation which, on possibly a more rudimentary level, could be achieved on the Atari. It appears that the 1/2K color nybbles (something I wish the Atari had) also is being manipulated.

Have you ever seen the Atari's 16 grey level GTIA modes in action? They're very low res (80x192) but have been handled amazingly well with a few demos (walking robot, starship launch from mothership, and large moving starship against an animated starfield)

1137. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aacc3e.25307539@news.localnet.com>
Source record: 55881
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>If you're writing with an assembler and have nothing that will be lost
>during a reset (i.e., nothing at the start of BASIC RAM) you can switch
>devices. So if I suddenly need data from my 1581 (which is normally
>turned off, I don't like leaving it running for long periods) I can
>throw a switch on the '41 to make it 9, turn on the '81 and thumb the
>reset switch on my machine and kaboom, the devices all change around and
>I carry on.
>
>I will say that you're not *really* supposed to do that but... =-)
>--

Isn't the whole point of life to do something that one shouldn't?? :-)

1138. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aacd12.25519625@news.localnet.com>
Source record: 55882
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 05:12:48 GMT, pg@sff.net (Paul Guertin) wrote:

>On Wed, 20 Jan 1999 09:39:41 GMT, aarona@localnet.com (Aaron) wrote:
>
>> I find the maximum output of 25,000 bits per second to be highly
>> unlikely. This would mean a reasonably large C-64 program could
>> theoretically be loaded in about 15 seconds...a speed comperable to
>> the Apple II disk drive mechanism.
>
>Actually, 8 seconds are enough to read (or write) a whole 140k disk
>on an Apple II. That's very close to the physical limit, because
>35 tracks at 300 rpm equals 7 seconds, and you need some time to
>start the motor and step the head.

8 seconds? I've seen fast disk copiers on the Apple...but 8
seconds?????

>> I've always found C-64 keyboard/Joystick access to be very confusing.
>> It always seemed a bit odd and a waste of processor time (compared to
>> Atari's and even Apple II's method of reading a single register for
>> the key press and a separate register for joystick reading.)
>
>I don't think the Apple way of reading the joystick/paddles can
>be called "efficient" without smirking.

APPLE II INFO:

Very simply Assembly Language Keyboard Read Routine:

LDA $C000 :read the keyboard

NOTE: the keyboard wasn't pressed if bit seven is clear.

Paddle (joystick) read routines are somewhat more involved requiring
some kind of countdown routine I can't remember.

>
>Was the Apple II the only home computer of its era to have a monitor
>in ROM? I started on an Apple II and couldn't understand that other
>computers didn't have that. It was nice being able to talk to my
>computer in its native tongue, without an interpreter in the way.
>
>Paul Guertin
>pg@sff.net

The Apple monitor was nice to have around. Unfortunately, I believe, Apple was a bit wishy-washy on implementing it on some Apple II variants.

1139. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aad61a.27831974@news.localnet.com>
Source record: 55883
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 01:07:39 -0800, Fungus <fungus@eskimo.com> wrote:

>On 23 Jan 1999, Vidar "Hawk" Olavesen wrote:
>
>> I want to raise another discussion here.
>>
>> Strong and weak points of games realeased on both platforms.
>>
>> Dropzone
>> Summer Games
>> Bounty Bob Strikes Back
>> Ballblazer (was it released on C64 ?)
>> Rescue on Fractalus
>> M.U.L.E.
>> Seven Cities of Gold
>> Pole Position
>>
>> Let me hear you! Why is C64 version better or why is Atari version better ?
>>
>> Take care all
>>
>
> never played these games on an 800... didn't know they existed other than
> pole position :)

All the above Atari games were very well known (except for Dropzone).

> Was shadow of the beast ever done on atari? or any psygnosis games?
>
>/Fungus

The Ataris were pretty much DOA when Psygnosis began producing
software. I'm about 99.99% sure they didn't produce a single Atari
8-bit game...not even LEMMINGS.

1140. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aad8d4.28530161@news.localnet.com>
Source record: 55884
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

```
>> I can't believe I omitted the practicallity factor. Ever use a true
>> double density disk drive on the Atari? The beeps would be belted out
>> at an insanely fast rate. Any faster and I woulda thought my room was
>> infested with Star Trek Classic Tallosians. (oops. My drink just
>> myseriously began to fizz. Hope I don't suffer any injuries.)
>>
>Actually i have 2 USD 1050s, and for a non-sector skewed DD disk, the
>beeps are 2x as long, but at the same 'pitch', since the data is moved at
>the same speed along the sio and the sectors hold 2x the data... however,
>w/ a sector skewed disk! WATCH OUT! :)
>
Sorry if my explaination was a bit ASCEW! :-)
```

1141. Re: COMPUTE! Magazine archives ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990124084836.24023.00002205@ng03.aol.com>
Source record: 55885

>I am looking for COMPUTE! Magazine archives on the internet. Especially,
>for the game called "Worm of Bemmer".

I believe this game was on the "Best of"
disk. Have not seen anything but isolated
Compute! programs on the net or in club
archives.

Larry White

1142. Re: Off Topic Apple III?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aad752.28144402@news.localnet.com>
Source record: 55886

On Sun, 24 Jan 1999 10:31:17 GMT, pg@sff.net (Paul Guertin) wrote:

>On 23 Jan 1999 22:22:07 GMT, Curt Vendel <cvendel@worldnet.att.net> wrote:
>
>> Hi Bob,
>>
>> The Apple III came out I think in 1983/84. The hard drive you mention
>> is called an Apple PROFile drive and was compatible with the Apple III and
>> the Apple LISA (MAC XL)
>
>... and also with the Apple II, if you added an interface card. I
>seem to recall that you needed an Apple III to format it, though.
>It was never popular with the Apple II crowd because of its dismal
>performance and high price. For Apple IIs, the hard drive of choice
>was Practical Peripheral's Sider. Their ads said "Only $699 for a
>10-megabyte hard drive?", which was a great price when the ProFile
>went for upwards of $2000.
>
>Other companies also made HDs for the Apple II (actually, they made
>interface cards that allowed their S-100 drived to talk to the
>Apple II). Each company had its own patch set that allowed DOS 3.3
>and other operating systems to talk to their HD. Some also sold
>pre-boot disks for popular business programs like Visicalc, DB
>Master, etc.
>
>Paul Guertin
>pg@sff.net

Hold onto your mouse. I was browsing through 1981 Creative Computing
Magazines and came across a mail-order company selling Apple///
computers (with mono monitor, disk drive, business software) for the
astoundingly "low" price of $5,200!!!!! For about $400 more, you'd get
yourself a printer with the system. There was no hard drive in site.

1143. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-24 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36aadabf.29021310@news.localnet.com>
Source record: 55887
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 01:05:04 -0800, Fungus <fungus@eskimo.com> wrote:

>On 23 Jan 1999, Vidar "Hawk" Olavesen wrote:
>
>>
>>
>> Fungus <fungus@eskimo.com> wrote in article
>> <Pine.SUN.3.96.990122234349.21688A-100000@eskimo.com>...
>> > > >The standard loading speed on a C64 is anywhere from 2400 BPS to over
>> 25,000
>> > > >(25 thousand) BPS.
> It goes alot faster than that... I suppose I could get around 256*60

256 bits every 1/60th of a second? That would be about 15Kbits per
second (and I didn't need a calculator...the brain doth seeth with
energy :-))

1144. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac5184.27352785@news.localnet.com>
Source record: 55488
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 25 Jan 1999 14:53:54 GMT, Curt Vendel <cvendel@worldnet.att.net>
wrote:

>Listen,
>
> Don't complain about IDE, its light years ahead in easy and compatibility compared
>to the good old days of MFM and RLL drives, this damned things and their controllers
>were horrible, everything was manual, you had to run special diagnostic software
>supplied on diskette and go into the controller card and configure the settings
>manually, no auto-sense their, and the drives were mostly incompatible with other
>makers and even different model numbers from the same manufacturer. SCSI may kick
>IDE's butt, but IDE is still a lot better then the good-ol' days.
>
>Curt

On the whole, I'd agree with your assessment of MFM/RLL hard drives versus IDE hard drives. However, the older standards had one thing going for them: easy low level formatting (for those in the know). I used to be able to get the older style drives dirt cheap because of some formatting defect which I was (usually) able to fix by performing a low level format. Nowadays, when an IDE drive acts up, one requires a special utility direct from the manufacturer of that specific drive which, hopefully, will have the necessary functionality to perform a low level format. Usually, though, the utility only has the option of circumventing the bad areas which, if there are too many, will not work.

Alot of the limitations of the various PC hard drive standards are also due to the limitations of the PC's BIOS/DOS/WINDOWS. For example, because of the BIOS upper limit of various track/cylinder/sector numbers, most IDE drives perform internal sector translation which fools the PC into believing the HD is configured an entirely different way. Trying to low level format such a drive (without the proper utility which may or may not exist) can trash the HD.

And I don't even want to get into master/slave/primary/secondary/primary dos partition/secondary dos partition sh*t as well as the musical drive letters that the PC forces on users. (now let's see, which drive letters correspond with the secondary master HD?)

1145. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Andre Fachat <fachat@vandyke.physik.tu-chemnitz.de>
Message-ID: <78i7vh$lj6$2@narses.hrz.tu-chemnitz.de>
Source record: 55489
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Aaron <aarona@localnet.com> wrote:
> On Sun, 24 Jan 1999 00:59:12 +0000, Jason <tmr@cosine.demon.co.uk>

> Really, considering the long staying power of the 8-bit processor in
> computers/consoles, the 8-bit era should be broken down into
> subsections. Here's a quick (not very thought out) proposal.

> EARLY: 8-bit computers/consoles introduced when the price of 64K of
> RAM and significant amount of ROM made it impractical for initial
> incorporation into the device.
> (Apple II series, Atari VCS/2600, Atari 800/5200 series, Commodore VIC
> 20, Odyssey II, Texas Instruments TI99/4, Radio Shack COCO,
> Colecovision)

Thou shall not forget the KIM-1 as one of the first 6502 experimental
boards (by MOS technolgies, later CBM) and of course the first PET
models, with 2k ROM chips, 2k static RAM chips (8k in total))

> MIDDLE: period when the price of significant RAM/ROM was cheap enough
> for initial incorporation into the device.
> (C-64/128, Nintendo)

> LATE/TRANSITIONAL: 8-bit computers/consoles that also contain 16 bit
> support processors (NEC's PC ENGINE, Atari LYNX,)

--
Email address may be invalid. Use "fachat AT physik DOT tu-chemnitz DOT de"
------Fight SPAM - join CAUCE http://www.cauce.org------Thanks, spammers...
Andre Fachat, Institute of physics, Technische Universit&#65533;t Chemnitz, FRG
http://www.tu-chemnitz.de/~fachat

1146. Re: Any tips or cheats for pitfall II?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7ysoczfh38.fsf@co.umist.ac.uk>
Source record: 55490

pmahaffy@my-dejanews.com writes:

> Does anyone have any tips for this game? After all these years I have
> not moved very far into the second level and was wonder how much is
> left.

Finish the second level, and you finish the game. Having said that,
it isn't easy to finish, you do need to be good and have a lot of
patience. The second level is about as big as the first, but the
layout is more complicated (it's not just going up and down platforms
like in the 1st level). The goal of the second level however is
similar to the first.

As for the tips:
1) Draw a map! (or use the one at http://www.clark.net/pub/vgr/pitfall2.html)
2) Practise the timing of your jumps to avoid the nasties and jump
across the platforms. You need to learn how to dodge all the
different types of nasties in the game.
3) Try placing a heavy weight on the spacebar if things get too fast
or hard.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

1147. Re: AC Adapter Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac4bd2.25895143@news.localnet.com>
Source record: 55491

On Sun, 24 Jan 1999 14:22:21 -0500, "J.B." <xstatic_27@usa.net> wrote:

> Hello!
>
> I recently inherited an old Atari 800 from my neighbor down the street,
>and I had a couple of really quick questions/things to make sure that I'm
>thinking right about.
> I read the FAQ for the group, and I was a little confused about what
>kind of AC adapter to use with the computer (I just got the computer in the
>deal... NOTHING else!). I saw that the FAQ went over the actual power
>supplies used in the Atari 8-bit computers, but I was just wondering what to
>use as the actual connection to the wall (i.e. If I bought one of those
>"Universal" AC Adapters over at Wal-Mart, what I should I adjust the little
>voltage and polarity settings to?). I know that you probably don't have to
>be an electrical engineer to figure it out, but I just wanted to make SURE
>that I didn't blow something up. :-)

If I remember correctly, the spec on an Atari 800 power supply went
like this:

9 Volts AC @ 31 VoltAmps

31V divided by 9 V equals (roughly) 3 Amps

The power supplies you'd find in the Wal-mart electronics department
would be rated in the range from 300 to 500 MilliAmps (.3 to .5 Amps)
which is way too low for the needs of the Atari 800. You may want to
check Wal-mart's automotive, lawn, or hardware departments for
possible substitutes (maybe).

> Also, really quick, I'm assuming that any old RF switch will work if I
>decide to hook the computer up to an old TV, right? If so, I'll just go
>drag one off of an old Nintendo or something... :-)

Most any RF switch should work...including Nintendo's. Even if it
doesn't, nothing will get ruined.
>
>

1148. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Andre Fachat <fachat@vandyke.physik.tu-chemnitz.de>
Message-ID: <78i74f$lj6$1@narses.hrz.tu-chemnitz.de>
Source record: 55492
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
In comp.sys.cbm Aaron <aarona@localnet.com> wrote:

> >to any device. For example, to print to the printer instead of
> >the screen, you'd use
> >
> > LDA #4
Load AC with the filenumber
> > TAX
Load XR with the device number
LDY #0
You should also load the secondary address into YR
> > JSR SETLFS
Set logical file parameters
LDA #<FILENAME
LDY #>FILENAME
LDX #FILENAMELEN
JSR SETFN
You should actually
set a filename as well with SETFN (two registers
are the address, one the length)

> > JSR OPEN ;Open a channel to the printer

This takes the device number and opens the file
given as filename on the device.
On disk that would be the filename, printers
could use the filename to enter a specific mode.
The secondary address could be a specific channel
on the device (e.g. ASCII/PETSCII switch on printers,
disk control channel instead of data channel)
RS232 interface uses the first two filename characters
as control parameters (baudrate,...)
BCS ERROR
and you might get an error...
> > LDX #4
This is the filenumber, not device or whatever.
You might have several files open on one device
(e.g. two open files on disk)
> > JSR CHKOUT ;Make it the output channel

lda #"H"
jsr BSOUT
Now anything you print to BSOUT is sent to
LDA #"E"
```

jsr BSOUT
the opened file, until you do a
JSR CLRCH that resets input to keyboard and output to screen,
without closing the files.
lda #"L"
jsr BSOUT will go to the screen
Another
LDX #4
JSR CHKOUT
would send the next bytes to the file again
lda #"L"
jsr BSOUT
To close the file you do a
JSR CLRCH
and then, well, close the file
LDA #4 the filenumber
JSR CLOSE
and
lda #"O"
jsr BSOUT will go to the screen again :-)

> Could you comment each of the above lines for me? What would happen if
> another number other than #4 is substituted? Does the OS support
> entire strings of bytes or is the above brute force method required to
> simulate it?

Devicenumbers available in the C64 are:

0 = keyboard (input only)
1 = Tape (load (secondary=0)/save(secondary=1)/data read/write)
2 = RS232 (secondary ignored) (used to be second tape device in PETs)
3 = screen (input & output, albeit this is a bit complicated - means I
don't remember at the moment - and has to do with the fullscreen editor)
4-15 IEC-bus devices, like (usually):

4,5 printer devices
8-11 disk devices

and others are available.

Input works the same way. Instead of CKOUT you call CHKIN and instead
of BSOUT you call BASIN and get the received byte in AC.

About expandability: All of the above routines have RAM vectors
as far as I remember. However, there is no general mechanism to
add devices, you have to intercept and check all of them.

Andre

--
Email address may be invalid. Use "fachat AT physik DOT tu-chemnitz DOT de"
------Fight SPAM - join CAUCE http://www.cauce.org------Thanks, spammers...
Andre Fachat, Institute of physics, Technische Universit&#65533;t Chemnitz, FRG

http://www.tu-chemnitz.de/~fachat

1149. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac5768.28861653@news.localnet.com>
Source record: 55493
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>Mysteriously, 40 columns text still
>looks an awful lot better on my C64 than
>on this pee cee.
>
I never had a problem word processing in 40 colums versus 80 columns.
Of course, we can't have that now because EVERYTHING'S WYSIWYG (Why,
Yes, Stupid, I Want Your Gui)

The resolution requirements of today (800x600 or HIGHER) can cause
serious eyestrain. If I had my choice, I'd bump my monitor down to
640x480 but many apps and web pages are set for the higher resolution.
Heck, an Amiga screen resolution of 640x200 was quite adequate for an
icon infested graphics display.

1150. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac596f.29380282@news.localnet.com>
Source record: 55494
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 25 Jan 1999 10:07:29 GMT, pino+comp_sys_cbm@dohd.cx (Martijn van
Buul) wrote:

>It occurred to me that Ronald A. Laski, Jr. wrote in comp.sys.cbm:
>> and my atari had something i liked better - lowercase
>
>CBM-equipment had lowercase too -- Right from the beginning. It defaulted
>to uppercase/graphics, but it did have a lower/uppercase set too.

Didn't the C-64 have this weird alternate character set switching
option where one could have either upper/lowercase or
uppercase/graphics?
>
>Seems like an AOL-trauma to me.
>
>Q: WHERE CAN I FIND DA R0MZ??!?!??!!
>A: You already have them. They're blocking your Caps Lock key.

I don't get the joke. :-(

1151. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac5a81.29654017@news.localnet.com>
Source record: 55495
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 25 Jan 1999 15:21:52 GMT, Curt Vendel <cvendel@worldnet.att.net>
wrote:

>Actually,
>
> All computing devices make that loading beep, I have an HP Kayak and if I
>listen to the speakers I can heard data loading and also hear a sort of
>whispering hiss when data is getting transferred to and from the internet
>when I'm on the modem, all it is, is the sound of data transfer. I always
>liked the load beeps of the Atari and missed them when I started work on IBM
>PC's and Mac's.
>
>
>Curt

Someone should come out with some Win95 WAV files incorporating those
Atari beeps. It would be a hoot to have when PC only people come over
and ask why my PC is making those sounds.

1152. Atari System @ Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Rob Galli <marrob@ds.net>
Message-ID: <36aca479@news>
Source record: 55496

Hello,
I currently have a complete Atari 800 system for sale at Ebay. The system includes: 2 disk drives, serial & parallel controller, tape drive, Signalman modem, et.al. For those of you interested, the Item # is: 59437844
Thank you for your time.
R. Galli

1153. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be4885$f0d69ec0$17364382@vidar>
Source record: 55497

Wasn't it even 3.5K ? I seem to remember that, but I thought Gridrunner
rocked. Jeff Minter is a sooo cool coder. Love his work

Curt Vendel <cvendel@worldnet.att.net> wrote in article
<36AC910F.E082CD7@worldnet.att.net>...
> I remember seeing the first VIC-20 at this place called CompuTech, it was
the first
> computer store I'd ever seen in a Mall before. I was rather impressed
for what you
> got, I think the price was $299 at the time which was unbelievable cheap
for a PC at
> the time, later I found out it only had 5K so I was quite disappointed.
>
>
> Curt
>
>
>
> Jason Compton wrote:
>
> > VINNIE5757 <vinnie5757@aol.comnospam> wrote:
> >
> > : Next... Curt, the Vic20 came out AFTER the Atari 4/800? Wow.. didn't
know
> > : that.. I remember the Vic20.. was that, 20 column caps??????????
After seeing a
> > : friend with that, I HAD to get a 'puter...! I stayed up day 'n nite
reading
> > : ads... 1980/'81???
> >
> > Yeah, the Vic20 is 1981 or perhaps the dying gasps of 1980, and it was
in
> > fact 22 columns of text. (Upper and lower case, though.)
> >
> > --
> > Jason Compton jcompton@xnet.com
> > www.xnet.com/~jcompton
>
>

1154. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac5b74.29897703@news.localnet.com>
Source record: 55498
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 25 Jan 1999 15:26:57 GMT, pino+comp_sys_cbm@dohd.cx (Martijn van Buul) wrote:

>It occurred to me that Curt Vendel wrote in comp.sys.cbm:
>> I always liked the load beeps of the Atari and missed them when I started
>> work on IBM PC's and Mac's.
>
>*grumble* I can completely monitor my old 486's harddisk and CPU activiy,
>just by listening to the noise on the speakers.
>
Except that the Atari's are only accessing disk drives when a program needs to be loaded up whereas the PC is constantly (and I mean CONSTANTLY) swapping code segments in and out of the drive (which, in itself, is damn annoying).

1155. Re: Keyboards I have known

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac5cee.30275757@news.localnet.com>
Source record: 55499
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Mon, 25 Jan 1999 09:48:32 GMT, pg@sff.net (Paul Guertin) wrote:

The best keyboard I've ever used was the Timex Sinclair ZX-81 (NOT!)

1156. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac5d80.30421029@news.localnet.com>
Source record: 55500
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 25 Jan 1999 15:34:22 GMT, Curt Vendel <cvendel@worldnet.att.net>
wrote:

>The funny thing about Star Raiders was that the designer of the POKEY chip
>put it together simply as a demonstration of the capabilities of the
>machine. Obviously as a first try effort that was one heck of
>demonstration. Star Raiders is a classic which even today is a exceptional
>game to play.
>
>
Ever see the "sequel" to Star Raiders written by the same guy? It was
called SOLARIS. I never saw it but was told it had even better
graphics and animation than the original. Believe it or not, it was
only produced for the ATARI 2600!!!!

1157. Re: Atari vs. Commodore (DOS Comparision)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <78ibbj$lej@journal.concentric.net>
Source record: 55501
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Curt Vendel <cvendel@worldnet.att.net> writes:

>It wasn't until Atari released DOS-XE that it had nested directories so it
>was up to DOS' like MYDOS and Spartados to allow nested directories on the
>Atari's.

This Atari vs. CBM thread has spawned a grand total of eight more. Please, can this be kept under just a couple of subject headings so that those of us who have this killfiled can keep it killfiled?

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1158. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36abf854.4517507@news.localnet.com>
Source record: 55502
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 10:07:56 -0700, John/Lori
<henk@spamsuxdoitnow.com> wrote:

>> EARLY: 8-bit computers/consoles introduced when the price of 64K of
>> RAM and significant amount of ROM made it impractical for initial
>> incorporation into the device.
>> (Apple II series, Atari VCS/2600, Atari 800/5200 series, Commodore VIC
>> 20, Odyssey II, Texas Instruments TI99/4, Radio Shack COCO,
>> Colecovision)
>
>TI99/4 is/was 16 bit (the CPU, at least)

...and no internal registers (other than a few pointers to memory)
which kinda slowed down the TI (still, it made it ideal for potential
multitasking :-).

The TI/994A was an odd duck in this respect but, because of the period
of time it came out (ie. need to be RAM conscious...and a RAM/ROM
barrier that wasn't significantly beyond the base 64K of an 8-bit
system, and the "general" performance of the system being about the
same as other early 8-bits) I still believe the TI 99/4A was still
firmly rootedas being on of the EARLY style computers.

My concern is how to label certain computer lines that were constantly
upgraded to the point where individual models could cross to a level
higher than their 8-bit ancestors (ie. the Apple IIGS).

1159. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be488e$e6ddbd00$6d364382@vidar>
Source record: 55503
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron <aarona@localnet.com> wrote in article
<36ac5d80.30421029@news.localnet.com>...
> On 25 Jan 1999 15:34:22 GMT, Curt Vendel <cvendel@worldnet.att.net>
> wrote:
>
> >The funny thing about Star Raiders was that the designer of the POKEY
chip
> >put it together simply as a demonstration of the capabilities of the
> >machine. Obviously as a first try effort that was one heck of
> >demonstration. Star Raiders is a classic which even today is a
exceptional
> >game to play.
> >
> >
> Ever see the "sequel" to Star Raiders written by the same guy? It was
> called SOLARIS. I never saw it but was told it had even better
> graphics and animation than the original. Believe it or not, it was
> only produced for the ATARI 2600!!!!

Yes, and it is outstanding for this little machine. It's one of the best
games released for 2600. A must have for 2600 collectors and players.

1160. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: John/Lori <henk@spamsuxdoitnow.com>
Message-ID: <36ACB1FC.7F48@spamsuxdoitnow.com>
Source record: 55504
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> No computer invented by man has ever done true 3D.

Could you define what you mean by 3D? (please)

In particular, what do you think it is, that no computer's
ever done it.

1161. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <78iclf$mhv@journal.concentric.net>
Source record: 55505
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

Mike Uhl <ShoeLeather_Express@RadioLink.net> writes:

>I used to have a TRS-80 pocket computer. There wasn't too much I could
>do with it, though. The screen was an LCD that displayed only one line
>of text. I don't recall how much memory it had.

There's a PC-4 in this desk here, and I love it. 1.5K of memory, and you
can get a lot of mileage out of it. Its limitations disappear quickly
once you familiarise yourself with it.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1162. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <78icn3$m0m@chronicle.concentric.net>
Source record: 55506
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

pg@sff.net (Paul Guertin) writes:

>Amazingly, those computers are still being sold in Japan. I did a
>double-take when I saw a lineup of Sharp models, never used, in the
>display window of a computer store (in Osaka) earlier this month,
>sitting right next to Palm Pilots, Color Zauruses and other hardware
>a hundred times more powerful.

Did you see any of the Casio Pocket Computers? Tandy cloned the Sharp
models for the PC-1, 2 and 3, and the Casio models for -4 and (I think) -6.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1163. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <zLr00BAsG9q2Ewni@cosine.demon.co.uk>
Source record: 55507
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> I *hate* autostarting, it narks me off when '95 starts a CD up on it's
> own, if I just wanted to grab a >couple of files I have to shut the
> bloody thing *down* again...

Jon Melbo:
> You must be a very sophisticated operator. Didn't you know you could
> hold SHIFT down do temporarily disable autoplay when you incert a CD?

Yes, of course, but I was ranting by that point. And it's not so easy
to hold down shift if the CD drive is as far away from the keyboard as
mine is... =-)

> Also, you can disable autoplay altogether permanently too if you like.
> Autostarts ARE a feature.

You *can* disable it. But there are a few programs that, during
installation, turn the sodding thing back *on* again. Like the way IE3
will re-enable MIDI sound if you have it muted...

> Likewise on the Atari you are not required to boot anything.

So, it's not a permanent feature, it's something you need to know. Like
the LOAD"*",8,1 command on the C64...

> You must boot DOS in order to use disks. It doesn't actually run a
> application though unless it is called AUTORUN.SYS or STARTUP.BAT in
> case of SpartaDOS. The C64 also needs to load in a DOS in order to
> use disks, it's just that it loads it in from ROM inside the drive?

No, the DOS on the C64 is in the ROM of the machine itself, no transfer.
The *other* end of the DOS in the drive has it's *own* CPU and RAM.

> SpartaDOS X loads very quickly also since it is ROM based.

And it came as standard, did it?
--
Jason =-)

1164. wanted ATARI items !!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: patrice MULLER <atari.fr@wanadoo.fr>
Message-ID: <78idg7olp2@platane.wanadoo.fr>
Source record: 55508

```
i'm looking for:
-atari pong c100
-atari super pong pro c200
-atari super pong pro c202
-video music c240
-atari pong c180
-space age joystick
-cx70 ligh pen
-1450xld
-815 drive
-1400xl
that's all !!
```

1165. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36ACC7B4.703D@netmagic.net>
Source record: 55509
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Aaron wrote:

> Excellent explaination. If I remember correctly, one could have up to
> 8 devices open at once without modifying the Handler Address Table.
> Without relying on any manuals I seem to remember the following:
Right, 0-7 channels, but you normally have things like the cassette,
screen handler, etcetera loaded on boot so from a practical standpoint
you don't have all 7 free.
>
> Handler Address Table consists of 128 bytes (on page 3?) whichis
> subdivided into 8 regions of 16 bytes each. Each of these 16 bytes
> (within any of the 8 regions) would allow a program to pass different
> pieces of information to the OS(such as beginning address of bytes to
> move, length of byte string, line draw and AREA FILL, etc).
Been a while for myself too, but I think the handler table was/is a
structure consisting of 3 bytes. The bytes were just the device chr ID
+128 so it could be searched rapidly. That is, if you decided to add an
A: handler located on page $6, the structure would be inverse A on an
Atari or 65+128, followed by the $00 $06. Each entry was 3 bytes anyway.

On page $6 you would have a table that contains vectors to each of your
routines for each of the functions you implement. IIRC, they table was
set up such that it actually had vector-1. So if you had your PUT
function coded at $1000, you would actually put $0FFF in the table.

Page 3 was mostly the CIOV channel usage/blocks. That is, another table
of values/flags that could be user set to pass information to the CIOV
routine. For instance, if you had a channel open for block transfer of
info from the disk drive, you would just put how many ~bytes to
transfers & the destination in the 16 byte control block & JSR CIOV.

Seems overly complicated, but in use it was pretty easy once you got it.
The difference between putting & getting $4000 bytes from disk was about
as simple as changing the command in the IO channel from a 4 to an 8 to
change the direction of transfer.

Bill Wilkinson gave the Atari OS as one of the reasons they were able to
fit so much functionality into the 8k Atari Basic Cartridge. For opening
the disk from Basic, it was a relatively simple process. That is
translate:

OPEN #3, 4, 0, "D:MYFILE.DAT"

Into a couple of bytes stored in channel 3's control block & JSR CIOV.
>

> How right/wrong are my recollections?
At least as right as mine<grin>! I should get out my copy of Mapping the Atari, but I hope people realized this is all from memory & I haven't programmed on the Atari in about 5 years.

Always some anal retentive type that jumps off the wall & says, "You idiot, you called it a control block! It is an I/O control block!" or some other such trivial complaint. Nature of the usenet beast I think.

Seems like the CIO thing was probably around just about since day one of computers & certainly every computer since the late 70s has used some variation of it. Even IBM clones use the same concept.

1166. Decoding Composite to RGB

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36ACCF9C.6A11A0B7@worldnet.att.net>
Source record: 55510

Hi,

Just throwing a question out to anyone who has toyed around with this. I'm building a Motorola TDA3330 decoder interface for the Atari 8-bits to allow them to use monitors such as the Atari SC1435. I'm not tapping the 4050 like many other modifications but actually taking the composite right out of the monitor port (after performing the Super Video 2.1 upgrade to clean up the bleeding and ghosting), has anyone worked with building a burst-gating circuit? Has anyone out there worked with the TDA3330 before and run into and issues. I'm hoping to do an external interface so that this could be used on all the 8-bits and utilize the ST series monitors. Let here back from anyone who's got a good analog background and could be of assistance. Thanks.

Curt

1167. Re: FS: Speech Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <78ikf7$rub@news.Hawaii.Edu>
Source record: 55511

SjoSupp (sjosupp@aol.com) wrote:

: I'm still searching a Programm for the Atari 400/800.

: It was a Speech Synthesizer Programm that began with a
: 'Hallo, my name is Sam. I'm a speech synthesizer for the atari computer'.
: Can anybody tell me, where i can find this great programm ?

The name of the program is S.A.M. - Software Automatic Mouth, in case this
helps you.

Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing

1168. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: B&#65533;rge N&#65533;st <bnost@online.no>
Message-ID: <414.694T2433T655808bnost@online.no>
Source record: 55512
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <01be4335$02dfc660$23e77c90@pchcdf> Alex <abg8@aber.ac.uk> wrote:
>> I'm a C64 owner, but I used to get annoyed when Julian > Rignall (a

>.. heh, cool. what happened to Rignall by the way? didnt h have a web
>site??

Check out the magazine "Arcade". For February, see page 32.
(AFAIK he is in the US, and I think he has worked for some games company.)

- B&#65533;rge N&#65533;st / bnost@online.no / IRC:NorthWay -

1169. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Kewl Doood <yearight@nomail.com>
Message-ID: <lb5r2.107$b8.128975@hme2.newscontent-01.sprint.ca>
Source record: 55513

And that was one of the major problems with atari software. Most were ported over from some other machine. Take a look at mind shadow from Activision. Looks just like the IBM version. colors are a little better and I mean a little.
A lot of the games that were ported over did'nt take advantage of the atari. sad but true.

1170. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <36aceebf.1416047@news.pipeline.com>
Source record: 55514
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

I'm pretty sure GTIA was for Graphic Television Interface Adapter.

John

Curt Vendel <cvendel@worldnet.att.net> wrote:

>GTIA: General Television Interface Adapter
>CTIA: Color Television Interface Adapter, also called Colleen Television
>Interface Adapter
>
>Curt
>
>
>
>Jon Melbo wrote:
>
>> On Sat, 23 Jan 1999 07:31:25 GMT, aarona@localnet.com (Aaron) wrote:
>>
>> >>> Yeah. I completely overlooked the C-128's new and improved BASIC. It
>> >>> was by far the best version of BASIC ever pre-packaged with an 8-bit
>> >>> computer. I tried not to discuss the specifics of the C-128/C-128D
>> >>> because the number of them sold was dwarfed by the various C-64 level
>> >>> incarnations.
>> >>> >
>> >>
>> >> Basic blows, learn to code.
>> >
>> >BASIC is also code. I assume you mean Assembly. Real programmers don't
>> >even use that. Straight Machine Language is the way to go (numerical
>> >OP-CODE memorization is very MACHO). After all, what's the sense in
>> >programming if you can't go insane in the process? HHHMM?
>>
>> Hehe. But seriously, how does say BASIC XL/XE or Turbo BASIC stack up
>> to the best BASIC on the Commie? Is the Commie128 BASIC really the
>> BEST? I have not any experience with it but I do with the Atari ones
>> I mentioned, and those seem damn hard to beat.
>>
>> >processor manipulation of the GTIA (George's Television InterfAce)
>>
>> I believe it is Graphical Television Interface Adapter. Anyone?
>

1171. Re: Video Touch Pad?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <36acec6f.0@news.iglou.com>
Source record: 55515

On 1999-01-23 hajjej@aol.com(Hajjej) said:
>I got a box full of Atari controllers at a flea market today for
>$10. Included was a video touch pad. It looks like there used to be
>a paper outline around the butttons but its not there anymore. Can
>anyone tell me how to uyse it and what games its used for?
>John Shawler
I think the only game that used this controller was the 2600 version of
Star Raiders. It works the same as the keypad controller for the 2600 Basic
Programming cart, except that the overlays don't fit. The early Atari 400/800
Basic manuals had examples of programs to use this type of controller.

Net-Tamer V 1.08X - Test Drive

1172. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: "White Flame (aka David Holz)" <white-flame!!!@remove!!!.geocities.com>
Message-ID: <78isis$q9j$1@barad-dur.nas.com>
Source record: 55516
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti,comp.sys.ibm.pc.classic

sbendz@ece.vill.edu wrote in message <36A8FE90.5278@ece.vill.edu>...
>You missed my point. In the real world, with measured values, such as
><italic> weights as determined by a scale in a post office </italic>,
>there are no such things as integers.

(I can't believe I'm entering this discussion)

Excuse me, but real world numbers are only to a certain finite precision.
Let's say a post office letter scale has the resolution of 00.000 pounds.
That would mean that you could have a 2.000 pound package. This
_measured_value_ is an integer. The actual theoretical weight only has a
1/infinite probability of being an integer, but your "measured value" is an
integer.

White Flame (aka David Holz)
http://www.geocities.com/ResearchTriangle/Lab/1767

1173. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: "White Flame (aka David Holz)" <white-flame!!!@remove!!!.geocities.com>
Message-ID: <78isv5qij1@barad-dur.nas.com>
Source record: 55517
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

```
Mike Uhl wrote in message ...
> On Thu, 21 Jan 1999, "White Flame (aka David Holz)"
> wafted these smoke signals into the breeze:
>> Mike Uhl wrote in message ...
>> >I haven't seen a desk-top computer yet that will fit into a shirt
>> >pocket. ;-)
>>
>> My C64 fits into my jacket pocket. (the bottom of the inside pocket
>> ripped, so the entire lining of my jacket is one big (and very
>> useful!) pocket) Getting a 1541 in there is another issue. :)
>
>That's really not much of a problem! Just put it in your knapsack,
>with your monitor and power supply. :-)

And then I can haul my generator behind me in a wagon and run it anywhere!
:)

White Flame (aka David Holz)
http://fly.to/theflame New web page address! (same old page...)
```

1174. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <VITaNGAnmMr2Ew6B@cosine.demon.co.uk>
Source record: 55518
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron:
> Of course, I'm getting a little outrageous here. 3 Gigs, in fact, is a
> commendable amount for an 8-bit. Why, that must be an equivalent
> amount of data to about a dozen current PC games! INCREDIBLE! :-)

Aaron, you've made some appalling jokes during this thread but that was
the worst yet. And I applaud you for it. =-)

> In a way, that amount of data is a bit depressing. I had delusions of
> buying a single CD of C-64 "warez" off the net (containing about 4,000
> different programs) which would contain the majority of progs that
> ever existed. Now *sniff* I know that's not possible! Oh, the joys
> (and headaches) of collecting.

Most of the CDs around cover only the "popular" titles. One CD I have
that was compiled in 1993 from *one* persons collection contains about
4,400 games, over 1,000 tools and nearly 8,000 demos. And the C64
releases didn't stop in 1993.

In fact, I'm releasing a new game in the next couple of months... =-)
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

1175. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <N4UcxXA46Mr2Ew60@cosine.demon.co.uk>
Source record: 55519
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron:
> Even factoring out the Atari 400, the quality of Atari keyboards were
> highly variable (1200 being the best)... ...On average, the Apple
> keyboards were by far the best.

Fungus:
> Sorry. my 128D's keyboard, kicks ass over anything, even new pc
> keyboards! I hate them!

[Points at Fungus] I'm with him. =-)
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

1176. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <36AD0FC8.1CA52648@sprynet.com>
Source record: 55520
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Curt Vendel wrote:
>
> Aaron,
>
> Whew!!! That was quite a message you wrote, very well written, I liked the
> fair comparisons. Just for a little bit of added information. The reason why
> the C-64 and Vic-20 came to market 3 years after the Atari 400/800 was that
> Commodore did not have anything like that in 1979, and in fact I've spoken with
> the 3 people who designed the Vic-20 and C-64 and they admitted to the fact that
> Jack had them look at the Atari's and copy its features and package it into a
> low cost system. Also the Vic and C-64 never had a peripheral bus, simply a
> cassette port and an IEEE bus connector that was made to transfer data in and
> out of the machine, so transfer rates were painfully slow.

Bah. Shows how much you know. IEEE-488 wasn't really ever used on the
Commodore VIC-20 OR C-64 (although the routines exist in kernal on the
64 at least)....besides IEEE-488 is PARALLEL and therefore will kick the
crap out of SIO. Come to think of it, I think that the official
Commodore hard disk for the 64 was an IEEE device. Anyways, if it sucks
so bad, how come it was used well into the mid-to-late-80's??? IEC was
the serial port used on the VIC-20 and C-64. Besides, fast loader
routines (<sigh>, how many times do we have to say it) would speed disk
operations by 40+ times the built-in routines?

> the past, so Atari's strengths: its custom chips are also its downfall. The
> SIO bus although very costly to design peripherals was a concept way ahead of
> its time, in fact look at todays new hot communication standard, Universal
> Serial Bus, where everything is daisy chained to a single interface, in fact the
> designer of the SIO bus for the Atari 800 is also one of the patent holders of
> the USB design working at Microsoft today.

Please. SIO is just a freakin' serial bus. There's nothing special about
it. The ADAM has one of those too, it's called "ADAMNet." It's a 64kbps
asynchronous serial communications port, complete with DCB's (device
control blocks) for addressing multiple devices. I'll bet that it will
kick the crap out of SIO (and definitely Commodore IEC), since it's DMA.
This means that you can use a game WHILE part of the game is being
loaded into memory on the ADAM. ADAMNet supports up to 16 devices. I'll
bet USB has more in common with ADAMNet than Atari SIO.

Point being, serial communications is serial communications, and bits is
bits.

Geoff!

1177. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <36AD131B.20A9F9E8@sprynet.com>
Source record: 55521
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron wrote:

> ...and no internal registers (other than a few pointers to memory)
> which kinda slowed down the TI (still, it made it ideal for potential
> multitasking :-).
>
> The TI/994A was an odd duck in this respect but, because of the period
> of time it came out (ie. need to be RAM conscious...and a RAM/ROM
> barrier that wasn't significantly beyond the base 64K of an 8-bit
> system, and the "general" performance of the system being about the
> same as other early 8-bits) I still believe the TI 99/4A was still
> firmly rootedas being on of the EARLY style computers.

I wouldn't classify the TI's system performance on par with other 8-bit machines, unless of course programs were run through TI Extended Basic or the Editor/Assembler on an expanded machine.

Reason being is that the BASE system only had 16K of memory (plus 1 or 2k extra I think for registers or whatnot). The PROBLEM comes in when you realise that the system has 16K of system memory TOTAL. This is a problem, because the TMS9918/28 VDP *REQUIRES* 16K of RAM to do anything. This means that programs that run on a base system in TI BASIC are *EXTREMELY* slow, since to do anything in memory, the system has to talk to the memory via the video display processor. That's right, a base TI uses the VRAM as System memory. Yuck!!

I remember loading programs on my TI "back in the day" off of floppy disk in TI BASIC that were, oh, no more than about 10K I think, and WAITING 5 MINUTES for a prompt to come back up on the screen to actually RUN the program. I think the reason for the delay is that it would debug a program before allowing you to run it.

Still, the TI has some nice features, and it's a lot of fun to play with. :)

Geoff!

1178. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <tpWEVvAxUNr2Ewvq@cosine.demon.co.uk>
Source record: 55522
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Richard Cortese:
> More relevant & something I would like to know. Just exactly what are
> the minimum and maximum amounts of ram for the display?

Stock:
Minimum: 1,000 bytes
Maximum: 9,000 bytes

With trickery:
Maximum: 32,200 bytes (for an IFLI, but it would be possible to exceed)

I've excluded the 1,000 bytes of colour RAM in all three cases since
it's actually a shadow and the RAM underneath can simultaneously be
assigned another job.
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

1179. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <oZKFZwACWNr2EwsU@cosine.demon.co.uk>
Source record: 55523
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Steve:
> More to the point, I believe 3D games can be quite fun without
> being texturemapped. Is that not the purpose of a game, to be fun?
> Thus I happily stand by _my_ statement: the 8-bit machines are
> quite capable of doing high speed 3D games/programs.

Aaron:
> OK. I guess that, given a choice between two computers, a C64 and a
> Pentium, both being priced at $700, you'd opt for the C-64? After all,
> you did say both are capable of doing high speed 3D games/programs.

Where did he say they compared visually?! Look, I'll explain another way. I like cheap science fiction television (no names, not after what happened last time! =-) and would rather watch these shows, with their crap special effects and stilted dialogue than *any* of the slick, CGI based sci-fi television presently available. Why? One has content, the other just *looks* nice.

But if you feel compelled to watch a film because it has a multi-million dollar effects budget or play a game because it has the latest texture mapped 3D engine *just* because it's got a large effects budget or *just* because it's got the latest texture mapping then all the best to you and I won't stand in the way of your pursuit of happiness.

But I'll stick to my cheap sci-fi and my wireframe games, ta.
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

1180. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <w5LDBYAEENr2Ewt7@cosine.demon.co.uk>
Source record: 55524
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Curt Vendel:
> Not at all, simple type DOS and you were presented with a plain
> english Menu...

> ...much easier then other DOS which did nothing more then load up
> drivers and leave the user to have to contend with crytic syntax
> commands.

What's *not* cryptic about a TLA? The argument runs that you need to
read the C64 manual to learn LOAD"*",8,1 and, granted, it's a more
complex command than just DOS. But you still have to *know* to *type*
it, don't you?
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

1181. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Robin Harbron <macbeth@tbaytel.net>
Message-ID: <36AD2E41.94CDDAA2@tbaytel.net>
Source record: 55525
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Aaron wrote:
> Excellent point (sniff). The C-64 disk drives have, I believe, 256
> bytes of RAM which could be loaded with program code to produce true
> multiprocessing (as opposed to the lamer version of multitasking) for
> things other than drive-only maintenance. I've heard of one user
> actually getting the drive to calculate Floating point code while the
> C-64 dealt with other, less mundane, tasks. TRY DOING THAT WITH AN
> ATARI!!! (sniff)

A 1541 - the most common drive used with a C64 - has 2K of RAM,
and 16K of ROM, and a 1Mhz 6502. Later drives (such as some of
CMD's line of nifty drives) have as much as 32K (maybe 64K).

Commonly this RAM is used for buffer space, but of course there's
nothing preventing one from putting programs in there and running
them. Some 1541 users installed extra RAM in their drives so
they could run more complicated programs that allowed commercial
software to be copied that couldn't be done in only 2K of RAM.

As Steve pointed out elsewhere, I think it's great that I can buy
a new drive (like my spiffy CMD FD-2000 that uses standard HD
3.5" disks - 1.6MB each), daisy chain it on to my existing drives,
and it works - no ROM upgrades, no extra software, patches, etc.
It just works like any of my other drives.
--
Robin Harbron macbeth@tbaytel.net
http://www.tbaytel.net/macbeth

1182. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78jcvf$2v4$1@kc.trail.com>
Source record: 55526
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hola Richard,

In article <36AC25FD.6852@netmagic.net>,
Richard Cortese <ricortes@netmagic.net> wrote:
>Steve Judd wrote:
>>
>> What workarounds did you have in mind for sprites, for getting
>
>In the Atari, the Display List Interrupts are kind of integral in the
>system. Even though the memory for each player is contiguous bytes, at
>anytime during the display you can have the horizontal player 'band'
>move to any postion on or off screen.

I think you'll agree that duplicating multiple (let alone eight)
21x24 sprites with a CPU -- moving the "software sprites", detecting
collisions, etc. -- will entail a very substantial performance hit,
even ignoring things such as background collisions. I would not term
this a "simple workaround".

>> 16 colors on the same raster line, for playing different waveforms,
>Kind of a straw man arguement isn't it? I mean an Atari could have
>something like 24 different colors on screen at once by just chosing a
>graphics mode with text window with P/M graphics enabled. Not even a
>single line of machine code needed. Butt ugly & not really used.

But what is important here is that they are all on the same horizontal
line, without any exceptional programming effort. I mentioned the
ability to have different colored text. But consider a game like
Ultima, which has different character-blocks which represent grass,
towns, monsters, ocean, and so on -- each can use different colors,
without any restrictions. Then consider a game like The Bard's Tale,
or Hacker, in which the screen is made up of different "windows", like:

```
AAAAAAA BBBBBBBB CCCCCCC
AAAAAAA BBBBBBBB CCCCCCC
AAAAAAA BBBBBBBB CCCCCCC
```

Thus window "A" might display some sort of picture -- of a monster,
or some other type of graphic -- while window B contains information,
and window C contains a status display. Each window can have it's
own palette, because colors may be fetched from RAM, instead of a single
color register. In other words, the result is, in general, a 16-color
display, not a 2- or 4-color display, which is why I make the comment
that although the Atari has more colors, the 64 is in general more
colorful. I do not feel that this is a trivial feature or a frivilous

argument (it is certainly not a strawman argument, as I have no
intention of disproving it!).

>More relevant & something I would like to know. Just exactly what are
>the minimum and maximum amounts of ram for the display?

Well, you can just count the bits -- 320x200 pixels is 64,000 pixels,
which gives 8k (8 pixels per byte). A text screen is 40x24, or 1000
bytes. Color is always 1k. As Jason said, though, you can always
use more if you really want to :).

Custom characters take 8 bytes for each character.

>> or for timer-based interrupts? What effect would a given workaround
>
>Atari has timer based interrupts coming out the kazoo. Both the Pokey,
>Pot keyboard sound timer serial chip, and the Antic, alpha nummeric
>telivsion interface<? god it has been a while!> chips have interrupts

Perhaps I should be more specific: I want to control the timer. Could
you provide a piece of code which generates an interrupt every
12345 cycles? (I am indeed curious about this).

>> have on the system or program performance?
>
>You have to pay the band if you want to dance.

I agree -- it takes a pretty serious performance hit to duplicate some
of the more fundamental C64 features.

>BTW: Thanks for the other post on C64 device independance, it was
>exactly what I was looking for. I responded to Robin since I got his
>message in my newsreader first, but your post was very imformative.

You are quite welcome; thank you for the question, and the opportunity
to clarify the issue.

-Steve

1183. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78jdak$30i$1@kc.trail.com>
Source record: 55527
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hola Aaron,

In article <36ac2504.15959061@news.localnet.com>,
Aaron <aarona@localnet.com> wrote:
>On 24 Jan 1999 22:37:36 -0700, sjudd@kc.trail.com (Steve Judd) wrote:
>
>Excellent point (sniff). The C-64 disk drives have, I believe, 256
>bytes of RAM which could be loaded with program code to produce true

Not quite -- Atari drives have 256 bytes of RAM. Commodore drives
have 4K of RAM.

-Steve

1184. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78jdj0$31q$1@kc.trail.com>
Source record: 55528
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <36AD2E41.94CDDAA2@tbaytel.net>,
Robin Harbron <macbeth@tbaytel.net> wrote:
>Aaron wrote:
>
>A 1541 - the most common drive used with a C64 - has 2K of RAM,

Oops, Robin is right -- 2K, not 4K as I indicated. Hopefully my
memory did not fail me regarding the amount of RAM on an Atari
disk drive.

>and 16K of ROM, and a 1Mhz 6502. Later drives (such as some of
>CMD's line of nifty drives) have as much as 32K (maybe 64K).
>
>Commonly this RAM is used for buffer space, but of course there's
>nothing preventing one from putting programs in there and running

Including some seriously nasty copy protection.

-Steve

1185. The mighty DOS menu (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78je7f$34t$1@kc.trail.com>
Source record: 55529
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <36AC8ECF.E03E3A41@worldnet.att.net>,
Curt Vendel <cvendel@worldnet.att.net> wrote:
>Not at all, simple type DOS and you were presented with a plain english Menu.
>If you wanted to copy disks is you selected Copy Diskette and if gave you an
>example syntax to follow for souce and destination. Need a diskette Formatted,
>you selected that. Only things like loading Binaries and such I could see
>where people would have to read, but Atari DOS was exceptionally simplistic and
>much easier then other DOS which did nothing more then load up drivers and leave
>the user to have to contend with crytic syntax commands.

Heh... the way some people talk, though, you get the impression that
they can hardly wait to get home for an all-night session of renaming
files and formatting disks.

You must admit, it's kind-of funny to think about -- I imagine a kid
running home after high school... "No time for Jumpman! I just got
a whole new batch of blank floppies!!!" ;-)

-Steve

1186. Loading speeds (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78jf29$38q$1@kc.trail.com>
Source record: 55530
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <36AC8B47.5ADC7CCE@worldnet.att.net>,
Curt Vendel <cvendel@worldnet.att.net> wrote:
>
>versions of DOS. Also Atari's load data at much higher speed's then the
>C-64's so

Are you sure of that?

My references are all in boxes, but my recollection is that the
throughput of an Atari disk drive is 1000 bytes/sec. Not much to
write home about, although twice as fast as the stock C= loading
speed of 500 bytes/sec. With a fastloader, the 1541 is quite
a lot faster than 1000 bytes/sec.

Did I remember correctly?

-Steve

1187. A new subject line (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78jg4b$3cf$1@kc.trail.com>
Source record: 55531
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hola Aaron,

In article <36ac0ea1.10227523@news.localnet.com>,
Aaron <aarona@localnet.com> wrote:
>
>My mistake. You're right about the keyboard interrupt generation. It
>would occasionally interfere with DLI's (a more sophisticated form of
>C-64 raster interrupts).

Care to explain how DLIs are more "sophisticated" than the 64's raster
interrupt?

-Steve

1188. Directories

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78jgsj$3fg$1@kc.trail.com>
Source record: 55532
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <01be4884$3102c2a0$17364382@vidar>,
Vidar \"Hawk\" Olavesen <olavese@online.no> wrote:
>>
>> One unfortunate aspect of the Atari DOS menu system was it's lack of
>> easy accesssibility within a BASIC program. Something as simple as
>> getting a directory listing required weird XIO commands that I never
>> bothered to memorize.
>
>Not really XIO, but it's not that easy.
>OPEN #1,6,0,"D:*.*":FOR I=1 to 1E9:GET #1,A:? CHR$(A);:NEXT
>
>which also results in an error message when it reaches the end of
>directory.
>
>But, doesn't LOAD "$",8:LIST ruin the program you are currently coding ?

Yup! The DOS wedge (not to mention cartridges and JiffyDOS and such)
directories are nondestructive, though.

The alternative is to write a little piece of code that is remarkably
similar to the one you wrote above.

Actually, there's one other alternative which occasionally works:
LOAD"$",8,1 -- that will load the directory to $0400, which is
the screen, instead of $0800, which is where BASIC programs begin.
'Taint very pretty though :).

-Steve

1189. A new dimension (Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78jhii$3hm$1@kc.trail.com>
Source record: 55533
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hola Aaron,

In article <36ac3ea0.22515914@news.localnet.com>,
Aaron <aarona@localnet.com> wrote:
>On 24 Jan 1999 21:51:30 -0700, sjudd@kc.trail.com (Steve Judd) wrote:
>
>No computer invented by man has ever done true 3D. 3D has only been
>simulated at varying degrees of artificial realism (and usually only
>on a small 2D area). In comparison to current technology, the ability

Would you care to enlighten us on "true 3D", how 3D computer programs
work, human reconstruction of two-dimensional retinal projections, and
related matters -- or just save time by nibbling your Nikes, as it were :).

-Steve

1190. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac0c2a.9596444@news.localnet.com>
Source record: 55538
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
>>> Tony, it'll send it to the screen unless you've told it otherwise.
>>
>>Loaded question maybe, was this CHROUT routine in ROM or a RAM vector?
>
>It is both. CHROUT is set to $FFD2, which is in the kernal jump
>table in ROM, which contains the following line:
>
> JMP ($0326)
>
>$0326 is located in RAM, and points to a ROM routine.
>
>Furthermore, the same routine is used for outputting characters
>to any device. For example, to print to the printer instead of
>the screen, you'd use
>
> LDA #4
> TAX
> JSR SETLFS
> JSR OPEN ;Open a channel to the printer
> LDX #4
> JSR CHKOUT ;Make it the output channel
```

Could you comment each of the above lines for me? What would happen if another number other than #4 is substituted? Does the OS support entire strings of bytes or is the above brute force method required to simulate it?

```
>Similarly, you could open a disk file and redirect output to it,
>etc. The output routine CHROUT is, of course, smart about the
>device it prints to, so for example, if you print the "cursor up"
>character to the screen, the cursor is moved up. Print it to
>a file, and the byte is simply output.
```

The Atari, through the CIOV (Central Input Output Vector) supports onscreen editing when sending info to the E: device.

1191. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac0da1.9971147@news.localnet.com>
Source record: 55539
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

>> transferring "soft" registers to hardware registers, etc). If
>> necessary, GAMES or other apps could turn this off, replace, or add
>> their own VBLANK code. (I don't believe the C-64 OS ever bothered with
>> this technique.)
>
>The C64 also has a housekeeping routine that is called 60 times per
>second - it does things like read the keyboard etc. - and likewise,
>programs could add to or replace this code. Believe it :)

I apologize for the mistake. Even perfect people can make them (JOKE).
>
>> The Atari hardware register responsible for Keyboard input did not
>> correspond with the ASCII (actually ATASCII) equivalent. And neither
>> of these keycode representations corresponded with what would
>> ultimately be sent to the display. Due to this disparity, the Atari OS
>> had to contain 3(?) separate tables for the necessary translation
>> between keycode, ASCII, & screen display.
>
>Likewise, PETSCII, the keyscan codes, and the screen display codes
>are all different on the C64.

Well, I guess both the C-64 and Atari 800 series both shared some
annoyances. I believe the Apple didn't have this problem (which was
more than offset by others).

>Robin Harbron macbeth@tbaytel.net
> http://www.tbaytel.net/macbeth

1192. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac0ea1.10227523@news.localnet.com>
Source record: 55540
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 24 Jan 1999 22:17:24 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>In article <36AB7143.6D67C71D@tbaytel.net>,
>Robin Harbron <macbeth@tbaytel.net> wrote:
>>Aaron wrote:
>>> All 8-bit computer OS's (Apple, Commodore, Atari, Adam, etc.) allowed
>>> for the above character output-style code to the screen. I assume
>>> CHROUT is a vector that can be redirected for writing that character
>>> to some other device?? (disk drive or the C-128's 80 column screen)
>>> What's the C-64 output vector to write an entire string of characters?
>>
>>By default, CHROUT writes to the screen. If you open a file
>>to, say, a printer or disk drive, you can then divert output
>>to that file.
>
>...without "diverting the vector"...

What a "diverting" comment :-)
>
>>There isn't a KERNAL routine to output a string of characters.
>
>There is on the 128. Otherwise, it's awfully easy to roll your
>own, for example,
>
> JSR STROUT
> TXT 'Hola Robin',0d,00
>
>>The C64 also has a housekeeping routine that is called 60 times per
>>second - it does things like read the keyboard etc. - and likewise,
>>programs could add to or replace this code. Believe it :)
>
>On the Atari, every keypress generates an IRQ, so it doesn't use
>a keyboard update like the 64. On both machines, the decrease in
>system speed is negligible, though.
>

My mistake. You're right about the keyboard interrupt generation. It
would occasionally interfere with DLI's (a more sophisticated form of
C-64 raster interrupts). and would cause annoying color flashing if a
DLI was used for color palette modification,

1193. TEST

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: EURO-ISDN@t-online.de
Message-ID: <78h871tfr1@news08.btx.dtag.de>
Source record: 55541

```
--
-----
This Message was sent via Microsoft Mail and News
```

1194. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac1108.10842307@news.localnet.com>
Source record: 55542
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

>>One more thing, 16 colors on a text screen, and an ADSR wave on the
>
>Not on a text screen -- on all screens. _All_ C64 screens are,
>in essence, 16-color screens.

Of all the so-called C-64 advances (over the older Ataris) the C-64's color nybbles were the one thing I most wished was incorporated into the Atari 8-bit architecture (with, of course, the added benefit of allowing for a full 128/256 color range rather than the C-64's paltry 16). Real C-64 style sprites (and its greater possible resolution) would have also been a (somewhat more minor) benefit.

>>voices aren't enough to convince me that the c64 is a more advanced
>>computer...
>
>Hmmmmm... perhaps I am simply dense, but which part of sprites,
>color RAM, SID, twice as many characters, and so on is the part
>that makes the C64 less advanced?

It's been my experience that no machine (of equivalent vintage) is more "sophisticated" in every way than another. Even though one could do some wonderful things on the Atari's POKEY sound chip, the SID chip was far and away the most sophisticated of the two. The POKEY chip could "simulate" certain aspects of the SID in the same way that an Apple II could "simulate" Atari or Commodore hardware based sprites. However, This does not at all mean that the Apple II sprite ability was just as sophisticated.

>>they're nice, and have their place, and there are workarounds
>>for that on the atari, but not enough to make a difference to me...
>
>What workarounds did you have in mind for sprites, for getting
>16 colors on the same raster line, for playing different waveforms,
>or for timer-based interrupts? What effect would a given workaround
>have on the system or program performance?
>
>My point being that these are not merely features one can use in
>an argument -- these are features that one uses frequently in programs.
>Before I label a feature "useful" I try to name 5-10 different programs
>which utilize the feature; in this case, I'd say perhaps 99% of all
>C64 programs use at least one of the above features.
>
>-Steve
>

1195. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac169a.12269035@news.localnet.com>
Source record: 55543
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 23 Jan 1999 18:03:03 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>Hola again, Ronald,
>
>In article <MPG.111216b05fd229aa989723@news.midwest.net>,
>Ronald A. Laski, Jr. <rlaski@midwest.net> wrote:
>>In article <785qnm$t4j$1@kc.trail.com>, sjudd@kc.trail.com says...
>>>
>>> I believe you are perhaps missing the bigger picture here: it is the
>>> Atari people that are saying that the 64 is comparable to the Atari.
>>
>>Nooo.. i didn't say that... I (as an Atari person) am only 'hearing'
>>arguments that aren't convincing me that the c64 is 'better' than the
>
>Hmmmm. Well, although I haven't been following very closely I have
>seen very few arguments from C64 people about why the 64 might be
>better, or more advanced. Therefore, perhaps I will make a few arguments.
>I'm a pretty simple guy, so these will be pretty simple arguments --
>three features which 64 people perhaps take for granted, but which
>I find invaluable for serious programming, and have often missed while
>working on other computers. I'll leave discussions of cute effects
>and obscure hacks to others.
>
>First, turn on the computer. I think it's awfully cool that you can
>immediately start typing and moving the cursor around, but the issue
>here is color RAM: press CTRL-1 and type a letter. Then press
>CTRL-2 and type another (perhaps a graphics character). Keep on
>going and you'll have sixteen characters, each of a different
>color -- sixteen colors on the same line. Is that really an
>advanced feature? Well, consider how many other computers can
>do that. The Atari can't. Neither can the Apple. An IBM can't
>(not in text or CGA mode). Even an Amiga needs four bitplanes --
>32K as a minimum -- to do it. I think perhaps the CoCo can do it,
>but the point here is that other machines need quite a lot of resources
>to duplicate this simple feature (when they can duplicate it at all).

The IBM CGA display can support this in hardware but, I assume, you
mean that it can be very simply accomplished via a few simple
keystrokes. I also liked this C-64 ability (remember spending over
half an hour just playing around with it).

>So, what is it useful for? Why, everything. It means screens -- hires,
>lores, text -- are always colorful. For example, I wrote a music composer.
>The main editing screen contains lots of information and text -- how nice

>it is to have note data in one color, player data in another, editing
>info in another, alert text in another, flags in another, and so on.
>And all in a 1k graphics screen. More generally, game objects can be of
>different colors, there can be different-colored windows on the screen --
>the list goes on and on. Nearly every 64 program uses this feature,
>and with good reason: it is an extremely useful and powerful feature.

The Atari can display various color text via DLI's and double width
Player/Missiles (set to hide behind the background color), but is not
anywhere near as simple (or as sophisticated) as the C-64 method.
(See? At least I can make these distinctions. This small comment is
directed at others, not you.)

>Moving right along, the large majority of silicon real estate on
>VIC is devoted to sprites. Is it worth it? C64 sprites are
>24x21 objects -- a nice size for many game objects. There are
>eight of them, and they behave identically. They can be multicolor,
>generate interrupts upon collisions, and so on. And most importantly,
>their X- and Y- positions are directly controlled by a register.
>And once again, the Apple can't do that, the IBM can't, the Atari
>can't, and many Amiga programmers only wish the Amiga's sprites were
>so straightforward. By comparison, the Atari's players are
>eight pixels wide, must be copied manually to move vertically,
>and there are only five of them (or four players+four 2-pixel wide
>missles). Not only do many programs use sprites, but many games
>would simply not be _possible_ without sprites.

Not Possible without sprites? I've seen some amazing stuff on Apple
II's without any hardware based sprite facility. However, all else
being equal, I much, much prefer having access to as many hardware
based sprites as possible. You're right about the one flaw of the
Amiga, which essentially has a slightly more sophisticated version of
the Atari 8-bit method. Even back in the 80's, I wished the Amiga's
sprites were as sophisticated (and numerous) as what I've recently
learned about the NEC TURBO GRAPHX 16.

>game machines (Nintendo, Genesis) have a similar (and superior)
>capability, and with good reason -- sprites of this power are
>_extremely_ useful!

The original Nintendo's sprite facilities weren't any more
sophisticated than the C-64. The SuperNintendo, on the other hand, was
a whole 'nother ball 'o wax.

>
>Finally, I'd like to mention a nifty little guy in the C64 called
>the CIA. The 64 has two of them, and they can do all sorts of
>useful and practical things. One of the things they can do is
>count: they can count tenths of seconds, machine cycles, external
>signals, and so on. There are BCD timers, 8-bit, 16-bit -- even
>32-bit. And these are useful for all sorts of things -- playing
>music, or digital samples; generating interrupts for operating

>systems, or real-time systems; measuring the speed of code, or
>of external hardware signals; something as simple as running a
>clock. They are so useful that many 64 programmers probably
>can't imagine doing without them. And yet, what does the Atari
>have in the way of hardware timers?

Yeah! I'm sure everyone would want the CIA in their home (JOKE).
Seriously, though, the Atari's (POKEY?) has three 16 bit hardware
timers (supported by the OS...a fourth if the OS was bypassed) which
can also count down in machine cycles (if necessary). This can be
achieved without affecting the sound functions (forgot if the C-64 had
this quirk). And this is on top of VBI's (both immediate and
deferred), DLI's and (possibly?) the more primitive (but still
powerful) form of RASTER INTERRUPT. Oh, and there's also the keybaord
interrupt (which, without clever programming, can screw up some of the
previous forms of Interrupts).

>Well, that's it. http://stratus.esam.nwu.edu/~judd/fridge/atari.compare

I'm going to check that URL. Thanx.

>has some further details on the relative merits of the 64 and Atari,
>if you're interested. I don't expect that I've convinced anyone
>concerning the 64; such a task is always difficult, because the
>real strengths of a machine are generally more technical and subtle
>in nature, and don't fit on a spec sheet. For example, whereas
>many people point to the processor speed or number of colors as
>a great Atari strength, I think these are rather frivolous

Atari 128/256 color capability is not at all frivolous. If it is, then
so is the C-64 color text, SID chip and, oh heck, even sprites and
lower case text. We all might as well have chucked out our Ataris and
C-64s in favor of the Apple II+, which contained very little
frivolity. :-)

>powerful Atari feature is the ability to start graphics data at
>any memory location -- many 64 coders would love it if the graphics
>data didn't have to be page-aligned.

Except for that little Atari ANTIC bug which couldn't cross a 4
Kilobyte boundary without a stupid LMS (Load Memory Scan) instruction
in the Display List.
>
>Anyways, while I like the Atari and think it is a fine machine,
>I certainly have no problem claiming that the C64 is the more
>advanced, useful, capable, and flexible of the two. In terms
>of substantive features, it is simply the superior machine --
>I'll trade autobooting for sprites and color RAM any day.

I'd rather trade an AMIGA for either of 'em (NO JOKE).

>>to go there just yet) :) Anyway, that program was designed to give the
>>pokey chip sid-type waveform sound capability. Excepting THAT, i read a

>
>I certainly doubt that. Probably it gave pokey an ASDR envelope,
>by controlling the volume -- pokey isn't going to do SID waveforms
>anytime soon.

Certainly not! And neither will the C-64 display 16 separate
luminances of any single color. Of all my original computer/game
machine experiences, that singular Atari ability floored me the most.
(not unlike seeing the first Star Wars movie for the very first time).
Of course, that ability came at a price: only an 80 pixel (2 color
clock each) horizontal resolution.

>-Steve

1196. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac20c3.14869791@news.localnet.com>
Source record: 55544
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 24 Jan 1999 22:03:05 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>Hola Aaron,
>
>In article <36aab2ce.18794604@news.localnet.com>,
>Aaron <aarona@localnet.com> wrote:
>>On 23 Jan 1999 18:37:05 -0700, sjudd@kc.trail.com (Steve Judd) wrote:
>>
>>same techniques would probably allow the game to run faster on the RAM
>>beefy-er Atari computers, as well.
>
>Certainly. But the argument being given was "The C64 version of
>Rescue isn't very good, therefore the 64 isn't very good."
>Which isn't a very good conclusion.

Good point. But, you have to admit (please?), manipulating only 4K of data would produce a faster framerate than manipulating 8K (double the amount) with the same speed processor. Unlike the Atari, the C-64 didn't have hardware based low res display ability. (I can't believe I'd see the day where I'm making the argument for lower resolution. I must be getting senile). Due to this, a properly coded Atari version of Rescue on Fractalus would still be faster than a properly coded version for the C-64.

Many multicolor platform style Amiga displays ran better than the PC variant partly because the amount of RAM allocation for screen memory was more customizable. If 32 full screen colors were enough for the game, the Amiga could open a display containing RAM for exactly 32 colors. The IBM's VGA display forced one to open up a 256 color display regardless of the amount of colors the game truly needed.

>>>>SID was much more sophisticated than POKEY's 4 voice sound. It was
>>>>also significantly harder to program (and it's main flaw being the
>>>
>>>Another bold claim. Fair enough -- you post some code to do something
>>>with POKEY, and we'll see how complicated it is compared with code
>>>to do the same with SID. How about using a noise waveform?
>>
>>A noise waveform is nothing for the Atari. It would require just (2?)
>>simple POKEs or, better yet, a standard BASIC sound command.
>
>I was not clear; I was asking from a programmer's perspective,
>i.e. programming pokey from ML. I am trying to understand your
>comment vis. SID being "significantly harder to program".

I still haven't yet dug up the proper info. When I do, I'll try to give you a hardware overview of POKEY sound programming. Again, it's not as sophisticated as the C-64, but should still be easier for a newbie ML programmer to cope with it (POKEY) than the SID (WARNING! AARON'S FOOT IS PREPARING TO ENTER MOUTH!)

1197. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac2504.15959061@news.localnet.com>
Source record: 55545
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 24 Jan 1999 22:37:36 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>Hola Jon,
>
>In article <36adb434.90556668@news.pressenter.com>,
>Jon Melbo <jmelbo@pressenter.com> wrote:
>>
>>Autostarts ARE a feature. Likewise on the Atari you are not required
>>to boot anything. You must boot DOS in order to use disks. It
>
>Those last two sentences don't exactly match :).
>
>>doesn't actually run a application though unless it is called
>>AUTORUN.SYS or STARTUP.BAT in case of SpartaDOS. The C64 also needs
>>to load in a DOS in order to use disks, it's just that it loads it in
>>from ROM inside the drive?
>
>Not quite -- the DOS is _in_ the drive, on a ROM. The disk drive
>is a programmable device, with RAM, ROM, and a 6502. When you
>send a DOS command -- to rename or scratch a file, to format a
>disk, etc. -- you send that command to the disk drive. The disk
>drive itself exectues the actual command -- C64 users could do
>something else while formatting a disk long before the Amiga ;-).

Excellent point (sniff). The C-64 disk drives have, I believe, 256
bytes of RAM which could be loaded with program code to produce true
multiprocessing (as opposed to the lamer version of multitasking) for
things other than drive-only maintenance. I've heard of one user
actually getting the drive to calculate Floating point code while the
C-64 dealt with other, less mundane, tasks. TRY DOING THAT WITH AN
ATARI!!! (sniff)

>By the way, this feature is why old programs work with new hardware
>on the 64. The 64 program doesn't care if it is talking to a RAMdisk
>or a 1541 or a SCSI hard drive -- it just tells it to scratch a file,
>and the individual drive does the rest. The program itself does
>not need to be updated with any sort of device drivers.
>
>This is also what makes fastloaders possible -- a special program
>is loaded into the disk drive as well as the computer RAM, and the
>two programs talk to each other.
>
>Make sense?

Undubidably (sniff)

1198. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac2711.16484762@news.localnet.com>
Source record: 55546
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 19:04:01 -0800, Fungus <fungus@eskimo.com> wrote:

>
>> Remember, when the Atari 8-bit was new, most people only had
>> experience with cartridge (or was it CD? JOKE) based game machines
>> where one would pop in a cartridge, turn on the power, and,
>> subsequently, only be bothered with the Carpal-tunnel inducing
>> joysticks. The original Atari 8-bits (before the advent of the OPTION
>> key befuddling XL machines) allowed people to easily migrate to a
>> "real" computer in just seconds without throwing up their hands in
>> disgust. The C-64s just DID NOT HAVE THIS ADVANTAGE!!!!! PERIOD!!!!!
>>
>
> True yes, advantageous(?), well that's up to opinion... not a fact.

Quick ease of use is always an advantage In the same way as roads and
highways are preferable over driving through forests, lakes, and
heards of buffalo. (which I suppose, would give a traveler more
flexibility...assuming one installed a cow catcher in the front of
one's car :-)
>
> also, are you implying the 64 is not a "real" computer? I think I shall
>leave that one up to someone else...
>
I didn't mean to imply that the C-64 wasn't a "real computer". It was
just meant to separate a game only machine with one that had the
functionality of a so-called "real" computer (consisting of keyboard,
mass storage, end-user programmability and software availability for
non-game-playing use.)

1199. Re: Keyboards I have known

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: spectral@hangar18.campus.luth.se
Message-ID: <Pine.LNX.3.96.990125152052.3291A-100000@hangar18.campus.luth.se>
Source record: 55547
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

```
> The best keyboard I've ever used was on a top-of-the-line Canon
> dedicated wordprocessor in 1986 or so. I would pay a lot of money
> for a PC keyboard with the same quality.
>
The best one i've used is the new style A4000 keyboard. It's so good i am
considering tog expand my peecee with an extra ps2 contact so i can use it
for that as well :)

/Jonas
```

1200. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac29e3.17206814@news.localnet.com>
Source record: 55548
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 16:41:47 GMT, pg@sff.net (Paul Guertin) wrote:

>On Sun, 24 Jan 1999 06:39:52 GMT, aarona@localnet.com (Aaron) wrote:
>
>> Even factoring out the Atari 400, the quality of Atari keyboards were
>> highly variable (1200 being the best). Also, the placement of certain
>> keys were STUPID. Most Atari users (including me) would "accidentally"
>> hit the BREAK key when initially aiming for the BACKSPACE key. On
>> average, the Apple keyboards were by far the best.
>
>On the Apple II keyboard, RESET was just above RETURN, and in those
>days when you pushed RESET, you lost whatever Basic program you had
>in memory. After a few such incidents, many people removed the RESET
>key, or put a small washer under the keycap to make it difficult to
>press accidentally. I believe Apple issued official instructions for
>this.
>
>On the II Plus, Apple added a switch on a daughterboard that allowed
>the user to require CTRL-RESET instead of RESET, to the relief of many.
>
>In my opinion, the Apple IIe keyboard was one of the best keyboards of
>all time. Great touch, nice layout, good quality. If only the arrow
>keys had been in an inverted T instead of in a row, it would have been
>almost perfect.

I agree. Isn't it odd that Apple would follow this success with the
lame Apple IIc (and IIGS) keyboards? I guess even the best of
companies must occasionally pull defeat from the jaws of victory!

>> It can be much simpler than this on the Atari. For prepackaged,
>> commercial software, one can simply insert the disk, turn on the
>> computer, AND THAT'S IT!!! No "LOAD "$",8"! NO "RUN "D:NEATO.BAS"! NO
>> "DOS"! Heck, even "lowly" Apple II computers could achieve this
>> miracle of modern civilization. BUT NOT THE C64!!!!!
>
>Early models of the Apple II (we're talking 1977) required the user
>to type "6 CTRL-P RETURN" in order to boot (from slot 6). On very
>early models, there was no power-on reset circuitry -- the user had
>to push RESET after turning it on.

I did not know that (in my best Johny Carson impersonation). The
earliest Apple I had experience on was the II+.

What would occur before pressing reset? A garbled display?

1201. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac2d5f.18098359@news.localnet.com>
Source record: 55549
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 19:14:13 -0800, Fungus <fungus@eskimo.com> wrote:

>On Sun, 24 Jan 1999, Aaron wrote:
>
>>
>> Even factoring out the Atari 400, the quality of Atari keyboards were
>> highly variable (1200 being the best). Also, the placement of certain
>> keys were STUPID. Most Atari users (including me) would "accidentally"
>> hit the BREAK key when initially aiming for the BACKSPACE key. On
>> average, the Apple keyboards were by far the best.
>
> Sorry. my 128D's keyboard, kicks ass over anything, even new pc
> keyboards! I hate them!

Commodore 128 keyboards were quite nice. Certainly better than C-64
keyboards (which weren't terrible). However, I wouldn't consider the
C-128 keyboard to be the best. I, for one, have never gotten locked up
on any single keyboard. If I was to choose one to be "the best", it
would probably be IBM's early PS/2 keyboards. When I find 'em cheap
($3 or under) I picke 'em up. Other notables include the Atari ST
keyboard (as long as I can stay away from their attrocious mouse),
Amiga 2000 keyboard (mine died. Boo Hoo :-( ) and the Apple IIe
keyboard.
>>
>> >
>> >load "$",8'
>> >what in the world is that???? Sheesh,
>> >
>> >run "d:neato.bas"
>> >
>> >or
>> >
>> >dos
>> >
>> >is MUCH more civilized.
>> >
>>
>> It can be much simpler than this on the Atari. For prepackaged,
>> commercial software, one can simply insert the disk, turn on the
>> computer, AND THAT'S IT!!! No "LOAD "$",8"! NO "RUN "D:NEATO.BAS"! NO
>> "DOS"! Heck, even "lowly" Apple II computers could achieve this
>> miracle of modern civilization. BUT NOT THE C64!!!!!
>>
>

>And for your info, the 128 is quite capable of this... (tho the 64 is not)
>and I still don't use it!

Awe, shucks. I have a car and a bicycle...but usually usually use the
bike for most of my travelling. I guess it would be comparable :-)

1202. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac2fdd.18737102@news.localnet.com>
Source record: 55550
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Mon, 25 Jan 1999 00:19:41 GMT, jmelbo@pressenter.com (Jon Melbo)
wrote:

>On Sun, 24 Jan 1999 01:44:05 -0800, Fungus <fungus@eskimo.com> wrote:
>
>>different versions of the same thing. At least we weren't submitted to
>>only having 100k or so... that's 3-4 programs disk side... atari dos
>>really wasted the disk space...
>
>It wasn't so much that it wasted the space (though it did by
>comparison to SpartaDOS (which is godly efficient)), it was more that
>there just wasn't much space on the format the drives did on the disk.
>Atari's original drives only formatted 90K of space on a single side
>of a floppy! How crappy can you get?

In the context of when Atari drives first came out (late 70's), it was
quite an unGodly amount of storage space. In comparison to Commodore's
1541 (over 2 years later) it sucked snake spit. The older Atari drives
could only accomplish FM (Frequency Modulated) data storage, whereas
the 1541 could (I believe) accomplish both MFM(?) (Modified Frequency
Modulation) and GCR (Group Code Modulation).

And remember, both Commodore and Atari DOS couldn't handle nested
directories. Apple's newer DOS could (PRODOS). (NOTE: I'm assuming
that the C64 and Atari DOS was later modified by third party
manufacturers to accomplish this).

1203. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac320d.19296438@news.localnet.com>
Source record: 55551
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Mon, 25 Jan 1999 00:13:31 GMT, jmelbo@pressenter.com (Jon Melbo)
wrote:

>On 24 Jan 1999 00:08:56 -0500, Greg Menke <nospam@erols.com> wrote:
>
>>Yeah well, if we MUST have a religious war, at least the Atari had a decent
>>device I/O subsystem.. plus it looked better- the Vic20 and C64 both looked
>>like toys- and the keyboards sucked too. Yeah, I know the 400's keyboard
>>was a mess, but any serious Atari person got an 800 REAL FAST- or rolled their
>>own keyboard.
>
>The Atari 400/600 were very nice quality. The XLs were of good
>quality, the XEs were somewhat junky, and the CBM stuff was somewhere
>a bit worse in physical quality than the Atari XE line.

Despite being junkier, I preferred the Atari XE keyboards over the
800/600XL ones (despite owning an XL and learning to touch type on it
long before getting my 130XE). Please note that there were at least 3
different 800/600XL manufactured keyboards...some being alot better
than others.

I wouldn't agree with your notion that the C-64 keyboards were worse
in physical quality than the XE line.

>Just my opinion. I think the technical aspects of the C64 place it on
>par with the Atari line. Each different and excelling in different
>areas. Over-all, I think the Atari is the better machine BUT it is a
>close call and those who value some of the strengths of the C64 would
>like it better over all.
>
>
UH OHHHH! You'd better duck quickly!!!!!! Or you may get a bunch of
1541 drives rammed up your ass (not by me, though).

1204. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac3434.19848096@news.localnet.com>
Source record: 55552
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>On the other hand, while I appreciate to some extent how the Atari's reset
>button was used, I wish I knew how to get a true reset out of it ala the
>Apple without powering down. Am I missing a key combination, guys?
>
Nope. Not missing anything (unless you include the fuse box in the
basement).

As for reset/power up on the Atari, I loved the muffled rumbling sound
it would emit out of the television.

1205. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac351c.20079381@news.localnet.com>
Source record: 55553
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>MIME-Version: 1.0
>Content-Type: TEXT/PLAIN; charset=US-ASCII
>
>> READ MY OTHER NEW POST!
>>
>> UNLIKE COMMODORE, ATARI ATTEMPTED TO COME OUT WITH A COMPUTER THAT
>> COULD BE AS SIMPLE AS TURNING ON A LIGHT! THIS DOES NOT AT ALL MEAN
>> THAT THE ATARI'S WERE MORE POWERFUL...JUST A LITTLE BIT EASIER FOR A
>> NEWBIE (ie. a 7 year old kid who can't read manuals) THAN THE C-64!!!!
>>
>> I can't understand the need to argue on a point that, I thought, was
>> simple to understand. Maybe this (stupid?) analogy would help:
>>
>>
>> When purchasing paper to feed into one's laser printer, would a person
>> usually get paper cut to the necessary size (9.5 x 11) or get poster
>> size sheets that they then cut to the proper size? END-USER SIMPLICITY
>> IS THE KEY!
>>
>>
>
> Well it is my opinion computers should NOT be simple enough for
>everyone to use without reading at least SOME type of manual... it then
>ceases to be a computer, and becomes an appliance... something the big
>wigs are really pushing for... and it's totally wrong... I want a
>computer, not an appliance!
>
You're right. Pentium based computers must be an appliance. After all,
it acts as a heater, toaster, and fire alarm :-)

Computers should be designed as a series of layers. The upper layer
should be absolutely idiot proof. Lower, successive layers should give
more control to the experienced users.

I can't even imagine how my above explanation could ever be argued
against. But I'm sure it'll happen.

1206. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36AC85AB.495F799@worldnet.att.net>
Source record: 55554
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Listen,

Don't complain about IDE, its light years ahead in easy and compatibility compared to the good old days of MFM and RLL drives, this damned things and their controllers were horrible, everything was manual, you had to run special diagnostic software supplied on diskette and go into the controller card and configure the settings manually, no auto-sense their, and the drives were mostly incompatible with other makers and even different model numbers from the same manufacturer. SCSI may kick IDE's butt, but IDE is still a lot better then the good-ol' days.

Curt

Aaron wrote:

> >Unfortunately the SIO bus although advanced for its time was expensive to develop
> >peripherals for and that was its downfall, items which should have cost 1/4th the
> >price had to have an intelligent communications control and then its own
> >controller so items were very very expensive. The XL series with its Parallel
> >bus could have solved many of the problems with PBI based devices, but the devices
> >meant to be released never got a chance when the Tramiels took over Atari and
> >cancelled all of the products.
> >
> That's the same reason why SCSI never caught on in the PC community.
> Instead, we're left with that god awful IDE standard. That same
> mentality is now making HST "software modems" popular.
>
> Actually, I've just started browsing the computer magazines of that
> era and haven't seen a significant difference in price between Atari
> and Commodore peripherals.

1207. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac3723.20598904@news.localnet.com>
Source record: 55555
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>I agree one-hundred percent. The PC could be a much more powerful
>system if we weren't wasting half of it's resources trying to make pretty
>graphics. That's one of the reasons a Macintosh running at 266mhz is
>comparable to a Pentium running at 400-450mhz, the PC was never
>designed to be a graphical system in the first place.

NON-SEQUITURE

>My father bought me a c64 when I was about five or six. I had a couple
>cartridges, a datasette, and a black and white television. Most people
>bought computers then with the idea that a computer was going to be
>a computer and to make it do anything of worth you had to use your
>mind. If you were old enough to read the label on the disk you could
>certainly figure out how to load a program on a Commodore.
>
>I'm not totally against the idea of simplifying the computer process, who
>doesn't want something simple? The problem is that 90% of the people
>who are purchasing PC's today don't understand the origins of the systems
>they're on. If they were even alive when the c64 was vibrant they probably
>would turn their noses up at it and say "this is for nerds and losers."

The car industry also went through this transition. There was a time
when there were a multitude of car companies...each containing
nonstandard parts (well, that part still occurs ;-)). Most early
purchasers (late 1800's and early 1900's) had to know their car inside
and out in order to keep it roadworthy. This is no longer necessary
(if you don't mind being overcharged by $500 by an unscrupulous
mechanic).

>As early as 1993 the internet was still a wonderful resource. Since the
>media has bastardized it however, it's turned into a realm of
>thirteen-year-olds hungry for porn and teen chats.
>I'm don't mean to spew the newsgroups with useless chat, I just felt this
>was
>a fine time to get something off my chest. :)

HHHHmmmmmmm! PORN! (homer simpson)

1208. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: pg@sff.net
Message-ID: <36ac4360.4485902@news.newsguy.com>
Source record: 55556
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

dpeschel@u.washington.edu (Derek Peschel) wrote:

[Lots of correct stuff about the Apple II "PR#" commands]

> By the way, the two cases may overlap. If DOS is loaded, it usually sees
> its PR#6 command before giving the command line to BASIC. But if you type
> PR# 6 instead, you'll get the BASIC command

No, spaces are insignificant with both Basic and DOS. "PR# 6" will be
caught by DOS (I'm sure about DOS 3.3, and I believe it's also true
under ProDOS). If you want the Basic PR#, you need to enter something
like ":PR#6" (the Basic : statement separator fools DOS). Or "1 PR#6"
and then "RUN".

Paul Guertin
pg@sff.net

1209. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac392c.21119766@news.localnet.com>
Source record: 55557
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

```
> I think Atari's DOS kinda
>sucked.
>

I guess that means Clinton woulda' appreciated Atari DOS. :-)
```

1210. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: pino+comp_sys_cbm@dohd.cx
Message-ID: <slrn7ap1gp.v1o.pino+comp_sys_cbm@mud.stack.nl>
Source record: 55558
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

It occurred to me that Aaron wrote in comp.sys.cbm:
> The older Atari drives
> could only accomplish FM (Frequency Modulated) data storage, whereas
> the 1541 could (I believe) accomplish both MFM(?) (Modified Frequency
> Modulation) and GCR (Group Code Modulation).

For the sake of correctness: the 1541 did not support MFM. The
1570 and 1571 drives did, but they were released much later,
to accompany the C128.

There are hacks for a 1541 to read MFM disks, though.

> And remember, both Commodore and Atari DOS couldn't handle nested
> directories. Apple's newer DOS could (PRODOS). (NOTE: I'm assuming
> that the C64 and Atari DOS was later modified by third party
> manufacturers to accomplish this).

The only commodore diskdrive I'm aware of that supports directories
(called "partitions", actually) is the 1581 (3.5" diskdrive)

--
Fight Spam! Join CAUCE! == http://www.cauce.org/
Martijn van Buul, martijnb@mud.stack.nl, tijntje@outerspace.imaginary.com
Pienjo on #c-64 and #dohd (when I'm in the mood)
Tijntje@OuterSpace - 131.155.141.166 3333

1211. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36AC8769.3D217264@worldnet.att.net>
Source record: 55559
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Douglas Newbaur (have I spelled the name correct?) was one of those responsible for POKEY and SIO. He also wrote the astounding STAR RAIDERS. In an article in either ANTIC or ANALOG magazine, he claimed that the Atari's were originally intended on having a parallel bus but, I believe, Atari wanted to rush the computer to market (in time for the Christmas rush?) and opted for SIO only output. If he had known of this plan, he would have incorporated two separate SIO ports.

Actually, it was the fact that Atari made it point #1 that the computer be hooked to a TV set that killed the parallel bus slots in the 400/800 from the get go. The FCC had more heavily enforce rules back then for any device connecting to a TV set. So slots were out and that where the SIO bus came in for expansion. Originally the SIO bus was only supposed to be used for the cassette drive but then it was expanded for all peripherals. The Atari's were also sheilded in 1/16 inch thick sheilding making the units so heavy. Apple got around this small problem by not including an RF modulator, but instead having a 3rd part company sell it for them. The FCC still cracked down on them and after a heafty (fine/payoff) the FCC changed its classification rules for Part 15 compliance and for Class A and Class B devices.

Is Doug Newbaur one of the patent holders of USB?

Joe Decuir did an extensive amount of work on the SIO bus design and is now at Microsoft as part of the USB design team.

Curt

1212. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: pg@sff.net
Message-ID: <36ac3ecb.3312527@news.newsguy.com>
Source record: 55560
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

Mike Uhl <ShoeLeather_Express@RadioLink.net> wrote:

> > Never saw those old Tandy (can't remember the name) pocket computer w/
> > about all of 1k programmable memory? :)
>
> I used to have a TRS-80 pocket computer. There wasn't too much I could
> do with it, though. The screen was an LCD that displayed only one line
> of text. I don't recall how much memory it had.

Amazingly, those computers are still being sold in Japan. I did a
double-take when I saw a lineup of Sharp models, never used, in the
display window of a computer store (in Osaka) earlier this month,
sitting right next to Palm Pilots, Color Zauruses and other hardware
a hundred times more powerful.

Paul Guertin
pg@sff.net

1213. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: ENG8S2M@leeds.ac.uk
Message-ID: <36AC7FC0.43E5@leeds.ac.uk>
Source record: 55561
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

```
Mike Uhl wrote:
> To say the least, debugging anything
> when you can only see one line of code is an arduous task.

Well, can't be bad for the brain - keeps *YOUR* memory fit! :-)

Seb
--
_____________________________________________
/ \
ï¿½ SEB - Amiga 500, Commodore 64, Apple IIe, ï¿½
ï¿½ Macintosh SE fdhd, Acorn Electron ï¿½
ï¿½ .......... PC OUTSIDE!!! ï¿½
\_____________________________________________/
```

1214. Re: Apple IIGS "Signature Edition"

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36AC87E9.651301A8@worldnet.att.net>
Source record: 55562
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Actually,

It wasn't the 20 year Mac, it was Apple's 20th anniversary Macintosh to
celebrate Apple being in business for 20 years, the Mac was released in 1984
so a 20 yr Mac is still 5 years away.

Curt

Aaron wrote:

> On Sat, 23 Jan 1999 00:20:29 -0600, Anthony Baker <antbaker@arn.net>
> wrote:
>
> >Remember last year (or 1997) when Apple released the 20yr. Mac? The
> >starting price WAS $10,000. Then it went down to $5,000, then $3,000.
> >As a matter of fact, I saw it the other day for $1500...BRAND NEW. It
> >was mostly designed for show anyway since it is virtually IMPOSSIBLE to
> >upgrade.
> >
> What was the "20 year mac"? Never heard of it.

1215. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac39a0.21235820@news.localnet.com>
Source record: 55563
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 07:14:14 -0800, <hvergara@accessnv.com> wrote:

>Hi Aaron,
>
>
>On Sun, 24 Jan 1999, Aaron wrote:
>
>> There should be a strive towards making computers as simple as
>> possible (without sacrificing power). The ultimate symbol of
>> simplicity is turning on a light switch. Console game machines achieve
>> this. Most general purpose computers fail. (although Apple has made
>> noble attempts with their Mac and IMAC line) Something as simple as
>> loading a program (or game) should be achieved by turning on a power
>> switch. The original Atari 8-bit computers could achieve this goal.
>> Commodore 64 computers fail. SIMPLE!
>
>
>Hmmm, you see, this was the C64's "flaw/feature", that helped
>millions of users to be programers. And damned good ones too.

I doubt "millions" of users actually programmed the C-64. This is
highly (and I mean HIGHLY) dubious.

>You must be a Win advocate, where the user remains as dumb as it
>can get. Simplicity....you call it.

Actually not (at least with Microsoft's Implementation). I find
Windows to be very befuddling because it gives the "appearance" of
simplicity without properly carrying it through. Adding
software/hardware to a PC and diagnosing other problems can be a major
(and I mean MAJOR) headache that Windows actually makes WORSE! Many,
many people (including a close friend) earn a livelyhood getting
people through Windows related problems.

1216. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36AC894F.65236DBD@worldnet.att.net>
Source record: 55564
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

The Atari Hardware Release Notes were released in 1980 along with The OS specifications. These notes were released within 8 months of the release of the 400/800 series.

Curt

Steve Judd wrote:

> In article <36A4AA58.7554756E@worldnet.att.net>,
> Curt Vendel <cvendel@worldnet.att.net> wrote:
> >Jason,
> >
> > Thats totally incorrect. From day one, Atari released the entire
> >source code to the OS for the 400/800, they were instrumental in the
>
> Hmmmm, seems to me that an argument of a year ago was that the Atari
> had such a great OS that you never had to modify it or know how it
> worked.
>
> Besides, disassembling code is pretty easy. When did Atari release
> detailed hardware descriptions, though? That is, the graphics hardware
> specs, how to access the graphics -- descriptions of each bit of
> every hardware register byte? Did Atari _ever_ release this info?
>
> -Steve

1217. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36AC8AA6.4F68564F@worldnet.att.net>
Source record: 55565
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Jason,

I would assume your talking about XIO commands and such??? Because unless you can't read which judging by how nice a website you have this cannot be true. Then you must not know about typing DOS and going to the Menu in the DOS' which are plain simple english. Depending on which version of SpartaDOS you have, the last revisions were MS-DOS-like.

I think anyone with any computer is going to need a manual to access direct I/O commands for hardware and would require a programmers reference of some sort, so this whole point is moot.

Curt

Jason Compton wrote:

> In comp.sys.cbm Aaron <aarona@localnet.com> wrote:
>
> : Not really. The Atari's DOS load occured AUTOMATICALLY. No "ARCANE"
>
> The 64's DOS loads automatically, too, as soon as you turn on the disk
> drive.
>
> : program. Of course, you could say they should have read the
> : manual...but who wants to be forced to read the manual just for the
> : rudiments of something that should happen AUTOMATICALLY! One of these
> : families actually thought the C-64 was damaged and returned it for a
> : replacement.
>
> I want to point out something here. I own an Atari 800 and have used one
> emulated as well, and despite an "autoloading DOS" I have no freaking idea
> what to DO with the options in SpartaDOS or MyDOS or AtariDOS. So, I need
> to look it up...which is what someone who wants to learn how disk
> operations work on a 64 has to do, too.
>
> --
> Jason Compton jcompton@xnet.com
> www.xnet.com/~jcompton

1218. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac3b86.21721750@news.localnet.com>
Source record: 55566
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> If your so destined to have everything so simple, go buy a damn web tv or
>something! Computers are OBVIOUSLY not for YOU! You want an appliance to
>do everything easy and for you... well... I wanna USE my computer, not it
>USE me! Thank you very much!
>
> On that line of thought, we will end up with all the same boring
>machines, that do everything, and no FUN to HACK! (Hardware, software,
>otherwise?!) This is not my idea of a good time!
>
>/Fungus
>
>
I've never owned (or even seen) a WebTV. If they're as cheap as A game machine, then I think Internet only systems have their place.

On, the other hand, I also wish to do more than one single thing with a computer. However, I still like to have a modicum of Initial ease of use in the same way that very few people want to etch a circuit board and solder a bunch of chips just so they can wordprocess, have internet access, program, etc. I doubt there's any person out there that exclusively use software/hardware that only that person built/programmed.

Also, even you like standardization. After all, the C-64 would have never had so much software or hardware available if each unit from the factory had widely varying (and incompatible) specs.

I DOTH RUB THY FACE IN MY SUCCESS!

1219. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36AC8B47.5ADC7CCE@worldnet.att.net>
Source record: 55567
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Atari barely had a dos at all,and loading from disk? what kind of
lameness is that? oh yeah like pc, forgot... shit can make my 1541 load
60k in 15 secs, no problem

I don't think you've ever used an Atari then if your not familiar with Atari DOS,
they have some of the best DOS' available, even MS-DOS functional equivalent
versions of DOS. Also Atari's load data at much higher speed's then the C-64's so
I'm not quite certain you know both sides of the fence.

Curt

1220. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36AC8C39.A14B38D7@worldnet.att.net>
Source record: 55568
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Actually,

All computing devices make that loading beep, I have an HP Kayak and if I listen to the speakers I can heard data loading and also hear a sort of whispering hiss when data is getting transferred to and from the internet when I'm on the modem, all it is, is the sound of data transfer. I always liked the load beeps of the Atari and missed them when I started work on IBM PC's and Mac's.

Curt

Aaron wrote:

> On Sat, 23 Jan 1999 00:17:25 -0600, Anthony Baker <antbaker@arn.net>
> wrote:
>
> >The beeping sound of the Atari Disk Drive was VERY pratical. You could
> >tell how the drive was acting by the beeps and sounds that came through
> >the monitor/TV speaker. It also sounded pretty neat. Reminded me of
> >galloping horses when a program was loading up correctly.
> >
> I can't believe I omitted the practicallity factor. Ever use a true
> double density disk drive on the Atari? The beeps would be belted out
> at an insanely fast rate. Any faster and I woulda thought my room was
> infested with Star Trek Classic Tallosians. (oops. My drink just
> myseriously began to fizz. Hope I don't suffer any injuries.)

1221. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36AC8E1F.86B01B2A@worldnet.att.net>
Source record: 55569
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

GTIA: General Television Interface Adapter
CTIA: Color Television Interface Adapter, also called Colleen Television Interface Adapter

Curt

Jon Melbo wrote:

> On Sat, 23 Jan 1999 07:31:25 GMT, aarona@localnet.com (Aaron) wrote:
>
> >>> Yeah. I completely overlooked the C-128's new and improved BASIC. It
> >>> was by far the best version of BASIC ever pre-packaged with an 8-bit
> >>> computer. I tried not to discuss the specifics of the C-128/C-128D
> >>> because the number of them sold was dwarfed by the various C-64 level
> >>> incarnations.
> >>> >
> >>
> >> Basic blows, learn to code.
> >
> >BASIC is also code. I assume you mean Assembly. Real programmers don't
> >even use that. Straight Machine Language is the way to go (numerical
> >OP-CODE memorization is very MACHO). After all, what's the sense in
> >programming if you can't go insane in the process? HHHMM?
>
> Hehe. But seriously, how does say BASIC XL/XE or Turbo BASIC stack up
> to the best BASIC on the Commie? Is the Commie128 BASIC really the
> BEST? I have not any experience with it but I do with the Atari ones
> I mentioned, and those seem damn hard to beat.
>
> >processor manipulation of the GTIA (George's Television InterfAce)
>
> I believe it is Graphical Television Interface Adapter. Anyone?

1222. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: pino+comp_sys_cbm@dohd.cx
Message-ID: <slrn7ap3br.c2.pino+comp_sys_cbm@mud.stack.nl>
Source record: 55570
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

It occurred to me that Curt Vendel wrote in comp.sys.cbm:
> I always liked the load beeps of the Atari and missed them when I started
> work on IBM PC's and Mac's.

grumble I can completely monitor my old 486's harddisk and CPU activiy,
just by listening to the noise on the speakers.

Can't say that that's particulary nice and/or cool.

--
Fight Spam! Join CAUCE! == http://www.cauce.org/
Martijn van Buul, martijnb@mud.stack.nl, tijntje@outerspace.imaginary.com
Pienjo on #c-64 and #dohd (when I'm in the mood)
Tijntje@OuterSpace - 131.155.141.166 3333

1223. Re: Keyboards I have known

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Niall Tracey <niallt@dai.ed.ac.uk>
Message-ID: <Pine.SOL.3.95.990125152851.23653B-100000@tuna.dai.ed.ac.uk>
Source record: 55571
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Mon, 25 Jan 1999, Paul Guertin wrote:

> On Sun, 24 Jan 1999 19:14:13 -0800, Fungus <fungus@eskimo.com> wrote:
>
> > Sorry. my 128D's keyboard, kicks ass over anything, even new pc
> > keyboards! I hate them!
>
> *Even* new PC keyboards? PC keyboards sold today are amazingly bad,
> with only a very few exceptions.
>
> The best keyboard I've ever used was on a top-of-the-line Canon
> dedicated wordprocessor in 1986 or so. I would pay a lot of money
> for a PC keyboard with the same quality.
>
The best people for keyboards have always been Acorn. The BBC Micro range had good solid keyboards; responsive and reliable. Things have dropped off a little with the Archimedes and RiscPC. The best keyboard I have ever used is the Acorn Electron I bought at a car boot sale. The epitome of good keyboard consruction, it's about fifteen years old and works as well as my old one did the day we bought it.

Niall Tracey

```
_________________
A X o
/</ \>
/ \ /\
___/ /___\ \___
```

Your thoughts betray you...

1224. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac3ea0.22515914@news.localnet.com>
Source record: 55572
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 24 Jan 1999 21:51:30 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>In article <36aac50e.23467328@news.localnet.com>,
>Aaron <aarona@localnet.com> wrote:
>>
>>I still stand by my previous statement. The C-64 and Atari may achieve
>>a form of 3D (with wunderkind programmers) but at nowhere near the
>
>Again, I'm not understanding something -- what do you mean by
>"a form of 3D"? 3D calculations are 3D calculations. As near as
>I can figure out, you are referring to the final rendering --
>be it wireframe, solid polygons, or texturemapped. I for one
>do not equate "texturemapped" with "3D"; indeed, as near as I
>can reckon, games like DOOM aren't even really 3D at all.

No computer invented by man has ever done true 3D. 3D has only been simulated at varying degrees of artificial realism (and usually only on a small 2D area). In comparison to current technology, the ability of an 8-bit computer to simulate a 3 dimensional world is at the bottom of the totem pole.

A combination of bicycles and canoes can take you to any place a modern airliner can go (and with more flexibility). Does this mean that most people should opt for the previous modes of transport????

>More to the point, I believe 3D games can be quite fun without
>being texturemapped. Is that not the purpose of a game, to be fun?
>Thus I happily stand by _my_ statement: the 8-bit machines are
>quite capable of doing high speed 3D games/programs.

OK. I guess that, given a choice between two computers, a C64 and a Pentium, both being priced at $700, you'd opt for the C-64? After all, you did say both are capable of doing high speed 3D games/programs.

I'm thinking of selling the Brooklyn Bridge. Are you interested?

1225. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36AC8ECF.E03E3A41@worldnet.att.net>
Source record: 55573
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Not at all, simple type DOS and you were presented with a plain english Menu.
If you wanted to copy disks is you selected Copy Diskette and if gave you an
example syntax to follow for souce and destination. Need a diskette Formatted,
you selected that. Only things like loading Binaries and such I could see
where people would have to read, but Atari DOS was exceptionally simplistic and
much easier then other DOS which did nothing more then load up drivers and leave
the user to have to contend with crytic syntax commands.

Curt

Jason Compton wrote:

> In comp.sys.cbm Aaron <aarona@localnet.com> wrote:
>
> :>The 64's DOS loads automatically, too, as soon as you turn on the disk
> :>drive.
>
> : That's not my experience
>
> The disk operating system is fully loaded once the drive turns on. It
> doesn't have a menu, but the drive is fully "alive" as soon as it's
> switched on. That's because it has its own ROM and CPU.
>
> :>I want to point out something here. I own an Atari 800 and have used one
> :>emulated as well, and despite an "autoloading DOS" I have no freaking idea
> :>what to DO with the options in SpartaDOS or MyDOS or AtariDOS. So, I need
> :>to look it up...which is what someone who wants to learn how disk
> :>operations work on a 64 has to do, too.
> :>
> : The manual was unnecessary for getting started with the Atari. For
>
> And I'm telling you that it is.
>
> : copying disks, I briefly read the necessary part of the manual for a
> : total of ONE TIME throughout my initial 5 years of use on the Atari.
> : In comparison, I was always referring to the Commodore manuals for the
> : simplest of tasks. This was, to say the least, DAMN ANNOYING!
>
> OR, and this is the bit that everyone always overlooks with the 64, one
> could just load the relevant application provided by Commodore on the
> "Test/Demo" disk supplied with every disk drive they ever shipped. If you
> didn't like the commands, or didn't want to buy a utility cartridge, you
> could use the provided disk. Not much different than a DOS disk, really.
>

> --
> Jason Compton jcompton@xnet.com
> www.xnet.com/~jcompton

1226. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36AC8F28.1B48EE0C@worldnet.att.net>
Source record: 55574
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

The funny thing about Star Raiders was that the designer of the POKEY chip put it together simply as a demonstration of the capabilities of the machine. Obviously as a first try effort that was one heck of demonstration. Star Raiders is a classic which even today is a exceptional game to play.

Curt

Anthony Baker wrote:

> ACK, I forgot to add that game in my original reply! Someone slap me!
> Star Raiders was another example of an early Atari 8-bit game that truly
> tested the graphic logic of the 8-bit. It was the first "true" 3D game
> for Atari 8-bits (I think it also helped put the computers on the map).
>
> Laters,
>
> antbaker@arn.net
>
> Aaron wrote:
> >
> > >3D effects with 100's of colors in full screen at 60fps are simply not
> > >possible on the C-64 or Atari. With that in mind, I've seen some games
> > >achieve some nice rudimentary 3-D effects on various 8-bit computers
> > >(Atari's Encounter & Capture the Flag & Pole Position, Apple's Skyfox,
> > >Coleco Adams, Buck Roger's and Planet of Zoom, etc).
> >
> > Oh, and I forgot to add the wonderful Atari Star Raiders to the short
> > list which, although a bit monochromatic in coloration, achieved a
> > form of starfield animation and explosions that I've yet to see
> > duplicated on ANY PAST OR PRESENT SYSTEM!!! This seems a bit odd to me
> > because there's nothing innately Atari-only about the graphics. Is
> > there anyone else out there that loved to travel through the Zylon
> > fighter explosions? It used to give me a real buzz...especially on a
> > large projection TV (at a local electronics store way back when).

1227. Atari vs. Commodore (DOS)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36AC9083.34E5DA6C@worldnet.att.net>
Source record: 55575
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

And that's what I mean when I say that a Commodore drive's DOS is loaded as soon as you turn on the drive. You COULD just turn on the drive on an as-needed basis in the middle of a programming session or whatever.

That is a cool feature. What about using more updated DOS' ??? Did you have to take the drive in and have the ROM upgraded??? Or were newer versions distributed on diskette?

At least using DOS from a disk gave the true flexibility of being able to use any flavor you felt most comfortable with. There are dozens of version of Atari DOS' and with the excpetion of the horrible DOS 3.0, all of the DOS were compatible with one another and many gave users very advanced features and capabilites. Also the ability to autoload additional device drivers using a binary version of autoexec.bat

Curt

1228. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36AC910F.E082CD7@worldnet.att.net>
Source record: 55576

I remember seeing the first VIC-20 at this place called CompuTech, it was the first computer store I'd ever seen in a Mall before. I was rather impressed for what you got, I think the price was $299 at the time which was unbelievable cheap for a PC at the time, later I found out it only had 5K so I was quite disappointed.

Curt

Jason Compton wrote:

> VINNIE5757 <vinnie5757@aol.comnospam> wrote:
>
> : Next... Curt, the Vic20 came out AFTER the Atari 4/800? Wow.. didn't know
> : that.. I remember the Vic20.. was that, 20 column caps?????????? After seeing a
> : friend with that, I HAD to get a 'puter...! I stayed up day 'n nite reading
> : ads... 1980/'81???
>
> Yeah, the Vic20 is 1981 or perhaps the dying gasps of 1980, and it was in
> fact 22 columns of text. (Upper and lower case, though.)
>
> --
> Jason Compton jcompton@xnet.com
> www.xnet.com/~jcompton

1229. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36AC9182.A28F9B00@worldnet.att.net>
Source record: 55577
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Well, the man does have a point :)

Curt

Jason Compton wrote:

> ws.localnet.com> <78bssv$1ll$1@flood.xnet.com> <36a93c68.11259591@news.localnet.com>
<78cv0m$9p5$1@flood.xnet.com> <36a9c0bf.45143597@news.localnet.com>
> Organization:
>
> In comp.sys.cbm Aaron <aarona@localnet.com> wrote:
> :>
> :>The disk operating system is fully loaded once the drive turns on. It
> :>doesn't have a menu, but the drive is fully "alive" as soon as it's
> :>switched on. That's because it has its own ROM and CPU.
> :>
> : For the very first time, a little kid walks up to a Commodore 64
> : system with a disk containing games and no label.(He's had a very
> : brief, but successful, experience with both Apple II and Atari
> : computer games.) He puts the disk into the disk drive, turns
> : everything on and gets...a static light and dark blue screen!!!
> : Nothing loaded up!! Maybe there's something wrong with the disk?
> : Perhaps the disk drive is bad? Could it be the computer is fried?
> : Noooooooo! COMMODORE 64'S ARE NORMALLY UNABLE TO
> : A-U-T-O-L-O-A-D!!!!!!!!!!!!!!!!!! Who whouda' thunk!?
>
> Autoload and DOS are two very different things. The disk drive's
> operating system is always fully loaded as soon as it is switched on.
> However, the disk drive's operating system in this case does not support
> autoloading. C'est la vie.
>
> However, the computer doesn't look fried because it's not a "dark blue
> screen", it's a dark blue screen with a welcome message, a prompt, and a
> blinking cursor. Blinking cursors are generally regarded as "signs of
> life."
>
> Obviously, 25 million customers didn't find the lack of autoload to be a
> real problem.
>
> --
> Jason Compton jcompton@xnet.com
> www.xnet.com/~jcompton

1230. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac42c2.23574735@news.localnet.com>
Source record: 55578
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>In article <36aacd12.25519625@news.localnet.com>,
>Aaron <aarona@localnet.com> wrote:
>>
>>APPLE II INFO:
>>
>>
>>Very simply Assembly Language Keyboard Read Routine:
>>
>>LDA $C000 :read the keyboard
>>
>>NOTE: the keyboard wasn't pressed if bit seven is clear.
>
>Here is how to read the keyboard on a C64:
>
> JSR GETIN
>
>Pretty tricky, eh? If it returns zero then no key is in the
>keyboard queue. You can even use
>
> JSR CHRIN
>
>to read in a whole line of text ala INPUT.

I thought the initial question was how to access the hardware DIRECTLY
and not rely on a (slow) OS to perform such duties?

>>Paddle (joystick) read routines are somewhat more involved requiring
>>some kind of countdown routine I can't remember.
>
>The super-complicated C64 method of reading the joystick is:
>
> LDA $DC00
>
>Whew! Bits 0-4 correspond to up/down/left/right/fire for joystick
>number 2.

Just as easy on the Atari. Of course, this simplicity is due to having
a DIGITAL joystick capability. The Apple II series of computers (and
PC's) only had ANALOG JOYSTICKS, which complicated the code necessary
to support it at the register level. (unless one relied on canned
(read:slow) OS routines, which the Apple didn't have). Still, Atari's
paddle controllers (a more direct comparison to the Apple's analog
controllers) were much easier to support.

Also, all Atari joystick ports (4 on earlier models, 2 on later models) could handle analog paddles. I believe the C-64 could only handle 'em in one port. Am I wrong?

1231. Giveaway

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: jack <jackaloy@ix.netcom.com>
Message-ID: <36AC920C.49C4@ix.netcom.com>
Source record: 55579

I know that some readers of this newsgroup collect Atari ephemera. I have found some items that I'm offering to anyone who wants them.

A sales counter display (rough size 8 x 14) advertising 20% offAtari ST systems to teachers, staff and college students.

Atari dealer news letter Issue 10 October 20, 1986 includes Atari's plan to issue stock.

A Guide to Computers in Education produced by Atari copyrighted 1982.

A circuit board (rough measure 3.5 x 2.5) labelled C010712 Rev. 5. I have no idea what this is and if it works (probably not)

I have also found advertising flyers from Compute! books for ST, B&C ComputerVisions, Happy Computers Super Discount Order form, APEX resources, Magic Sac Plus a Macintosh emulator for the ST.

Anyone who wants these is welcome to them. All I ask is the cost of postage from NY to where you are.

Thanks Jack

1232. Future Atari's before the Tramiels

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36AC948A.F74C9EAE@worldnet.att.net>
Source record: 55580
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> And Atari did not any more have
> the knowledge to publish a super Atari computer, as Amiga Technologies
> (where AFAIK most VCS2600 and 800 developers where employed) was alrea-
> dy bought by Commodore at that time.
>

Not correct, Atari had several projects in the works before the Tramiels bought the company, one was called "Sierra" which was a 68000 based system with a chipset called Silver & Gold which had unbelievable capabilities. Apparently it seems the Tramiels didnt know what they had or had the blinders on because they scoffed at the Atari Sierra and threw in the trash bins, unfortunately I tracked down the individual who had the 2 prototypes are stripped them down for the gold and memory and discarded the prototypes so they are lost for all time.

Atari also had the wirewraps completed on the motherboard and 256K expansion board for the Atari 1850XL which was to be the Atari system using the Amiga chipset before Commodore went and bought Amiga. The 1850XL was to use Modules which would plug into the read of the box and add modem, parallel, various vidoe and so forth. Also a high-end game console was planned, unfortunately 2 days before Amiga was due to deliver the chipset to Atari they repayed the loan they borrowed from Atari to develop the chipset and terminated the contract agreement with Atari.

The final system was the Atari 1650XLD which was to be an Atari 8-bit/IBM 80186 clone dual system. In was a joint effort with Toshiba. However which James Morgan took over the reigns from Ray Kassar the project was cancelled as part of his cost cutting initiative.

Curt

>
> And admitted, the ST graphics and sound capabilities are not impres-
> sive, with the exception of the 640x400 @71Hz b/w mode (here in Ger-
> many, a vast majority of STs were sold with SM124 monitors).
>
> Thorsten
>
>
> --

1233. Re: UK 8-bit Computer Users Convention - September 1999

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <917280091.17628.1.nnrp-07.9e98ea3a@news.demon.co.uk>
Source record: 55581
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

Graham Goring wrote in message ...
>In article <917131144.18644.3.nnrp-06.9e98ea3a@news.demon.co.uk>, Brian
>Watson <brian@spheroid.demon.co.uk> writes
>>As previously mentioned here, there is to be a big get-together for 8-bit
>>computer enthusiasts this year, and I now have more details.
>
>Count me in! It's a mere train-ride away!

And there are trains there on a Sunday. We do try....

>>If the most likely venue *is* confirmed it can accommodate up to 300
people
>>at a time, and it is on ground level so wheelchair access will be no
>>problem. A bar on-site would be open from 12 &#65533; 3.30 and a choice of eating
>>facilities, including a McDonalds restaurant, are either on-site or very
>>near the hall.
>
>Blimey. I can't think of anything more dangerous than alcohol dragging
>up those distant Spectrum/C64 rivalries. I can imagine it'll all start
>with neighbouring stands trying to pump up the volume on their TV's so
>that their SID/AY chips will drown out the opposite number on the other
>stand...

Like I said, we do try....

:-)

Never mind, the PCW boys are famous for their "oil on troubled water"
demeanours and anyway, so far, most of the responses happen to be from
Atari 8-bit users. Who'd have thought it?

--
Brian

1234. Re: Atari vs. Commodore (DOS Comparision)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36AC98F1.22F68D84@worldnet.att.net>
Source record: 55582
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

It wasn't until Atari released DOS-XE that it had nested directories so it
was up to DOS' like MYDOS and Spartados to allow nested directories on the
Atari's.

Curt

Aaron wrote:

> On Mon, 25 Jan 1999 00:19:41 GMT, jmelbo@pressenter.com (Jon Melbo)
> wrote:
>
> >On Sun, 24 Jan 1999 01:44:05 -0800, Fungus <fungus@eskimo.com> wrote:
> >
> >>different versions of the same thing. At least we weren't submitted to
> >>only having 100k or so... that's 3-4 programs disk side... atari dos
> >>really wasted the disk space...
> >
> >It wasn't so much that it wasted the space (though it did by
> >comparison to SpartaDOS (which is godly efficient)), it was more that
> >there just wasn't much space on the format the drives did on the disk.
> >Atari's original drives only formatted 90K of space on a single side
> >of a floppy! How crappy can you get?
>
> In the context of when Atari drives first came out (late 70's), it was
> quite an unGodly amount of storage space. In comparison to Commodore's
> 1541 (over 2 years later) it sucked snake spit. The older Atari drives
> could only accomplish FM (Frequency Modulated) data storage, whereas
> the 1541 could (I believe) accomplish both MFM(?) (Modified Frequency
> Modulation) and GCR (Group Code Modulation).
>
> And remember, both Commodore and Atari DOS couldn't handle nested
> directories. Apple's newer DOS could (PRODOS). (NOTE: I'm assuming
> that the C64 and Atari DOS was later modified by third party
> manufacturers to accomplish this).

1235. Re: Atari vs. Commodore (keyboards)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36AC99C0.5E29531E@worldnet.att.net>
Source record: 55583
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Yes, the placement of keys was a bit ackward I think on everyones keyboard
and yes the 1200XL keyboard hands down was the best, also with all the
variations of computers, Atari really should have done a detachable keyboard
and with the Atari 400/800 series Atari released the CX-85 number keypad
seperately so it was a little disappointing that Atari didn't see fit to
include a keypad in the XL series or XE series. The one thing I hated was
holding the control key to use the arrow keys to move around, very
annoying. The Commodore computers got a major facelift with the c-128 and
c-64-II's which were attractive and more functional and they replaced the
c-64 keyboard which was not a very good keyboard.

Curt

Aaron wrote:

> On Sun, 24 Jan 1999 16:41:47 GMT, pg@sff.net (Paul Guertin) wrote:
>
> >On Sun, 24 Jan 1999 06:39:52 GMT, aarona@localnet.com (Aaron) wrote:
> >
> >> Even factoring out the Atari 400, the quality of Atari keyboards were
> >> highly variable (1200 being the best). Also, the placement of certain
> >> keys were STUPID. Most Atari users (including me) would "accidentally"
> >> hit the BREAK key when initially aiming for the BACKSPACE key. On
> >> average, the Apple keyboards were by far the best.
> >
> >On the Apple II keyboard, RESET was just above RETURN, and in those
> >days when you pushed RESET, you lost whatever Basic program you had
> >in memory. After a few such incidents, many people removed the RESET
> >key, or put a small washer under the keycap to make it difficult to
> >press accidentally. I believe Apple issued official instructions for
> >this.
> >
> >On the II Plus, Apple added a switch on a daughterboard that allowed
> >the user to require CTRL-RESET instead of RESET, to the relief of many.
> >
> >In my opinion, the Apple IIe keyboard was one of the best keyboards of
> >all time. Great touch, nice layout, good quality. If only the arrow
> >keys had been in an inverted T instead of in a row, it would have been
> >almost perfect.
>
> I agree. Isn't it odd that Apple would follow this success with the
> lame Apple IIc (and IIGS) keyboards? I guess even the best of
> companies must occasionally pull defeat from the jaws of victory!
>

> >> It can be much simpler than this on the Atari. For prepackaged,
> >> commercial software, one can simply insert the disk, turn on the
> >> computer, AND THAT'S IT!!! No "LOAD "$",8"! NO "RUN "D:NEATO.BAS"! NO
> >> "DOS"! Heck, even "lowly" Apple II computers could achieve this
> >> miracle of modern civilization. BUT NOT THE C64!!!!!
> >
> >Early models of the Apple II (we're talking 1977) required the user
> >to type "6 CTRL-P RETURN" in order to boot (from slot 6). On very
> >early models, there was no power-on reset circuitry -- the user had
> >to push RESET after turning it on.
>
> I did not know that (in my best Johny Carson impersonation). The
> earliest Apple I had experience on was the II+.
>
> What would occur before pressing reset? A garbled display?

1236. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78i6ee$s77$2@flood.xnet.com>
Source record: 55584
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Aaron <aarona@localnet.com> wrote:

:>Hmmm, you see, this was the C64's "flaw/feature", that helped
:>millions of users to be programers. And damned good ones too.

: I doubt "millions" of users actually programmed the C-64. This is
: highly (and I mean HIGHLY) dubious.

You don't think 4-5% of the userbase sat down and whipped up their own programs from time to time? I do.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

1237. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac4f54.26792667@news.localnet.com>
Source record: 55585
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 25 Jan 1999 15:32:55 GMT, Curt Vendel <cvendel@worldnet.att.net>
wrote:

>Not at all, simple type DOS and you were presented with a plain english Menu.
>If you wanted to copy disks is you selected Copy Diskette and if gave you an
>example syntax to follow for souce and destination. Need a diskette Formatted,
>you selected that. Only things like loading Binaries and such I could see
>where people would have to read, but Atari DOS was exceptionally simplistic and
>much easier then other DOS which did nothing more then load up drivers and leave
>the user to have to contend with crytic syntax commands.
>
One unfortunate aspect of the Atari DOS menu system was it's lack of
easy accesssibility within a BASIC program. Something as simple as
getting a directory listing required weird XIO commands that I never
bothered to memorize.

1238. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78i6iu$s77$3@flood.xnet.com>
Source record: 55586
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Martijn van Buul <pino+comp_sys_cbm@dohd.cx> wrote:

: The only commodore diskdrive I'm aware of that supports directories
: (called "partitions", actually) is the 1581 (3.5" diskdrive)

The 1581 has partitions but no true directory structure. However, CMD devices (RAMLink, HD, FD) have true nested directories, and I wouldn't be too surprised if the Lt. Kernal supported them too.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

1239. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be4884$3102c2a0$17364382@vidar>
Source record: 55587
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> >Not at all, simple type DOS and you were presented with a plain english
Menu.
> >If you wanted to copy disks is you selected Copy Diskette and if gave
you an
> >example syntax to follow for souce and destination. Need a diskette
Formatted,
> >you selected that. Only things like loading Binaries and such I could
see
> >where people would have to read, but Atari DOS was exceptionally
simplistic and
> >much easier then other DOS which did nothing more then load up drivers
and leave
> >the user to have to contend with crytic syntax commands.
> >
> One unfortunate aspect of the Atari DOS menu system was it's lack of
> easy accesssibility within a BASIC program. Something as simple as
> getting a directory listing required weird XIO commands that I never
> bothered to memorize.

Not really XIO, but it's not that easy.
OPEN #1,6,0,"D:*.*":FOR I=1 to 1E9:GET #1,A:? CHR$(A);:NEXT

which also results in an error message when it reaches the end of
directory.

But, doesn't LOAD "$",8:LIST ruin the program you are currently coding ?
Basic I mean
or do you talk about other cart features like Final cartridge or something.
Because, Spartados X can do a directory and still keep the program, but
it's an add on cart

1240. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36adb434.90556668@news.pressenter.com>
Source record: 55660
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 17:23:33 +0000, Jason <tmr@cosine.demon.co.uk>
wrote:

>removing the *choice* from all users. I *hate* autostarting, it narks
>me off when '95 starts a CD up on it's own, if I just wanted to grab a
>couple of files I have to shut the bloody thing *down* again. I don't
>like sacrificing *my* control over a machine so that some pleb can load
>the latest no-playability "blockbuster" game.

You must be a very sophisticated operator. Didn't you know you could
hold SHIFT down do temporarily disable autoplay when you incert a CD?

Also, you can disable autoplay altogether permanently too if you like.
Autostarts ARE a feature. Likewise on the Atari you are not required
to boot anything. You must boot DOS in order to use disks. It
doesn't actually run a application though unless it is called
AUTORUN.SYS or STARTUP.BAT in case of SpartaDOS. The C64 also needs
to load in a DOS in order to use disks, it's just that it loads it in
from ROM inside the drive?

SpartaDOS X loads very quickly also since it is ROM based.

1241. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36aeb5ad.90933181@news.pressenter.com>
Source record: 55661
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 06:19:47 +0100, <spectral@hangar18.campus.luth.se>
wrote:

>For HEAVENS sake get a grip!!
>If he has some kind of brain in his head he would study the manual to the
>diskdrive (or for the computer itself..) and then he would see 'load
>"$",8' yeah.. and that's it.. Or maybe people who come from the atari are
>too stupid to read manuals? :) don't take that last sentence too serious..

Don't paint all us Atarians alike. I have no problem with LOAD "$",8
myself. I sure do like SpartaDOS for the Atari better than any other
DOS for any other 8-bit though that I have seen. While I haven't seen
them all, I've see a lot. By the way, I think Atari's DOS kinda
sucked.

1242. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19990124190608.19506.00001351@ngol01.aol.com>
Source record: 55662

Fungus wrote:

> Was shadow of the beast ever done on atari? or any psygnosis games?

According to Derek Fern of Micro Discount (UK), Harlequin (the guys who wrote Plastron) bought the rights to Shadow of the Beast (and some other titles) and started the Atari 8-bit version.
Unfortunately, due to poor sales of their software, Harlequin decided to stop supporting the Atari and the game was never released.
Sadly, the source code is probably lost :(
By the way, the C64 version really rocks!

Greetings,
Bertrand M. (LEXX)

1243. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36afb63c.91076709@news.pressenter.com>
Source record: 55663
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 24 Jan 1999 00:08:56 -0500, Greg Menke <nospam@erols.com> wrote:

>Yeah well, if we MUST have a religious war, at least the Atari had a decent
>device I/O subsystem.. plus it looked better- the Vic20 and C64 both looked
>like toys- and the keyboards sucked too. Yeah, I know the 400's keyboard
>was a mess, but any serious Atari person got an 800 REAL FAST- or rolled their
>own keyboard.

The Atari 400/600 were very nice quality. The XLs were of good
quality, the XEs were somewhat junky, and the CBM stuff was somewhere
a bit worse in physical quality than the Atari XE line.

Just my opinion. I think the technical aspects of the C64 place it on
par with the Atari line. Each different and excelling in different
areas. Over-all, I think the Atari is the better machine BUT it is a
close call and those who value some of the strengths of the C64 would
like it better over all.

1244. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36b1b823.91562889@news.pressenter.com>
Source record: 55664
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 01:44:05 -0800, Fungus <fungus@eskimo.com> wrote:

>different versions of the same thing. At least we weren't submitted to
>only having 100k or so... that's 3-4 programs disk side... atari dos
>really wasted the disk space...

It wasn't so much that it wasted the space (though it did by
comparison to SpartaDOS (which is godly efficient)), it was more that
there just wasn't much space on the format the drives did on the disk.
Atari's original drives only formatted 90K of space on a single side
of a floppy! How crappy can you get?

1245. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36b0b7d7.91486995@news.pressenter.com>
Source record: 55665
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 16:41:47 GMT, pg@sff.net (Paul Guertin) wrote:

>Early models of the Apple II (we're talking 1977) required the user
>to type "6 CTRL-P RETURN" in order to boot (from slot 6). On very
>early models, there was no power-on reset circuitry -- the user had
>to push RESET after turning it on.

I thought it was something like PR#6 or something like that?

1246. Re: Off Topic Apple III?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: louiss1@my-dejanews.com
Message-ID: <78ghql$l38$1@nnrp1.dejanews.com>
Source record: 55666

Your information is a little off. The Apple III came out in 1980, prior to the IBM PC. The ProFile HD was only available in 5 meg, the 10 meg didn't come out until 1983. You couldn't just switch the mechs, you also would need a different ROM.

The Apple III used the same bus as the II and many II interface cards worked in the III (some couldn't fit in the compartment). There was nothing wrong with the floppy drive, which was the same as the Disk II, one of the most reliable ever made.

The failure problem existed but was cured. The problem with the III is that it wasn't at all well-suited for its target market, which was business. It does have many nice features and quite a few are still working today.

Louis Schulman

In article <36AA4B35.A842EEA8@worldnet.att.net>,
cvendel@worldnet.att.net wrote:
> Hi Bob,
>
> The Apple III came out I think in 1983/84. The hard drive you mention
> is called an Apple PROFile drive and was compatible with the Apple III and
> the Apple LISA (MAC XL) and came in a 5MB version, but could also be
> upgraded to a 10MB version by swapping HD mech's. (This was during the
> time when the former CEO of Pepsi was running Apple and didn't know squat
> about the computer market.) The Apple III was a failure, it was
> incompatible with many Apple][programs and its expansion cards were
> proprietary. The Apple III disk drive had some issues and the biggest
> problem was the failure rate of the Apple III's were second only to the
> hideous failure rate of the Coleco Adam's which had an almost 100% failure
> rate and return.
>
> Curt
>
> Bob Klaas wrote:
>
> > Didn't Apple III come out with a 5 mg Hard drive, long after Atari
> > add-ons? I have a couple
> > of these in the box and it seems to that one had a 5 mg hard drive with
> > the system. They were
> > actually behind Atari in development but, at this point in time have far
> > exceeded our expectations for computing?
> >
> > bob
>

>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1247. DIR2ATR and XDIR

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: stack@xs4all.nl
Message-ID: <36abc60b.17603200@news.xs4all.nl>
Source record: 55667

Hi All,

Iï¿½ve just finished my latest versions of DIR2ATR and XDIR and have
updated my homepage accordingly.

DIR2ATR
========
Version 5.03.00 lets you turn a pc directory
(or more pc directories in the case of Spartados)
into one or more .ATR or .XFD disk images.
It supports Single, Medium, Enhanced, Double, Quad, 720KB,
1.44 MB and 16 MB disk images.
The following OS-es are supported: Dos 2.5, MyDos 4.53,
and SpartaDos 3.3a.
Although the program is designed to accept BeWe Dos and
SpartaDos/X, the bootcode for them and the DOS.SYS are
not included in the archive.
Although I assume the program will work if you have them,
just put them in the correct directory (read the included .txt file).
The program accepts your own favourite DOS too, just use
the "MY OWN DOS" feature of the program.
Please note that the directories you are converting should
contain Atari XL/XE files and/or text files. Just a reminder.

XDIR
====
Version 10.04 now supports the disk images created
by the new version of DIR2ATR as well.
So SpartaDos disk images are correctly extracted as well now.

So download these new versions, and let me know what you think.
Regards,
Bo Schreurs

Email: stack@xs4all.nl
Homepage: http://www.xs4all.nl/~stack/atarixle.html
Download DIR2ATR directly: http://www.xs4all.nl/~stack/dir2atr.zip
Download XDIR directly: http://www.xs4all.nl/~stack/xdirv10.zip

1248. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: dpeschel@u.washington.edu
Message-ID: <78gien$1chk$1@nntp1.u.washington.edu>
Source record: 55668
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36b0b7d7.91486995@news.pressenter.com>,
Jon Melbo <jmelbo@pressenter.com> wrote:
>On Sun, 24 Jan 1999 16:41:47 GMT, pg@sff.net (Paul Guertin) wrote:

>>Early models of the Apple II (we're talking 1977) required the user
>>to type "6 CTRL-P RETURN" in order to boot (from slot 6). On very
>>early models, there was no power-on reset circuitry -- the user had
>>to push RESET after turning it on.

>I thought it was something like PR#6 or something like that?

That works in two cases:

- If you're using BASIC (either version, I think)

- If DOS has loaded and is intercepting commands

But the early versions of the][plunked you into the machine-language
monitor when you turned the machine on, and of course DOS hasn't loaded yet
(naturally -- you're attempting to load it), and <slot>^P is the monitor's
built-in command for sending output to slot <slot>. There's a command for
input too -- it might be <slot>^I. In BASIC, that would be IN#<slot>.

By the way, the two cases may overlap. If DOS is loaded, it usually sees
its PR#6 command before giving the command line to BASIC. But if you type
PR# 6 instead, you'll get the BASIC command, which is useful if DOS has been
fried. That can happen after heavy-duty or flaky programming. (A badly
pirated game crashing is a good example.)

The early]['s also plunked you into the monitor every time you pressed
RESET (there was no RAM reset vector you could change). This can be useful
for analyzing games but probably not many other times.

I like the Apple but I hope you Atari and Commodore people never have to
deal with these problems!

-- Derek

1249. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78gjj2$br7$2@flood.xnet.com>
Source record: 55669
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Derek Peschel <dpeschel@u.washington.edu> wrote:

: I like the Apple but I hope you Atari and Commodore people never have to
: deal with these problems!

No 8-bit computer is truly complete without a bizarre reset or interrupt key.

I mean, in all this argument, I'm amazed nobody's chosen to go toe-to-toe on the "System Reset" of the Atari and the "Restore/Runstop+Restore" of the Commodore. (And, of course, the splinter war within the 64 fan camp of "Old-Style Whack-the-Restore-key" and "New-Style Soft-Press-Restore-Key")

By default, of course, the 64 does not have a true built-in hardware reset (the 128 does), but almost every utility cartridge corrected that oversight.

On the other hand, while I appreciate to some extent how the Atari's reset button was used, I wish I knew how to get a true reset out of it ala the Apple without powering down. Am I missing a key combination, guys?

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

1250. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: brop99@hotmail.com
Message-ID: <78go7tpiv1@nnrp1.dejanews.com>
Source record: 55670
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <78g8lr$pjp@journal.concentric.net>,
Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net> wrote:
> John/Lori <henk@spamsuxdoitnow.com> writes:
>
> >TI99/4 is/was 16 bit (the CPU, at least)
>
> Yes, but (get this) only eight data bits are connected to the bus. What a
> waste! The TMS 9900 was put to very bad use in that platform.
>
> The Tomy Tutor and Geneve 9640, derivatives of the TI-99/4A, are based on
> the later TMS 9995, which has 256 bytes of onboard RAM (sort of like a chip
> level zero page), and are not thusly crippled.
>
> --
> Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on
faith
> -- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
> head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
> personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a
pawn"
>
HI!
I came across this string and thought I would say something. Are we
talking about the CPU or the graphics chip? The graphics chip was put to good
use and it had to be one of the best graphics chips in a home computer at that
time. Colecovision, which is usually said to have the best graphics, used the
TMS9918A which was the same as the TI-99/4A's graphics chip. A really good
computer was the TI-99/8 since it used the TMS9918ANL graphics chip and the
TMS9995 microprocessor. It also ran at 10Mhz. and had Pascal and TI Extended
BASIC II built in the console. It's too bad TI decided to not release the 99/8
since it would have sold for $600 and that would be money well spent.

Sincerely,

Bryan Roppolo

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1251. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: spectral@hangar18.campus.luth.se
Message-ID: <Pine.LNX.3.96.990125033446.2770A-100000@hangar18.campus.luth.se>
Source record: 55671
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Mon, 25 Jan 1999, Jon Melbo wrote:

> On Sun, 24 Jan 1999 06:19:47 +0100, <spectral@hangar18.campus.luth.se>
> wrote:
>
> >For HEAVENS sake get a grip!!
> >If he has some kind of brain in his head he would study the manual to the
> >diskdrive (or for the computer itself..) and then he would see 'load
> >"$",8' yeah.. and that's it.. Or maybe people who come from the atari are
> >too stupid to read manuals? :) don't take that last sentence too serious..
>
> Don't paint all us Atarians alike. I have no problem with LOAD "$",8
> myself. I sure do like SpartaDOS for the Atari better than any other
> DOS for any other 8-bit though that I have seen. While I haven't seen
> them all, I've see a lot. By the way, I think Atari's DOS kinda
> sucked.
>
Ok, It was wrong of me to write this about atarians being stupid, it was
not meant to be a serious charge :) But anyway.. But my main point is (as
many others already have stated) that sure c64 lacked the possibility
to autostart a disk, but i prefer having a dos where i can control most of
the things going on. And not have the stupid computer to start a disk as
soon as I put it into the drive.

/Jonas

1252. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: mwalters@news.hunter.apana.org.au
Message-ID: <917238915.218781@bombadil.apana.org.au>
Source record: 55672
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron (aarona@localnet.com) wrote:
: And don't forget that Apple didn't want to invest much time in
: upgrading the Apple II line. Instead, they wanted to use a portion of
: the profits to finance their then new Macintosh line. The clone
: manufacturers single-handedly forced Apple (kicking and screaming) to
: come out with better II's (IIGS, IICplus).

I read somewhere that when William Mensch upgraded the 65816 to
either 10 or 14 Mhz in the late 1980's Apple flatly refused
to incorporate it in the 2GS (which was using a slower 3.?Mhz 65816).
Maybe it had something to do with having a non-Mac Apple computer that
could outgun their more expensive 7Mhz Macs. Either way, Apple
could have had a very nice (and at last!) speedy 2GS, but decided
not to continue development of the line.
When I think of all that beautiful hardware and O/S running at a
measly 3Mhz I want to cry (specially since I own one of them :-).

Marc
mwalters@bombadil.apana.org.au

1253. Re: Atari vs. The Rest Of The World

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78gserejv1@flood.xnet.com>
Source record: 55673

Jeff Jewell <jjewell@ix.netcom.com> wrote:

: If you were lucky enough to find answers to certain questions you had by digging
: through all that "Nuh-uh! Yuh-huh!" crap, congratulations. But it was clear that
: most of the posts were the "X is better than Y because I like it" variety, which will

If you really want to learn more about the 64, read through Steve Judd's
posts in the thread.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

1254. FA: Ebay - Atari 8-bit software collection

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <36acf82a.28628838@news.pipeline.com>
Source record: 55674

Collection of mostly new software.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=59924980

1255. DOCs for MAC65

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Tony <ARudzki@sgi.net>
Message-ID: <36ABFDA1.13526452@sgi.net>
Source record: 55675

Does anyone know where I can get the docs to MAc65 on-line OR does
someone have the Cart and manual they want to let go of CHEAP?

I would like to do some hardware and software development and have used
M65 in the past.

Thanks.

Tony

1256. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Haroon Al-Qahtani <HSSF@grove.iup.edu>
Message-ID: <78gvj6$7b@world6.bellatlantic.net>
Source record: 55676
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>Fungus wrote in message ...
>
> Well it is my opinion computers should NOT be simple enough for
>everyone to use without reading at least SOME type of manual... it then
>ceases to be a computer, and becomes an appliance... something the big
>wigs are really pushing for... and it's totally wrong... I want a
>computer, not an appliance!
>

I agree one-hundred percent. The PC could be a much more powerful system if we weren't wasting half of it's resources trying to make pretty graphics. That's one of the reasons a Macintosh running at 266mhz is comparable to a Pentium running at 400-450mhz, the PC was never designed to be a graphical system in the first place.

My father bought me a c64 when I was about five or six. I had a couple cartridges, a datasette, and a black and white television. Most people bought computers then with the idea that a computer was going to be a computer and to make it do anything of worth you had to use your mind. If you were old enough to read the label on the disk you could certainly figure out how to load a program on a Commodore.

I'm not totally against the idea of simplifying the computer process, who doesn't want something simple? The problem is that 90% of the people who are purchasing PC's today don't understand the origins of the systems they're on. If they were even alive when the c64 was vibrant they probably would turn their noses up at it and say "this is for nerds and losers." As early as 1993 the internet was still a wonderful resource. Since the media has bastardized it however, it's turned into a realm of thirteen-year-olds hungry for porn and teen chats.

I'm don't mean to spew the newsgroups with useless chat, I just felt this was
a fine time to get something off my chest. :)

Haroon

1257. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36AC25FD.6852@netmagic.net>
Source record: 55677
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Steve Judd wrote:
>
<snip>
> >they're nice, and have their place, and there are workarounds
> >for that on the atari, but not enough to make a difference to me...
>
> What workarounds did you have in mind for sprites, for getting
In the Atari, the Display List Interrupts are kind of integral in the system. Even though the memory for each player is contiguous bytes, at anytime during the display you can have the horizontal player 'band' move to any postion on or off screen.

Don't know if you have seen the Star Raiders type display on the C64 or Windows now for that matter, but the screen full of stars that you move through has been done using this technique. Never bothered to count, but I would imagine the there is no difference between the sprites version & Player Missle Graphics version.
> 16 colors on the same raster line, for playing different waveforms,
Kind of a straw man arguement isn't it? I mean an Atari could have something like 24 different colors on screen at once by just chosing a graphics mode with text window with P/M graphics enabled. Not even a single line of machine code needed. Butt ugly & not really used.

More relevant & something I would like to know. Just exactly what are the minimum and maximum amounts of ram for the display?

Atari goes from chr graphics with ~240<?> bytes up to a bit map 40 bytes by ~200 lines<192 if you want to get technical & use a TV, overscan thing>.

> or for timer-based interrupts? What effect would a given workaround
Atari has timer based interrupts coming out the kazoo. Both the Pokey, Pot keyboard sound timer serial chip, and the Antic, alpha nummeric telivsion interface<? god it has been a while!> chips have interrupts occuring all over the place. Kind of like having a couple of RIOT chips, but more sophisticated.
> have on the system or program performance?
You have to pay the band if you want to dance.
BTW: Thanks for the other post on C64 device independance, it was exactly what I was looking for. I responded to Robin since I got his message in my newsreader first, but your post was very imformative.

Trying to think of the ref, could have been Zaks "Programming the 6502" or Levanthal, which I think predates both the Atari & C64, but there is a call for device independant I/O. Neither an Atari or C64 innovation.

1258. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36abf34f.3232784@news.localnet.com>
Source record: 55678
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 19:20:15 -0800, Fungus <fungus@eskimo.com> wrote:

>> All the above Atari games were very well known (except for Dropzone).
>>
>>
>> > Was shadow of the beast ever done on atari? or any psygnosis games?
>> >
>> >/Fungus
>>
>> The Ataris were pretty much DOA when Psygnosis began producing
>> software. I'm about 99.99% sure they didn't produce a single Atari
>> 8-bit game...not even LEMMINGS.
>>
>
> That's a bummer, they made great games for the 64, Amiga, and tg16
> (pcengine), NES, SNES, SEGA, etc etc :) Check this game out on the 64 if
>you get chance, it is very visually impressive, as is Mayhem In
>Monsterland (from Apex) Or creatures 1 & 2, go check these games! :)
>
> Ahh, this brings me another point actually, can any of the Atari users
>out there say they have over 3 gigs of games, and no two are the same? :)

> (and that's pkzipped disks!)
>
>/Fungus
>
>

Yeah, and most of that code is taken up by useless repetition of
RASTER INTERRUPTS! (JOKE). Please define the word "...and no two are
the same?" Does this mean all Pac-man derivatives are not included in
the aforementioned 3 gigs?

Of course, I'm getting a little outrageous here. 3 Gigs, in fact, is a
commendable amount for an 8-bit. Why, that must be an equivalent
amount of data to about a dozen current PC games! INCREDIBLE! :-) In a
way, that amount of data is a bit depressing. I had delusions of
buying a single CD of C-64 "warez" off the net (containing about 4,000
different programs) which would contain the majority of progs that
ever existed. Now *sniff* I know that's not possible! Oh, the joys
(and headaches) of collecting.

> (and that's pkzipped disks!)
>
>/Fungus

>
>

1259. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: pino+comp_sys_cbm@dohd.cx
Message-ID: <slrn7aogkq.htp.pino+comp_sys_cbm@mud.stack.nl>
Source record: 55679
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

It occurred to me that Ronald A. Laski, Jr. wrote in comp.sys.cbm:
> and my atari had something i liked better - lowercase

CBM-equipment had lowercase too -- Right from the beginning. It defaulted
to uppercase/graphics, but it did have a lower/uppercase set too.

> (I'M NOT SHOUTING! *pause* ALL RIGHT! I'M SHOUTING! I'M *conk-thud*... :)
Ah well..

Seems like an AOL-trauma to me.

Q: WHERE CAN I FIND DA R0MZ??!?!??!!
A: You already have them. They're blocking your Caps Lock key.

--
Fight Spam! Join CAUCE! == http://www.cauce.org/
Martijn van Buul, martijnb@mud.stack.nl, tijntje@outerspace.imaginary.com
Pienjo on #c-64 and #dohd (when I'm in the mood)
Tijntje@OuterSpace - 131.155.141.166 3333

1260. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: pino+comp_sys_cbm@dohd.cx
Message-ID: <slrn7aogsm.htp.pino+comp_sys_cbm@mud.stack.nl>
Source record: 55680
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Can be arranged..

It occurred to me that Jon Melbo wrote
in comp.sys.cbm:
> On 21 Jan 1999 16:31:38 GMT, Jason
> Compton <jcompton@xnet.com> wrote:
>
> >IT WAS SORT OF AMAZING, THOUGH, HOW
> >IF YOU ONLY HAD UPPER CASE YOU SORT
> >OF GOT USED TO IT.
>
> THAT'S VERY TRUE. NOW I JUST WISH I
> COULD FORCE ALL OF YOU TO READS THIS
> IN A LARGER FONT TO SIMULATE THE
> 'JOYS' OF 40 COLUMN TEXT. LET'S FACE
> IT FOLKS, 40 COLUMNS BLOWS.

Mysteriously, 40 columns text still
looks an awful lot better on my C64 than
on this pee cee.

--
Fight Spam! Join CAUCE! == http://www.cauce.org/
Martijn van Buul, martijnb@mud.stack.nl, tijntje@outerspace.imaginary.com
Pienjo on #c-64 and #dohd (when I'm in the mood)
Tijntje@OuterSpace - 131.155.141.166 3333

1261. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36abfbb9.5386635@news.localnet.com>
Source record: 55681
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 19:29:15 -0800, Fungus <fungus@eskimo.com> wrote:

>On Sun, 24 Jan 1999, John/Lori wrote:
>
>> > EARLY: 8-bit computers/consoles introduced when the price of 64K of
>> > RAM and significant amount of ROM made it impractical for initial
>> > incorporation into the device.
>> > (Apple II series, Atari VCS/2600, Atari 800/5200 series, Commodore VIC
>> > 20, Odyssey II, Texas Instruments TI99/4, Radio Shack COCO,
>> > Colecovision)
>>
>> TI99/4 is/was 16 bit (the CPU, at least)
>>
>
> Hey, at least Intellivsion isn't listed there :) (10 bits!)
>
>/Fungus
>

I would firmly put the Intellivision into the EARLY area. What part of
the Intellivision was 10 bits? (the sound synthesizer?)

1262. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: pino+comp_sys_cbm@dohd.cx
Message-ID: <slrn7aoie3.htp.pino+comp_sys_cbm@mud.stack.nl>
Source record: 55682
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

It occurred to me that Jon Melbo wrote in comp.sys.cbm:
> The C64 also needs
> to load in a DOS in order to use disks, it's just that it loads it in
> from ROM inside the drive?

The DOS remains inside the drive, actually. No 'loading' part involved,
since it is _executed_ from ROM.

This whole discussion reminds me of the old Sharp MZ-series. They
had to boot BASIC from _tape_ (which was a rather time-consuming
process, I can tell you that!). Heck, they didn't have a built-in DOS.
Only a monitor.

--
Fight Spam! Join CAUCE! == http://www.cauce.org/
Martijn van Buul, martijnb@mud.stack.nl, tijntje@outerspace.imaginary.com
Pienjo on #c-64 and #dohd (when I'm in the mood)
Tijntje@OuterSpace - 131.155.141.166 3333

1263. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36abff6d.6334778@news.localnet.com>
Source record: 55683
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 24 Jan 1999 17:21:25 GMT, Jason Compton <jcompton@xnet.com> wrote:

>In comp.sys.cbm Aaron <aarona@localnet.com> wrote:
>
>: With a hardware hack, the C128's 80 column chip could be upgraded to a
>: full 64K(?) for a full 640x200 color bitmapped display (possibly even
>: a mono 640x400 interlaced display).
>
>If you're referring to the 128's video RAM, it wasn't a hardware hack.
>Desktop 128s came with 16K and had sockets to expand to 64K, while the
>128D shipped with 64K.
>
I was aware of the additional sockets on the desktop 128's but had
forgotten they had a full 64K of video RAM. It must have been nice to
have.

1264. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: pg@sff.net
Message-ID: <36ac3a53.2168487@news.newsguy.com>
Source record: 55684
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Mon, 25 Jan 1999 00:16:51 GMT, jmelbo@pressenter.com (Jon Melbo) wrote:

> >Early models of the Apple II (we're talking 1977) required the user
> >to type "6 CTRL-P RETURN" in order to boot (from slot 6).
>
> I thought it was something like PR#6 or something like that?

PR#6 from Basic, 6^P (or C600G) from the Monitor. But since RESET took
you to the monitor, it was faster to do 6^P than to go back to Basic
(with ^B) and do a PR#6 from there.

Paul

1265. Keyboards I have known

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: pg@sff.net
Message-ID: <36ac3b14.2361357@news.newsguy.com>
Source record: 55685
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 19:14:13 -0800, Fungus <fungus@eskimo.com> wrote:

> Sorry. my 128D's keyboard, kicks ass over anything, even new pc
> keyboards! I hate them!

Even new PC keyboards? PC keyboards sold today are amazingly bad,
with only a very few exceptions.

The best keyboard I've ever used was on a top-of-the-line Canon
dedicated wordprocessor in 1986 or so. I would pay a lot of money
for a PC keyboard with the same quality.

Next is my Apple IIe keyboard. Then the no-name extended keyboard
that came with my 386-25 clone in 1990. Then the original Mac SE
keyboard (nice layout, not quite springy enough). Then a Fujitsu PC
keyboard I bought at a swap meet, and which is my main keyboard
these days. Then the original IBM Lexmark (a bit too clicky for my
taste, though). I seem to remember liking the NeXT keyboard, but
I didn't use it long enough to really tell.

Paul Guertin
pg@sff.net

1266. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac05a3.7924618@news.localnet.com>
Source record: 55686
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 25 Jan 1999 04:35:17 GMT, mwalters@news.hunter.apana.org.au (Marc Walters) wrote:

>Aaron (aarona@localnet.com) wrote:
>: And don't forget that Apple didn't want to invest much time in
>: upgrading the Apple II line. Instead, they wanted to use a portion of
>: the profits to finance their then new Macintosh line. The clone
>: manufacturers single-handedly forced Apple (kicking and screaming) to
>: come out with better II's (IIGS, IICplus).
>
>I read somewhere that when William Mensch upgraded the 65816 to
>either 10 or 14 Mhz in the late 1980's Apple flatly refused
>to incorporate it in the 2GS (which was using a slower 3.?Mhz 65816).
>Maybe it had something to do with having a non-Mac Apple computer that
>could outgun their more expensive 7Mhz Macs. Either way, Apple
>*could* have had a very nice (and at last!) speedy 2GS, but decided
>not to continue development of the line.
>When I think of all that beautiful hardware and O/S running at a
>measly 3Mhz I want to cry (specially since I own one of them :-).
>
>Marc
>mwalters@bombadil.apana.org.au

I would occasionally hear about the following (somewhat hazy about the facts) story (is it true?).

During an Apple stockholder's meeting (in either 1987-88) John Sculley, the CEOof Apple, when asked about producing faster IIGS's, flatly denied the existense of any faster 65816 processors. William Mensch(?) then promplty stood up from the crowd, held up a bag of (of what he claimed was) fast 65816 processors, and essentially called Sculley a liar.Needless to say, Apple security dragged him out of the auditorium faster than a Clinton climax.

1267. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-25 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ac08dd.8750779@news.localnet.com>
Source record: 55687
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 12:15:16 -0800, Richard Cortese
<ricortes@netmagic.net> wrote:

>Robin Harbron wrote:
>>
>> Richard Cortese wrote:
>> > Loaded question maybe, was this CHROUT routine in ROM or a RAM vector?
>>
>> It's a RAM vector - points to ROM, but of course can
>> be diverted to your own routine.
>>
>> The nifty thing about it is that all 8-bit C= machines use the
>> same jump table - it's called the KERNAL - so any program written
>> using only KERNAL routines will work on any of the machines -
>> from the PET through to the C128.
>OK, because the Atari has both a RAM vector and a ROM vector, but the
>ROM vector is considered poor form since the OS has gone under a number
>of revisions with the vector moving.
>
>Atari does have a similar function & it is automatically opened for
>several devices on start up. There is a handler address table consisting
>of Printer, Screen, etc that is downloaded to ram on boot. The device
>table consists of single byte device ID with pointers to the vectors in
>any given version of the ROM. The table include vectors for open, close,
>put, get, that kind of thing.
>
>You can dynamically add or remove devices by putting their handler in
>ram somewhere & adding an entry to the handler table, but I assume C64
>has the same feature. Both seem brighter then DOS or GEM machines on
>that count. I really hate all those reboots!
>
>Goal for Atari was device independence. To achieve this they implemented
>channels. All things being booted and set up properly, you can for
>instance have channel 0 open for screen, channel 2 for printer, channel
>5 for a null handler.
>
>In operation, if you wanted to output a byte to any or all 3 of the
>devices, you would just have the additional overhead of loading the X
>register with the channel number then JSR CIOV. Central Input Output
>Vector.
>
>Concept was something along the lines of instead of having 20 different
>ways of accessing 20 different devices, you have one vector with smart

>handlers that know what to do with the data. That is, in the above
>example it is LDX #0; JSR CIOV to output a byte to the screen, LDX #5;
>JSR CIOV to output to your user coded null handler.
>
>You can even cheat a bit on this if you want & just assume that channel
>0 is open for the screen since it is the first thing loaded in the boot
>process.
>You can also find the put byte routine from the vectors & jump directly
>to it vs using the channel number and CIOV. Bad form to do this, but I
>do it myself.

Excellent explaination. If I remember correctly, one could have up to
8 devices open at once without modifying the Handler Address Table.
Without relying on any manuals I seem to remember the following:

Handler Address Table consists of 128 bytes (on page 3?) whichis
subdivided into 8 regions of 16 bytes each. Each of these 16 bytes
(within any of the 8 regions) would allow a program to pass different
pieces of information to the OS(such as beginning address of bytes to
move, length of byte string, line draw and AREA FILL, etc).

How right/wrong are my recollections?

1268. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36AE06A0.6732@netmagic.net>
Source record: 55438
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Steve Judd wrote:
>
> Hola Richard,
>
> In article <36AC25FD.6852@netmagic.net>,
> Richard Cortese <ricortes@netmagic.net> wrote:
> >Steve Judd wrote:
> >>
> >> What workarounds did you have in mind for sprites, for getting
> >
> >In the Atari, the Display List Interrupts are kind of integral in the
> >system. Even though the memory for each player is contiguous bytes, at
> >anytime during the display you can have the horizontal player 'band'
> >move to any postion on or off screen.
>
> I think you'll agree that duplicating multiple (let alone eight)
> 21x24 sprites with a CPU -- moving the "software sprites", detecting
> collisions, etc. -- will entail a very substantial performance hit,
> even ignoring things such as background collisions. I would not term
> this a "simple workaround".
Yes, but not exactly what I was trying to point out. Usually, the point
is made that the C64 has more sprites. But in practice with DLIs you can
essentially divide the Player Missles of an Atari just about any way you
wish. I know what you mean by software sprites & that is not what I am
talking about. Pretty common technique. Let me see if I can give an
example that makes sense.

The P/M have a single byte in a hardware register determines their
horizontal position. If nothing is done with the DLIs to modify this, it
would appear as a single band greater then the height of the screen,
i.e.
*
*
*
*
But as Aaron said in his posts about DLIs, there is a vector the system
will jump through during the display & return control back to the 6502.
So, what many people did was just divide the screen into different zones
let's say as far as their game design went. The DLI routines were always
very simple, as simple as changing the horizontal register to a new
position where approprate such that you could have the same PM
displayed, flicker free-no software moves, in multiple locations. Like
*

*
*
*
With each of the '* representing a different slice of the same P/M
memory. That is, the first '* if it used the bitmap for an 'A would
appear as an A on the left of the screen, 8 bytes further into P/M
memory you put the bitmap for a 'B & that would appear on the right of
the screen.

Maybe someone can bail me out here, I know how it is done, but reading
my explaination is confusing to even me.

The bottom line is you could actually divide the 4 Players anyway you
liked. That is, if you needed a 4 Players the size of the screen, you
could, if you needed 4 Players each one scan line high or 800 Players
like in a starfield demo, you could. The overhead of this would be
significant, that is changing the horizontal position registers 800
times every 1/60th of a second, but still better then a block move.

P/M had other problems that made them less useful, for instance the fact
that a single Player could only be one color on a scan line, only 4 of
them unless you want to combine the missles into anther player.
>
> >> 16 colors on the same raster line, for playing different waveforms,
> >Kind of a straw man arguement isn't it? I mean an Atari could have
> >something like 24 different colors on screen at once by just chosing a
> >graphics mode with text window with P/M graphics enabled. Not even a
> >single line of machine code needed. Butt ugly & not really used.
>
> But what is important here is that they are all on the same horizontal
> line, without any exceptional programming effort. I mentioned the
OK, this is where I disagree. I will say it is a straight trade off.
That is, C64 users say "16 colors on a scan line" while Atari users say
"256 colors in vertical"

See my point? Why are more colors in the horizontal plane more important
then 16 times as many colors in the vertical? I say it is a straight
trade off with no clear winner. Hell, we could all just stand our
monitors on their sides & claim the ability to do 200 colors on a scan
line.

> ability to have different colored text. But consider a game like
> Ultima, which has different character-blocks which represent grass,
Ulitma on the Atari was ugly. It used a 320X192 bit mapped display with
artifacted colors. This IMO was not the way to go, but probably made the
port from the Apple easier. As far as games go, Ultima on the 64 had to
win this one.
> towns, monsters, ocean, and so on -- each can use different colors,
> without any restrictions. Then consider a game like The Bard's Tale,
> or Hacker, in which the screen is made up of different "windows", like:
Atari has them too, for the record, I programmed a version of Rogue that
used one of the Atari 5 color chrs sets to simulate the dungeons pretty

closely to the way they were implemented in Ulitma III. Most everyone
that saw it said it was superior to Ultima III as far as grahics.

Don't know if you have ever seen it, but the Atari version of Joust is
one of these redefined chr sets. Pretty colorful, I don't think more
colors would add to it.

I do like the side by side mix of graphics & data. Once again, it just
means you have to format your display a little different. That is,
instead of:

graphics text graphics

you have to

graphics
text
graphics

Unless you want some severe restrictions on the Atari. I could never
adjust to having the equivalent of quadrupple wide chrs on the Atari
when mixing the two on the same screen.

It was done very well with the Alternate Reality series of games. For
me, it turned out the game was better then anything running it. Nothing
wrong with the different orientation.

<some snippage>
> >More relevant & something I would like to know. Just exactly what are
> >the minimum and maximum amounts of ram for the display?
>
> Well, you can just count the bits -- 320x200 pixels is 64,000 pixels,
Exactly the same for rez/most memory intensive modes.
> which gives 8k (8 pixels per byte). A text screen is 40x24, or 1000
> bytes. Color is always 1k. As Jason said, though, you can always
Exactly the same.
> use more if you really want to :).
>
> Custom characters take 8 bytes for each character.
Exactly the same.
>
> >> or for timer-based interrupts? What effect would a given workaround
> > >
> > >Atari has timer based interrupts coming out the kazoo. Both the Pokey,
> > >Pot keyboard sound timer serial chip, and the Antic, alpha nummeric
> > >telivsion interface<? god it has been a while!> chips have interrupts
> >
> > Perhaps I should be more specific: I want to control the timer. Could
> > you provide a piece of code which generates an interrupt every
> > 12345 cycles? (I am indeed curious about this).
I think Aaron covered this in his post. Kind of hope so, since it is one
of the things I have not done. It is not trivial IIRC since you can use
divisors. i.e. system clock/16 or system clock, or whatever. If you

think of one of the custom chips that handle it, Pokey, as just putting design from a keyboard encoder, serial chip, RIOT, sound, all on the same chip & you have the Pokey.

Assuming you have it set up right *which* I have no idea which hoops to jump through, then it is just store the 12345 in the Pokey 16 bit hardware registers. The interupt generated when it finishes is pretty much standard 6502, poll the devices to see who wants want & why. Bits set in flag register of Pokey for type of IRQ since it generates everything from keyboard to serial interupts. Maybe a 6522 VIA or 6526 would be a better example of the combined silicon on the chip then a serial chip like the 6551.

>
> >> have on the system or program performance?
> >
> >You have to pay the band if you want to dance.
>
> I agree -- it takes a pretty serious performance hit to duplicate some
> of the more fundamental C64 features.
>
> >BTW: Thanks for the other post on C64 device independance, it was
> >exactly what I was looking for. I responded to Robin since I got his
> >message in my newsreader first, but your post was very imformative.
>
> You are quite welcome; thank you for the question, and the opportunity
> to clarify the issue.
>
> -Steve

1269. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36AE0ADC.41B2@netmagic.net>
Source record: 55439
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Paul Guertin wrote:
>
> Andre Fachat <fachat@vandyke.physik.tu-chemnitz.de> wrote:
>
> > Thou shall not forget the KIM-1 as one of the first 6502 experimental
> > boards
>
> ...and other 6502-based single-board computers which came later
> and improved on the KIM-1 in various ways.
>
> I have a Synertek SYM-1 my college physics teacher gave me, and I'm
> looking for a Rockwell AIM-65.
>
> Paul Guertin
> pg@sff.net
Saw an AIM-65 about a year ago in a surplus wharehouse. I did just get a
Synertek KTM-3 to look at. Power supply fried, but managed to get it up
& displaying garbage on the screen after fixing that.

Stunningly simple design as far as I can see. Dual 6502s in it, I assume
one is for keyboard scan. Best part looks like they managed to get an 80
column display by only using a chr ROM & two or three counter chips with
a 74LS166 parallel to serial chip. Looks like they just clock the '166
with a 14.318 mHz crystal, & used the counter chips to derive everything
from the system clock, to sync.

1270. unARC on a PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990126134659.27582.00002803@ng-ce1.aol.com>
Source record: 55440

Anyone know where I can get a utility to unarc an arc'ed Atari file on a PC? I downloaded 2 files... s/b text... and would like to open them here..
Thanks..
Vinnie

B'rgds,
Vinnie

"Can't means don't want to!"

1271. Bank switching and the XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <Zupr2.14$rz3.605@newsfeed.slurp.net>
Source record: 55441

Does anyone have available the bit settings for accessing via the OS and ANTIC the "extended" RAM of the 256K and/or higher XL/XE computers? I have the settings for the 130XE's 128K scheme, but need it up to the 1088K bank (PORTB settings)

1272. Re: unARC on a PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990126153402.20000.00003226@ng-ft1.aol.com>
Source record: 55442

Found one... never mind! Just downloaded QEXTRACT off AOL... opened the files!
Thanks...

B'rgds,
Vinnie

"Can't means don't want to!"

1273. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: hvergara@accessnv.com
Message-ID: <Pine.BSI.3.95.990126121842.487A-100000@coyote.accessnv.com>
Source record: 55443
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Hi Aaron,

On Mon, 25 Jan 1999, Aaron wrote:

> >> switch. The original Atari 8-bit computers could achieve this goal.
> >> Commodore 64 computers fail. SIMPLE!
> >
> >
> >Hmmm, you see, this was the C64's "flaw/feature", that helped
> >millions of users to be programers. And damned good ones too.
>
> I doubt "millions" of users actually programmed the C-64. This is
> highly (and I mean HIGHLY) dubious.

It practically were in the millions. Same thing happened with the
Atari, and I guess with all of the 8 bits released back in those
times.

For sure a computer was bought in those days, because of their
games capabilities, but most people wanted to know whta
"programming" was all about.

> >You must be a Win advocate, where the user remains as dumb as it
> >can get. Simplicity....you call it.
>
> Actually not (at least with Microsoft's Implementation). I find
> Windows to be very befuddling because it gives the "appearance" of
> simplicity without properly carrying it through. Adding
> software/hardware to a PC and diagnosing other problems can be a major
> (and I mean MAJOR) headache that Windows actually makes WORSE! Many,
> many people (including a close friend) earn a livelyhood getting
> people through Windows related problems.

So then it isn't simple.

The point of this topic, is that neither with Atari nor Commodore
was "easy" to begin pounding at the board. At the very least you
had to read in order to make the computer do something... ;-)

1274. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: brix@DELETETHIS.plush.de
Message-ID: <MPG.1116b5c9a1d858e098985a@news.uni-x.net>
Source record: 55444
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36a9c0bf.45143597@news.localnet.com>, aarona@localnet.com
says...

> He puts the disk into the disk drive, turns
> everything on and gets...a static light and dark blue screen!!!
> Nothing loaded up!! Maybe there's something wrong with the disk?
> Perhaps the disk drive is bad? Could it be the computer is fried?
> Noooooooo! COMMODORE 64'S ARE NORMALLY UNABLE TO
> A-U-T-O-L-O-A-D!!!!!!!!!!!!!!!!!! Who whouda' thunk!?

Autoloading maxmizes the danger of catching a virus.
Without autoloading Virus-Programming is much harder....

-Brix-

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

Personal HP: http://www.plush.de/brix

GO64!magazine
CSW-Verlag
Goethestr.22
71364 Winnenden
Deutschland
Tel:/Fax: +49(0)7195/61120
GO64!magazine: http://www.go64.c64.org

1275. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: brix@DELETETHIS.plush.de
Message-ID: <MPG.1116b8439b3419ce98985b@news.uni-x.net>
Source record: 55445
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36adb434.90556668@news.pressenter.com>, jmelbo@pressenter.com says...

> You must boot DOS in order to use disks. It
> doesn't actually run a application though unless it is called
> AUTORUN.SYS or STARTUP.BAT in case of SpartaDOS.

Yuck! That would be a pain in the arse for me...

> The C64 also needs
> to load in a DOS in order to use disks, it's just that it loads it in
> from ROM inside the drive?

Of course it does not need to *load* any Dos. The C64 has all routines it needs for peripheral access in the C64's Rom, and the Serial devices used with the C64 have all the routines they need to operate on thier own in their own ROM.
Pure Plug and Play.

You could even program 2 drives to copy a disc from one drive to another and pull out the serial cable that connects the Floppies with the computer.. and they still did the job on their own (..done in one Copy-Program of the Fast Hack'em series, btw.).

-Brix-

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

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1276. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: brix@DELETETHIS.plush.de
Message-ID: <MPG.1116b99ac30e9d0f98985c@news.uni-x.net>
Source record: 55446
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36aeb5ad.90933181@news.pressenter.com>, jmelbo@pressenter.com
says...
> On Sun, 24 Jan 1999 06:19:47 +0100, <spectral@hangar18.campus.luth.se>
> wrote:

> Don't paint all us Atarians alike. I have no problem with LOAD "$",8
> myself.

But C-64 fans have one :)
the reason why most of us have a Cartridge in their slot that performs a
directory (or CAT as CPC-dudes would call it), by pressing a funktion key
like F3 or entering @$

The Action Replay Cartridge e.g. autostarts the first programm in the
directory when you press F1.. so for those game kids it is just:
Insert disc,
Switch on
press F1.
Play

No "big" difference to an Autoboot in my opinion :)

-Brix-
--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

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1277. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: brix@DELETETHIS.plush.de
Message-ID: <MPG.1116b9e88d41f83998985d@news.uni-x.net>
Source record: 55447
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36ac392c.21119766@news.localnet.com>, aarona@localnet.com
says...
> > I think Atari's DOS kinda
> >sucked.
> >
>
> I guess that means Clinton woulda' appreciated Atari DOS. :-)

reminds me to another one like this:

"The first day Microsoft produces something that doesn't suck is probably
the day they start making vacuum cleaners."

-Brix-

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

Personal HP: http://www.plush.de/brix

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1278. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: brix@DELETETHIS.plush.de
Message-ID: <MPG.1116bb7ad8d6413298985e@news.uni-x.net>
Source record: 55448
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36ac39a0.21235820@news.localnet.com>, aarona@localnet.com
says...

> I doubt "millions" of users actually programmed the C-64. This is
> highly (and I mean HIGHLY) dubious.

Hm, do yu know anyone that hasn't ever tried to enter:

```
10 print "hello"
20 goto 10
```

On any BASIC-programmable computer?

I know no one..
For this reason nearly everyone who bought such a decent machine that
shows a basic prompt on startup actually programmed his beloved keycase..
And if it was only 2 lines copied from the manual..

On the other hand I know a damn lot of people who did not even code a
single line on their PC in a period of 5 or 7 Years...

-Brix-

--
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Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
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1279. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: brix@DELETETHIS.plush.de
Message-ID: <MPG.1116bc37526332fb98985f@news.uni-x.net>
Source record: 55449
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36a97915.26795150@news.localnet.com>, aarona@localnet.com
says...

> 3D effects with 100's of colors in full screen at 60fps are simply not
> possible on the C-64 or Atari. With that in mind, I've seen some games
> achieve some nice rudimentary 3-D effects on various 8-bit computers
> (Atari's Encounter & Capture the Flag & Pole Position, Apple's Skyfox,
> Coleco Adams, Buck Roger's and Planet of Zoom, etc).

Cut the number of colors down to 16 and watch demos like "Second Reality
/Smash designs", "Spasmolytic/Censor", "Tower Power/Camelot", "Comalight
13/Oxyron", "World of Code/Byterapers" and "Last Traktor III/Horizon"...
then come back and say that again :)... I promise you won't...

-Brix-

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

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1280. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: brix@DELETETHIS.plush.de
Message-ID: <MPG.1116c652f19d9818989860@news.uni-x.net>
Source record: 55450
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <Pine.SUN.3.96.990122234349.21688A-100000@eskimo.com>,
fungus@eskimo.com says...
> > FLI, IFLI, UIFLI?????? What do these mean?
> >
>
> Flexible line integration, interlaced flexible line integration, ultra
> interlaced flexible line integration, also afli, bfli, shifli, shi, shfli,
> shflixl, itbmap, and many others, which all add colors/res in different
> increments!

Sorry to correct you with that.
FLI = Flexible Line Interpretation
IFLI = Interlaced Flexible Line Interpretation
UFLI = Underlay Flexible Line Interpretation (Sprite Underlayed)
AFLI = Advanced Flexible Line Interprtation, also called HI-FLI (High-resolution Flexible Line Interpretation)
HIFLI = High-resolution Interlace Flexible Line Interpretation
Shi (SuperHires) = Hires Character-set + Matrix with Sprite-Overlay.

Hires modes have a pixel-resolution of 320x200 pixel naturally - the color resoluton is 2 colors per 8x8 pixel card.
Multicolor modes have a pixel-resolution of 160x200 pixel - the color resolution is 3 different colors per 4x8 pixel card, and one global color per pixel line.

Hires FLI-Modes only have the left 3 colums in two colors, while the rest of the colums have a color-resolution of 2 different but absolutely independent colors per 8x1 pixel card.

Usual FLI Modes (based on the Multicolor-mode) have a pixel-resolution of 160x200 pixel, the left 3 colums are 2 colored, the rest of the 40 colums has a color-resolution of 3 totally independent colors per 4x1 pixel card including 1 common color for the whole (pixel-) line.

With Interlace modes you virtually increase the number of colors (taking the disadvantage of 25 Hz flickers in badly-chosen colors) and virtually double the resolution.

UFLI is even crazier. It is based on the usual FLI Mode, but has "stretched sprites" between background color and pixel color.
That means UFLI has a resolution of 160x200 pixel, but a color resolution of 4 independent colors per 4x1 pixel-card.

The craziest mode however is IUFLI, that virtually increases the number of colors and doubles the resolution to 320x200 by interlacing the usual

UFLI mode... it has a color resolution of 4 different colors (plus their
mixtures) per 8x1 pixel card.

> > What is FLD and VSP? I'd really like to know about this trickery. I
> > don't remember this being listed in my books! If I remember correctly,
> > the VIC's internal addressing scheme was 14 bit and could only access
> > a 16K bank of the C-64's memory at any moment (a separate hardware
> > register allowed one to change which 16K bank was accessed). Am I
> > wrong?
> >
> Flexible Line Distance, Variable Screen positioning, also is, Line
> Crunch, Agsp and many others... see ftp://ftp.funet.fi/pub/cbm

Those routines were found by tricky programmers, just like the FLI-
Graphic-Modes. You probably don't find them in a book, as they are things
the original C-64 inventors didn't even think of they were possible when
they brought my beloved breadcase to life.
The routines are based on the reactions of the Video Interface Chip (VIC)
when "faking" him with setting internal flags manually at unusual times.
However. Funet is a good archive to find the routines for that.

> Basic blows, learn to code.

Don't say that... Nearly all the 8 bit people have that very special
kind of "BASIC instinct" :))

> Can you move a 320*200*120 piccy around the screen in any direction in
> 1/7th the total frame time?

We need a total amount of 3 Rasterlines to push it anywhere we want to..
:)

> > >> Judging from the above specs, Atari's are about 60% faster than the
> > >> C-64. However, there's a very major caveat. Unlike the C-64, Atari's
> > >> display hardware steels cycles from the 6502 processor, thus degrading
..... cut ....
> > Question: Does the processor run at an apparent 1.02 Megahertz before
> > or after the VIC II chip is turned off? Also, I believe some
> > telecommunications programs would turn off the VIC II chip when trying
> > to transfer serial data at the highest possible rate.
> >
> big whoop, I got 20mhz :)

Not outta the box Fungus... that is one thing you have to acknowledge,
when comparing an 8bit Atari to an 8 bit Commodore - we have to compare
stock machines.
However, our Stock-C64 can be enhanced to a 20Mhz 65816 driven 16
Megabyte PS/2 RAMmed Monster.. I'm sure if Atarians developed with about
the same power than the Commies did, they'd probably have a SCPU too.

I'm glad we don't have to argue about which processor is superior.. :)))
As I always say: All 8 bits had their advantages.
The Atari surely had the huge amount of colors and the higher clock-

frequency, but it lacked color-density sound and sprite.. also a proper
DOS installed in the ROM right outta the box would have suited him good.

-Brix-

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

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1281. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36af4509.1221829@news.pressenter.com>
Source record: 55451
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Mon, 25 Jan 1999 03:37:15 +0100, <spectral@hangar18.campus.luth.se>
wrote:

>Ok, It was wrong of me to write this about atarians being stupid, it was
>not meant to be a serious charge :) But anyway.. But my main point is (as
>many others already have stated) that sure c64 lacked the possibility
>to autostart a disk, but i prefer having a dos where i can control most of
>the things going on. And not have the stupid computer to start a disk as
>soon as I put it into the drive.

Okay apology accepted. Now though I think you slightly
misunderstand... the Atari (nor Apple) automatically start a disk when
it is put into the drive. They merely start the disk if it is already
in the drive when the computer is powered on. It does not function
like the auto insert functions of Win9x.

1282. Re: Atari vs. The Rest Of The World

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36b04872.2094701@news.pressenter.com>
Source record: 55452

On Sun, 24 Jan 1999 19:23:19 -0500, Jeff Jewell
<jjewell@ix.netcom.com> wrote:

>And much of the rest was leftover crossposted crap from the Dr.Who thread.
>Oh, well. The newsgroup was fun while it lasted...

Well, there were usually only about 25 messages a day anyway (in Atari
8bit) before this so called "pissing" match started so I don't see how
it took any content away. Anyway, I have found the thread
interesting, for the most part well behaved and not a problem. I
agree it is off topic a bit but is it really bringing the groups down?

1283. Re: FS: Speech Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36b14c83.3135968@news.pressenter.com>
Source record: 55453

On 25 Jan 1999 20:33:43 GMT, jperez@Hawaii.Edu (John Perez) wrote:

>The name of the program is S.A.M. - Software Automatic Mouth, in case this
>helps you.

Close... I think it was Software Actuated Mouth.

1284. Re: Atari 1200XL still boots up to green screen, but not totally unresponsive

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <78lj28hrq1@pale-rider.INS.CWRU.Edu>
Source record: 55454

('Green Screen' 1200xl.)
Try swaping in and out the LSI, the large Antic, Pokey, PIA,
CPU, GTIA. Then the ROMs, maybe. Not very sophisicated,
but if you can get another XL/XE, or even 800/400, you
could try that.
Russ

1285. Re: Atari 1200XL still boots up to green screen, but not totally unresponsive

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990126161233.5032A-100000@vtn1>
Source record: 55455

Have you checked the power supply?

1286. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: John/Lori <henk@spamsuxdoitnow.com>
Message-ID: <36AE5C28.342F@spamsuxdoitnow.com>
Source record: 55456
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> This means that programs that run on a base system in TI BASIC
> are *EXTREMELY* slow, since to do anything in memory, the system has to
> talk to the memory via the video display processor. That's right, a base
> TI uses the VRAM as System memory. Yuck!!

IIRC (and maybe I don't), it was worse than that. The BASIC interpreter
was written in the GPL interpreter and kept in a crunched form in ROM.
Also the ROM's were auto addressing.

1287. Re: Atari 1200XL still boots up to green screen, but not totally unresponsive

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ae54d1.621301@news.localnet.com>
Source record: 55457

>Sorry to repost this message, but the posts from my school don't
>appear to be getting out.
>
>A couple weeks again I posted about an Atari 1200XL that just booted
>up to solid green screen. I've since replaced the memory chips
>(several times), the CO14806 MPU and the CO6060 MMU. I've also
>resocketed all IC's, just in case there was a corroded contact
>somewhere. However, all this appears to have had no significant
>effect. The TV screen is still green, regardless of the presence of a
>cartridge or any button pressed (including the reset button).

You *may* have a power supply problem. Do you get any wierd sounds
from the monitor/TV speaker?

1288. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <NHVsufA94jr2EwJD@cosine.demon.co.uk>
Source record: 55458
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron:
> I would assume the original owners of dead 1541's would find
> some way of making use of them. Ass plugging would be a pretty good
> method of discarding them. Don'tya think?

There's this mail order place that does video... er, forget I said
that...

> (I'm getting way too ludicrous. Still, the above comment is a real
> "corker". ;-)

> (I can't believe I said that.)

We can, Aaron... =-)
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
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```

1289. Re: A new subject line (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <1wZSjsAOMkr2Ew9v@cosine.demon.co.uk>
Source record: 55459
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Aaron:
> To produce a full screen graphics (or text) display on a C-64, a small
> number of hardware registers must be POKED...and that's it. The
> *slightly* unfortunate aspect of this *simplicity*is that the C-64 is
> unable to mix multiple graphics modes without generating processor
> intensive RASTER INTERRUPTS (which must occur 60 times a second).

I think you misunderstand how rasters work, although you would have to
have a couple of splits running for, say, a change between screen modes
the actual time taken to do this would be a fraction of a scanline. In
fact, it'll run in about two thirds of a badline, so it's *hardly*
processor intensive.

And since the system is running the IRQ interrupt *anyway* y'might as
well *use* it! =-)
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
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1290. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <rwzVDyAmVkr2EwfD@cosine.demon.co.uk>
Source record: 55460
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Jason =-)
> But I'll stick to my cheap sci-fi and my wireframe games, ta.

Aaron:
> I guess that would mean you'd be willing to spend money at the theatre
> in order to see an old b&w Outer Limits episode?

Not being an Outer Limits fan, no. *But* I *have* paid to see old films at the cinema in the past and I *do* buy videos of classic films and television.

My favourite sci-fi show (still no name, I'm not taking the risk!) ran for over 25 years and I have *most* of it on tape, commercial copies where they're released and off-airs where not. Considering that comes to several hundred tapes, even the costs of blanks for the off-airs is something I probably don't want to scare myself with.

It's *not* 'Trek, BTW.

> Most everyone adores the 1939 Wizard of Oz & Gone with the Wind movies
> and considers them to be timeless classics...but this, in itself,
> wasn't enough to drag millions of paying customers into the theatres
> when they were recently re-issued.

Because they're now available to own in your own home, why would people pay to see what they already own?

Take a look at Disney though, they rationed video releases and used the few they *did* put out as "bait" so that cinema re-releases of their classics pulled some very respectable box office figures.
--
Jason =-)

_____
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
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1291. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: MagerValp <cl3polof@cling.gu.se>
Message-ID: <p14vhhvc4co.fsf@starship.cling.gu.se>
Source record: 55534
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>>>>> "Aaron" == Aaron <aarona@localnet.com> writes:

Aaron> I doubt "millions" of users actually programmed the C-64. This
Aaron> is highly (and I mean HIGHLY) dubious.

Considering that 25 million units were sold and all my friends that had a C64 at least sat down and wrote some simple basic programs (INPUT"WHAT'S YOUR NAME";A$:PRINT"HELLO ";A$:) and typed in the examples in the manual, this does seem likely. 10% of all C64 users means 2.5 million people, not counting the fact that often more than one person used the computer.

--
___ . . . . . + . . o
_|___|_ + . + . + . . Per Olofsson, konstnï¿½r
o-o . . . o + MagerValp@Goth.Org
- + + . http://www.cling.gu.se/~cl3polof/

1292. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: MagerValp <cl3polof@cling.gu.se>
Message-ID: <p14u2xediom.fsf@starship.cling.gu.se>
Source record: 55535
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>>>>> "Nate" == Nate / DAC <natedac@southwind.net> writes:

Nate> Assuming a stock 1541 loads at around 2400 bps, this puts the
Nate> top speed at around 84000 bps, which is more than twice my
Nate> original estimate of about 40000 bps.

That's 12 cycles/byte. Somehow I doubt that.

--
___ . . . . . + . . o
_|___|_ + . + . + . . Per Olofsson, konstnï¿½r
o-o . . . o + MagerValp@Goth.Org
- + + . http://www.cling.gu.se/~cl3polof/

1293. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78j3j5$4ug$1@flood.xnet.com>
Source record: 55536
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Jason <tmr@cosine.demon.co.uk> wrote:

: Most of the CDs around cover only the "popular" titles. One CD I have
: that was compiled in 1993 from *one* persons collection contains about
: 4,400 games, over 1,000 tools and nearly 8,000 demos. And the C64
: releases didn't stop in 1993.

I'd like to amend that to say "only the popular, and mostly European,
titles."

Don't get me wrong, some extremely excellent games migrated from Europe to
the US on the 64. But you guys really missed out on a lot of good stuff
that was American-born, and usually can't be found through any of the big
online illicit sources. And those are the sorts of games we American 64
users always think of whenever the "Spectrum vs. 64" flamewars start up...

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

1294. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990125201350.29227.00002868@ng111.aol.com>
Source record: 55537

> Besides, fast loader
>routines (<sigh>, how many times do we have to say it) would speed disk
>operations by 40+ times the built-in routines?

Hi Geoff-
I have both C64 and A8 stuff. I'm interested
in these extremely fast, fast loaders. Can you
tell me where I might get some more info and
perhaps buy one. I have Jiffy Dos on my
64/128 stuff, and I must admit I'm curious
about 35X and 40X fast loaders, since that
puts the speed right in the range of a 64
parallel hard drive. (Baseline of a NTSC
64/1541.) If you can provide any contact
info, I'd appreciate it.
Thanks,
Larry

1295. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: spectral@hangar18.campus.luth.se
Message-ID: <Pine.LNX.3.96.990126041529.4091A-100000@hangar18.campus.luth.se>
Source record: 55588
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Mon, 25 Jan 1999, Aaron wrote:

> Actually not (at least with Microsoft's Implementation). I find
> Windows to be very befuddling because it gives the "appearance" of
> simplicity without properly carrying it through. Adding
> software/hardware to a PC and diagnosing other problems can be a major
> (and I mean MAJOR) headache that Windows actually makes WORSE! Many,
> many people (including a close friend) earn a livelyhood getting
> people through Windows related problems.

But that was surely their intention (bringing that sort of crappy PnP into the buisiness), so that they would earn another $2.000.0000.0000.0000 from people calling their supportlines :)

/Jonas

1296. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <36ad3443.18929226@news.secoast.net>
Source record: 55589
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 25 Jan 1999 15:34:22 GMT, Curt Vendel <cvendel@worldnet.att.net>
wrote:

>The funny thing about Star Raiders was that the designer of the POKEY chip
>put it together simply as a demonstration of the capabilities of the
>machine. Obviously as a first try effort that was one heck of
>demonstration. Star Raiders is a classic which even today is a exceptional
>game to play.
>
>
>Curt

That's always been the 'myth' of Star Raiders, that it started as an
8bit demo, but according to Doug Neubauer he had intended to make a
game all along. This is from the 1986 Analog interview:

"Star Raiders was to be a 3-D version of the Star Trek games played on
the mainframe computers of that time. The Star Trek game was all text
and not played in real time, but it had the idea of ship damage and
sector scanners and charts.

It also used names like 'commander' or 'super commander', which gave
me the idea of a rating rather than a score. While at National
Semiconductor, I did up some demo screens of star backgrounds, and the
whole thing seemed feasible- but I didn't get to implement it until a
couple of years later."

1297. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36ad3f54.15692539@news.pressenter.com>
Source record: 55590
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Mon, 25 Jan 1999 09:09:16 GMT, aarona@localnet.com (Aaron) wrote:

>
>>On the other hand, while I appreciate to some extent how the Atari's reset
>>button was used, I wish I knew how to get a true reset out of it ala the
>>Apple without powering down. Am I missing a key combination, guys?
>>
>Nope. Not missing anything (unless you include the fuse box in the
>basement).
>
>
>As for reset/power up on the Atari, I loved the muffled rumbling sound
>it would emit out of the television.

Doesn't the 6502 in the Atari's have a "reset" line? Would it not be
a relatively simple task to install a real hardware reset? Curt, Bob,
Mathey, anyone?

Oh yeah, before I forget the thread here and lest anyone get religious
on me, I do mean to include the commie or apple also if the 65xx
series CPU they have also have a reset pin. I am a firm beliver in a
hardware reset switch. Power cycling is hard on equipment and more
time consuming.

1298. Atari Parallel Interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: sixosix@ibm.net
Message-ID: <36ad3236.4713869@news1.ibm.net>
Source record: 55591

Hello All,

I am looking for the plans, specs, schematics for an interface to hook up an Atari to the PC's Parallel Port. SIO2PC does not work for me, COM poret nightmares.

Any help appreciated.
Sixosix

1299. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78jf6d$8ch$3@flood.xnet.com>
Source record: 55592
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Robin Harbron <macbeth@tbaytel.net> wrote:

: A 1541 - the most common drive used with a C64 - has 2K of RAM,
: and 16K of ROM, and a 1Mhz 6502. Later drives (such as some of
: CMD's line of nifty drives) have as much as 32K (maybe 64K).

The CMD HD is 64K. The user guide/programmer's manual really goes all out to describe what is in effect the computer inside the hard drive, how it works, and how it can be programmed. Too bad not many have taken advantage of it.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

1300. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36ae4051.15945008@news.pressenter.com>
Source record: 55593
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 24 Jan 1999 19:14:13 -0800, Fungus <fungus@eskimo.com> wrote:

> Sorry. my 128D's keyboard, kicks ass over anything, even new pc
> keyboards! I hate them!

Most PC keyboards out there today are kinda sucky really. There are really good ones available though and they are the best on earth in my opinion. For example, as I type this I am using a genuine IBM AT style keyboard with the full mechanical switches. My PC isn't IBM of course... but hey, their keyboards do rule.

1301. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36af416c.16228470@news.pressenter.com>
Source record: 55594
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Mon, 25 Jan 1999 09:05:37 GMT, aarona@localnet.com (Aaron) wrote:

>On Mon, 25 Jan 1999 00:13:31 GMT, jmelbo@pressenter.com (Jon Melbo)
>wrote:

>>The Atari 400/600 were very nice quality. The XLs were of good
>>quality, the XEs were somewhat junky, and the CBM stuff was somewhere
>>a bit worse in physical quality than the Atari XE line.

>I wouldn't agree with your notion that the C-64 keyboards were worse
>in physical quality than the XE line.

I'm sorry if I didn't clarify better.... I was not refering to
keyboards but equipment quality in general. I see how I was easily
misunderstood because the text I was responding to was a bit more
concerned with the keyboards. As to just keyboards I would say the
1200XL had the best, and the 800 being second, then XLs and XEs last.
I do not remember the C64 keyboard that well but I think I would put
it between an XL (not 1200) and an 800.

>>Just my opinion. I think the technical aspects of the C64 place it on
>>par with the Atari line. Each different and excelling in different
>>areas. Over-all, I think the Atari is the better machine BUT it is a
>>close call and those who value some of the strengths of the C64 would
>>like it better over all.
>>
>>
>UH OHHHH! You'd better duck quickly!!!!!! Or you may get a bunch of
>1541 drives rammed up your ass (not by me, though).

Hmm. I don't get it. Are 1541 that bad that their owners routinely
discard them by shoving them up other people's asses?

1302. Re: Atari 8-bit software VS. C-64 ...

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36b04737.17711725@news.pressenter.com>
Source record: 55595

On Sun, 24 Jan 1999 09:39:52 GMT, wdao@netcom.com (Walter DAO) wrote:

>There is NO atari version of the classic ELITE game.

That's a shame too because it could have been done very well on it. A
game like that is very well suited to the strengths of the Atari8.

1303. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: KFergason@aol.com
Message-ID: <36ad4c51.81021888@news.randori.com>
Source record: 55596
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Mon, 25 Jan 1999 09:16:46 GMT, aarona@localnet.com (Aaron) wrote:

>>MIME-Version: 1.0
>>Content-Type: TEXT/PLAIN; charset=US-ASCII
>>
>>> READ MY OTHER NEW POST!
>>>
>>> UNLIKE COMMODORE, ATARI ATTEMPTED TO COME OUT WITH A COMPUTER THAT
>>> COULD BE AS SIMPLE AS TURNING ON A LIGHT! THIS DOES NOT AT ALL MEAN
>>> THAT THE ATARI'S WERE MORE POWERFUL...JUST A LITTLE BIT EASIER FOR A
>>> NEWBIE (ie. a 7 year old kid who can't read manuals) THAN THE C-64!!!!
>>>
>>> I can't understand the need to argue on a point that, I thought, was
>>> simple to understand. Maybe this (stupid?) analogy would help:
>>>
>
>
>I can't even imagine how my above explanation could ever be argued
>against. But I'm sure it'll happen.
>

it seem very easy to argue against it. you are saying that the Atari
was simple to use, no need to read the manuals, just turn in on
and off you go.

the C64 was the same way. why do you think differently?

My daughter was 7 when I put her
in front of the c64. she had no problems. i do admit that she
could read at 7, though.

1304. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <btjm4nhw.fsf@erols.com>
Source record: 55597
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Robin Harbron <macbeth@tbaytel.net> writes:

> Aaron wrote:
> > Excellent point (sniff). The C-64 disk drives have, I believe, 256
> > bytes of RAM which could be loaded with program code to produce true
> > multiprocessing (as opposed to the lamer version of multitasking) for
> > things other than drive-only maintenance. I've heard of one user
> > actually getting the drive to calculate Floating point code while the
> > C-64 dealt with other, less mundane, tasks. TRY DOING THAT WITH AN
> > ATARI!!! (sniff)
>

Hmmmph, don't know why we'd want to- Atari people were more interested
in actually getting something done; as opposed to geeky chest pounding.

Although you can do an awful lot in 256 bytes, come to think of it...

;)

Gregm

1305. Re: The mighty DOS menu (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990126030722.23912.00003301@ng-fp1.aol.com>
Source record: 55598

>Heh... the way some people talk, though, you get the impression that
>they can hardly wait to get home for an all-night session of renaming
>files and formatting disks.
>
Hi Steve-
Like most all of these comparisons, it finally
boils down to personal preference.
For instance, I wouldn't think of not using
the Jiffy Dos wedge with my 64. But I've
always lamented the fact that even though
Commodore went to the trouble
to include a wedge originally, they could have
used a couple more KBytes and had a well
functioning menu. I've seen several add-on
menus over the years, but they never
seemed to catch on. Didn't one of the
fast loader/multi-purpose carts have a menu?
Can't remember for sure.
Now where's that stack of blank floppies... :-)
Larry

1306. Re: Atari vs. Commodore (keyboards)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: Daniel Morrow <videoman@cdsnet.net>
Message-ID: <36AD7625.CE59428B@cdsnet.net>
Source record: 55599
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

That depends on what you mean by "not a very good keyboard". I have a 10+ year old keyboard for one of my c64's and it still works perfectly, anyone here care to compare? Also - the c64 keyboard had a far better key layout than the apple (1,2 series) keyboard. I especially like how ultima 6 for the c64 used the keyboard layout to allow for 8 directional game control without getting in the way of alpha-numeric keys. Hmmm, that reminds me - I am going to throw something else into the mix, 8 bit ataris and 8 bit apples have no ultima 6 game for their systems, yet another benefit for owning a c64. By the way - you can also use a joystick with ultima 6 for the c64 of course but the keyboard provides more accuracy (for diagonal control for example).

1307. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: pg@sff.net
Message-ID: <36ad89a6.2123465@news.newsguy.com>
Source record: 55600
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Mon, 25 Jan 1999 10:20:09 GMT, aarona@localnet.com (Aaron) wrote:

> The Apple II series of computers (and
> PC's) only had ANALOG JOYSTICKS, which complicated the code necessary
> to support it at the register level. (unless one relied on canned
> (read:slow) OS routines, which the Apple didn't have).

An Apple II with Applesoft ROMs (i.e., almost all of them) has
paddle/joystick-reading routines in ROM. They are callable from
Basic with the PDL(0) and PDL(1) calls.

To read the buttons, you have to PEEK somewhere in the $C0 page.
MSB set means button down.

Paul Guertin
pg@sff.net

1308. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: pg@sff.net
Message-ID: <36ad8b5e.2563794@news.newsguy.com>
Source record: 55601
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Andre Fachat <fachat@vandyke.physik.tu-chemnitz.de> wrote:

> Thou shall not forget the KIM-1 as one of the first 6502 experimental
> boards

...and other 6502-based single-board computers which came later
and improved on the KIM-1 in various ways.

I have a Synertek SYM-1 my college physics teacher gave me, and I'm
looking for a Rockwell AIM-65.

Paul Guertin
pg@sff.net

1309. Re: Keyboards I have known

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: pg@sff.net
Message-ID: <36ad8c63.2824280@news.newsguy.com>
Source record: 55602
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Niall Tracey <niallt@dai.ed.ac.uk> wrote:

> The best people for keyboards have always been Acorn. The BBC Micro range
> had good solid keyboards; responsive and reliable.

I've wanted a BBC Micro ever since I saw listings of programs
written in its very advanced Basic (for the time), in the mid-80s.
Now I want one even more. Were they ever sold in North America?

Paul Guertin
pg@sff.net

1310. 1200xl manuals wanted UK base

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <78k5cscdo1@barcode.tesco.net>
Source record: 55603

I have now got a 1200xl, and am looking for a set of manuals, copies would be better than nothing, willing to buy/trade/pay costs.

Thanks

Richard

1311. Re: A new subject line (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ad2626.11341839@news.localnet.com>
Source record: 55604
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 25 Jan 1999 21:25:47 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>Hola Aaron,
>
>In article <36ac0ea1.10227523@news.localnet.com>,
>Aaron <aarona@localnet.com> wrote:
>>
>>My mistake. You're right about the keyboard interrupt generation. It
>>would occasionally interfere with DLI's (a more sophisticated form of
>>C-64 raster interrupts).
>
>Care to explain how DLIs are more "sophisticated" than the 64's raster
>interrupt?
>
>-Steve

WARNING: TECHNICAL INFORMATION AHEAD. PROCEED AT YOUR OWN RISK!
(It is not meant to be entirely accurate. corrections will be
appreciated.)

There's a very simple (albeit C64 programmers apparently consider
unimportant) difference.

A C-64 RASTER INTERRUPT is accomplished by POKING a C-64 hardware
register with a specific number that corresponds to which TV/Monitor
scanline the interrupt should occur. For multiple interrupts (on the
same screen) multiple POKES to the same register must occur (which
must be changed by the previously occuring interrupt).

The Atari's normal method of generating an interrupt at the end of a
scanline is different. Before it's understood, one must understand the
Atari's DISPLAY LIST which is interpreted by the ANTIC chip.

To produce a full screen graphics (or text) display on a C-64, a small
number of hardware registers must be POKED...and that's it. The
slightly unfortunate aspect of this *simplicity*is that the C-64 is
unable to mix multiple graphics modes without generating processor
intensive RASTER INTERRUPTS (which must occur 60 times a second).

Unlike the C-64, there is no single register that tells the Atari
hardware how to automatically generate a full screen display. Instead,
the OS (or other user installed program) must first set up a DISPLAY
LIST somewhere in memory. This DISPLAY LIST is nothing but a
sequential series of BYTES which defines how each horizontal strip of
graphics (or text) will be displayed. The following DISPLAY LIST sets

up a 10 row text display

```
70
70
42 display ANTIC mode 2 (BASIC mode0)
20 Also, screen memory starts at7C20
7C
02
02
02
02
02
02
02
02
02
41
E0
7B
```

The first two bytes (70 70) causes ANTIC to generate 16 blank lines. (Manipulating this can cause the screen to be pushed up or down and its effect is shown in the Jumpman game when your man falls, hitting the girders on the way down.)

The upper and lower nybble of the next byte (42) tells ANTIC to display the first line of graphics (lower nybble: 2) & to use the next two bytes (20 7C) as the starting address for the actual graphics data (upper nybble: 4).

The next 9 lines (02 02 02 02 02 02 02 02 02) tells ANTIC to display 9 additional (ANTIC text mode 2) lines.

The next byte (41) tells ANTIC that no more graphics data will be displayed on the current screen and to use the following two bytes (EO 7B) as the address to the beginning of the next DISPLAY LIST (for the next screen display). Normally, this address will point to the beginning of the same DISPLAY LIST but could point to a series of others in order to produce full screen animation without any further processor intervention.

THE FOLLOWING INFO SHOWS HOW THE ANTIC CHIP INTERPRETS EACH BIT WITHIN A BYTE OF A DISPLAY LIST:

bits 7 6 5 4 3 2 1 0

A combination of bits 0 through 3 define what graphics (or text) mode will be displayed on the current line. A graphics mode line can control just one scanline or it can (in the case of text) control 8 (or more) scanlines. (NOTE: setting only bit 0 (out of the lower 4 bits) produces a single blank scanline containing no graphics data)

Bits 4 & 5 allow for a combination of horizontal/vertical fine scrolling for that specific line. (the amount of fine scrolling is controlled by a hardware register)

Bit 6 produces an LMS (Load Memory Scan). This tells ANTIC to use the next 2 bytes as a new beggining address for graphics data.

bit 7 causes a DLI (Display List Interrupt) for that line. This is essentially equivalent to a C-64 RASTER INTERRUPT.

In the above DISPLAY LIST example, setting bit 7 (decimal 128 or hex 70) to any of the 02's (ie. changing $02 to $72) will generate an interrupt for the beginning of that graphics line.

Simple DISPLAY LISTS can consume as little as a dozen bytes or complicated ones as much as hundreds of bytes, depending on how sophisticated the graphics display should be.

Taking advantage of the DISPLAY LIST method allows for other powerful trickeries. For example. generating a LMS (Load Memory Scan) for every graphics line allows ANTIC to display graphics data from completely different areas of memory. If each of these LMS enabled lines are set to jump 300 bytes past the previous LMS enabled line, the screen display could effectively be horizontally scrolled 300 bytes (minus the amount of bytes being displayed) without processor intensive graphics data movement (which, unfortunately, the C-64 would need to perform).

The philosphy behind the Atari method for graphics display was to reduce the memory overhead associated with a computer display. Remember, the Atari was designed when even 16K of memory was awefully expensive. Hence, the Atari's graphics chips had to be extremely flexible in order to support a minimum RAM requirement. The C-64 design goal did not have to deal with this RAM problem and, therefore, it's graphics chip was designed differently.

This in no way means that the Atari is a better computer than the C-64...only that it allows for certain hardware based methods that the C-64 does not have. Of course, the C-64 also has important resources that the Atari lacks. It would have been great to see an upgrade path (for either the C-64 or Atari) that incorporated the advantages of both systems (with additions that neither had).

1312. Atari 1200XL still boots up to green screen, but not totally unresponsive

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: bmw3@my-dejanews.com
Message-ID: <78kpi8vta1@nnrp1.dejanews.com>
Source record: 55605

Sorry to report this message, but posts from my school's server don't seem to be getting out.

A couple weeks again I posted about an Atari 1200XL that just booted up to solid green screen. I've since replaced the memory chips (several times), the CO14806 MPU and the CO6060 MMU. I've also resocketed all IC's, just in case there was a corroded contact somewhere. However, all this appears to have had no significant effect. The TV screen is still green, regardless of the presence of a cartridge or any button pressed (including the reset button).

Although, I notice now that there are faint, dark vertical lines in the green screen every 1/4 or 1/2 inch. When I hold down the reset button, these lines all become evenly spaced at about 1/4 inch, and when I release the reset button, the lines go back to their previous configuration about 1/3 sec after the button is released. Futhermore, when I connect a joystick to either port and jiggle it around, pressing its fire button, I see intermittent white dots (noise/static?) zip across the screen. These lines and joystick noise appear regardless of whether a cartidge is inserted.

If anything, the fact that the faint vertical lines appear to change position when the resent button is pressed and only go back to their previous positions a short time AFTER the button is released should indicate that computer is doing something. That is, the computer appears to repsond in some way to the reset button.

Does all this perhaps better specify where my problem could be, especially since I've already replaced the memory, the MPU, and the memory decoder chip?

Thank You
Benjamn West.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1313. Atari 1200XL still boots up to green screen, but not totally unresponsive

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: bmw3@cec.wustl.edu
Message-ID: <78kqdcli1@nnrp1.dejanews.com>
Source record: 55606

Sorry to repost this message, but the posts from my school don't appear to be getting out.

A couple weeks again I posted about an Atari 1200XL that just booted up to solid green screen. I've since replaced the memory chips (several times), the CO14806 MPU and the CO6060 MMU. I've also resocketed all IC's, just in case there was a corroded contact somewhere. However, all this appears to have had no significant effect. The TV screen is still green, regardless of the presence of a cartridge or any button pressed (including the reset button).

Although, I notice now that there are faint, dark vertical lines in the green screen every 1/4 or 1/2 inch. When I hold down the reset button, these lines all become evenly spaced at about 1/4 inch, and when I release the reset button, the lines go back to their previous configuration about 1/3 sec after the button is released. Furthermore, when I connect a joystick to either port and jiggle it around, pressing its fire button, I see intermittent white dots (noise/static?) zip across the screen. These lines and joystick noise appear regardless of whether a cartridge is inserted.

If anything, the fact that the faint vertical lines appear to change position when the resent button is pressed and only go back to their previous positions a short time AFTER the button is released should indicate that computer is doing something. That is, the computer appears to respond in some way to the reset button.

Does all this perhaps better specify where my problem could be, especially since I've already replaced the memory, the MPU, and the memory decoder chip?

Thank You
Benjamin West.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1314. Re: Atari Parallel Interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ad57d8.24066481@news.localnet.com>
Source record: 55607

On Tue, 26 Jan 1999 04:02:04 GMT, sixosix@ibm.net (Mikey) wrote:

>Hello All,
>
>I am looking for the plans, specs, schematics for an interface to hook
>up an Atari to the PC's Parallel Port. SIO2PC does not work for me,
>COM poret nightmares.
>
>Any help appreciated.
>Sixosix

I just found the following URL which is chockfull of info. It might
contain what you're looking for:

http://www.cis.ohio-state.edu/hypertext/faq/usenet-faqs/html/atari-8-bit/faq/faq-doc-1.html

1315. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ad58cd.24310769@news.localnet.com>
Source record: 55608
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Mon, 25 Jan 1999 11:03:40 -0700, John/Lori
<henk@spamsuxdoitnow.com> wrote:

>> No computer invented by man has ever done true 3D.
>Could you define what you mean by 3D? (please)
>
>In particular, what do you think it is, that no computer's
>ever done it.

My definition of true 3D would probably be comparable to the holodecks
on Star Trek. For "real time" display, the current computer technology
only allows for the tanslation of a 3D world onto a 2 dimensional
surface (or, in the case of VR style glasses, a couple of 2D
surfaces).

Quite possibly, I could be wrong. I'll have to keep tuning into
X-Files for any government conspiracies to cover up the truth. :-)

1316. Re: Atari vs. Commodore (keyboards)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ad5ab6.24800335@news.localnet.com>
Source record: 55609
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 25 Jan 1999 16:19:35 GMT, Curt Vendel <cvendel@worldnet.att.net>
wrote:

>Yes, the placement of keys was a bit ackward I think on everyones keyboard
>and yes the 1200XL keyboard hands down was the best, also with all the
>variations of computers, Atari really should have done a detachable keyboard
>and with the Atari 400/800 series Atari released the CX-85 number keypad
>seperately so it was a little disappointing that Atari didn't see fit to
>include a keypad in the XL series or XE series. The one thing I hated was
>holding the control key to use the arrow keys to move around, very
>annoying. The Commodore computers got a major facelift with the c-128 and
>c-64-II's which were attractive and more functional and they replaced the
>c-64 keyboard which was not a very good keyboard.
>
>Curt

What about the Apple II's weird BASIC editing methods? First you had
to hit the "esc" key. Then, for cursor movement, one needed to hit the
"I", "J", "K","L" keys to reach the beginning of the line requiring
editing and, finally, hit the "return" key. This was still necessary
despite the incorporation of the arrow keys in later models (beginning
with the Apple II+?).

1317. Re: Atari vs. Commodore (DOS Comparision)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ad5cb6.25312153@news.localnet.com>
Source record: 55610
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 25 Jan 1999 16:16:09 GMT, Curt Vendel <cvendel@worldnet.att.net>
wrote:

>It wasn't until Atari released DOS-XE that it had nested directories so it
>was up to DOS' like MYDOS and Spartados to allow nested directories on the
>Atari's.
>

I forgot to mention that the original IBM DOS couldn't handle nested
directories, either.

1318. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ad5e82.25772004@news.localnet.com>
Source record: 55611
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>Reason being is that the BASE system only had 16K of memory (plus 1 or
>2k extra I think for registers or whatnot). The PROBLEM comes in when
>you realise that the system has 16K of system memory TOTAL. This is a
>problem, because the TMS9918/28 VDP *REQUIRES* 16K of RAM to do
>anything. This means that programs that run on a base system in TI BASIC
>are *EXTREMELY* slow, since to do anything in memory, the system has to
>talk to the memory via the video display processor. That's right, a base
>TI uses the VRAM as System memory. Yuck!!

VRAM as system memory? Thank god the original Amigas didn't do this.
(JOKE)

1319. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ad5f23.25932768@news.localnet.com>
Source record: 55612
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

```
>Thou shall not forget the KIM-1 as one of the first 6502 experimental
>boards (by MOS technolgies, later CBM) and of course the first PET
>models, with 2k ROM chips, 2k static RAM chips (8k in total))
>
No wonder Commodore called it the PET. With it's paultry amount of
RAM/ROM inclusion, you couldn't get past the "PETTING" stage. :-)
```

1320. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ad6743.28013997@news.localnet.com>
Source record: 55613
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

>Thus window "A" might display some sort of picture -- of a monster,
>or some other type of graphic -- while window B contains information,
>and window C contains a status display. Each window can have it's
>own palette, because colors may be fetched from RAM, instead of a single
>color register. In other words, the result is, in general, a 16-color
>display, not a 2- or 4-color display, which is why I make the comment
>that although the Atari has more colors, the 64 is in general more
>colorful. I do not feel that this is a trivial feature or a frivilous
>argument (it is certainly not a strawman argument, as I have no
>intention of disproving it!).

The C-64 can achieve more with it's limiting 16 color palette on the
same scan line at a higher resolution than the Atari. The Atari can
produce a more lively "effects show" with it's greater range of colors
but at a lower resolution. In these respects, both systems have their
individual strengths and weaknesses which good programmers should take
advantage of.

>Perhaps I should be more specific: I want to control the timer. Could
>you provide a piece of code which generates an interrupt every
>12345 cycles? (I am indeed curious about this).
>
The following piece of info was taken from DE REY ATARI. The book, in
its entirety, can be located on the net at:

http://www.pcc.net/dzone/dere/contents.html

(SORRY: I was unable to locate a more truncated piece of code and am
currently way too lazy to come up with my own).

Hardware Timers

There are four countdown timers built into the POKEY chip. They
function as reusable "hardware subroutines". The most common
use of these timers is in conjunction with the audio channels for
producing sound effects (see Section 7, Sound). They may also be
used as straight countdown timers, since they generate an IRQ
interrupt (see subsection on Interrupt Processing Structure). Each
timer is associated with a frequency register which holds the initial
value for the timer. When the hardware register STIMER is written
to, this initial value is loaded and the countdown timer started. When
the timer counts down to zero, an IRQ Interrupt request is
generated. It is important to note that only timers 1, 2 and 4 have
interrupt vectors for processing. The following steps must be taken
to activate any of the timers.

Step 1. Set AUDCTL [$D208] with proper value to select clocking frequency for the desired timer.

Step 2. Set the volume output to 0 for the audio channel associated with the selected timer (AUDC1, AUDC2, AUDC4 [$D201, $D203, $D207]).

Step 3. Set AUDF1 , AUDF2 or AUDF4 [$D200, $D202, $D206] with the desired number of clock intervals to count.

Step 4. Set up routine to process timer interrupt.

Step 5. Change timer interrupt vector to point to processing code (VTIMR1, VTIMR2, VTIMR4 [$0210, $0212, $0214]). *** Note. Due to a bug in the source code, the original version of the operating system will never vector through VTIMR4. This has been fixed in Rev. B.

Step 6. Set bits 0, 1 or 2 in IRQEN and the OS shadow POKMSK [$D20E and $0010] to enable interrupts from timers 1, 2 or 4.

Step 7. Write any value to register STIMER [$D209] to load and start the count down timers.

One complication of working with these timers is that the 6502's response to them will be pre-empted and possibly delayed by ANTIC's direct memory access, display list interrupts or vertical blank processing.

1321. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ad6d10.29498441@news.localnet.com>
Source record: 55614
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>Doesn't the 6502 in the Atari's have a "reset" line? Would it not be
>a relatively simple task to install a real hardware reset? Curt, Bob,
>Mathey, anyone?
>
>Oh yeah, before I forget the thread here and lest anyone get religious
>on me, I do mean to include the commie or apple also if the 65xx
>series CPU they have also have a reset pin. I am a firm beliver in a
>hardware reset switch. Power cycling is hard on equipment and more
>time consuming.
>

Wouldn't it be easier to produce a controlled nuclear explosion near
the computer? The amount of radiation should (theoretically) cause a
reboot. :-)

1322. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ad6e0e.29753029@news.localnet.com>
Source record: 55615
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>>>
>>UH OHHHH! You'd better duck quickly!!!!!! Or you may get a bunch of
>>1541 drives rammed up your ass (not by me, though).
>
>Hmm. I don't get it. Are 1541 that bad that their owners routinely
>discard them by shoving them up other people's asses?
>
Well, Commodore equipment (including 1541's) had a very high failure
rate. I would assume the original owners of dead 1541's would find
some way of making use of them. Ass plugging would be a pretty good
method of discarding them. Don'tya think?

(I'm getting way too ludicrous. Still, the above comment is a real
"corker". ;-)

(I can't believe I said that.)

1323. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ad6c85.29359892@news.localnet.com>
Source record: 55616
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

>Hmmmph, don't know why we'd want to- Atari people were more interested
>in actually getting something done; as opposed to geeky chest pounding.
>
>Although you can do an awful lot in 256 bytes, come to think of it...
>
YOU CAN'T DO ANYTHING IN 256 BYTES! (Microsoft programmer)

1324. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ad6ffe.30248558@news.localnet.com>
Source record: 55617
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>You don't think 4-5% of the userbase sat down and whipped up their own
>programs from time to time? I do.

4-5% would be equivalent to "MILLIONS?" I guess programmers don't have
to be good mathematicians.

1325. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ad70dd.30472138@news.localnet.com>
Source record: 55618
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Mon, 25 Jan 1999 20:35:14 +0000, Jason <tmr@cosine.demon.co.uk>
wrote:

>Steve:
>> More to the point, I believe 3D games can be quite fun without
>> being texturemapped. Is that not the purpose of a game, to be fun?
>> Thus I happily stand by _my_ statement: the 8-bit machines are
>> quite capable of doing high speed 3D games/programs.
>
>Aaron:
>> OK. I guess that, given a choice between two computers, a C64 and a
>> Pentium, both being priced at $700, you'd opt for the C-64? After all,
>> you did say both are capable of doing high speed 3D games/programs.
>
>Where did he say they compared visually?! Look, I'll explain another
>way. I like cheap science fiction television (no names, not after what
>happened last time! =-) and would rather watch these shows, with their
>crap special effects and stilted dialogue than *any* of the slick, CGI
>based sci-fi television presently available. Why? One has content, the
>other just *looks* nice.
>
>But if you feel compelled to watch a film because it has a multi-million
>dollar effects budget or play a game because it has the latest texture
>mapped 3D engine *just* because it's got a large effects budget or
>*just* because it's got the latest texture mapping then all the best to
>you and I won't stand in the way of your pursuit of happiness.
>
>But I'll stick to my cheap sci-fi and my wireframe games, ta.
>--

I guess that would mean you'd be willing to spend money at the theatre
in order to see an old b&w Outer Limits episode? I *mostly* agree
with your above assessments (in fact, I had pretty much made an
equivalent post) but when it comes to spending the big bucks, we
humans want something new and hi-tech. Most everyone adores the 1939
Wizard of Oz & Gone with the Wind movies and considers them to be
timeless classics...but this, in itself, wasn't enough to drag
millions of paying customers into the theatres when they were recently
re-issued.

1326. Re: Mux System

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <78kgll$og1$1@nets3.rz.RWTH-Aachen.DE>
Source record: 55619

Howdy folks, Jeff

>One of the main reasons this would be useful for 8-bits is having 7 slaves
with
>modems: instant multi-line BBS.

I always thought the MUX could have EIGHT slaves.

CU Mathy van Nisselroy

1327. Re: How to build a Covox Voice Master (WTB: Covox Voice Master)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <78kh9i$on8$1@nets3.rz.RWTH-Aachen.DE>
Source record: 55620

Howdy folks, Patrick

>Zero crossing is supposed to be the most memory efficient speech recognition
>system. It doesn't digitize the whole input wave, only the points at which
>it ...um...crosses zero (couldn't think of anything more descriptive). The
>templates can even be played back through something to approximate the
>original sound. Maybe I'll just have to start from scratch with this
>system. Here's a description crom comp.misc.robotics.

Memory doesn't have to be a problem. (I'm developing a 1MB SIMM upgrade. The hardware works, but it's a lot of soldering. And MyDOS does something funny when booting with basic).

I've heard of plans (don't know ANY details) to sample (for use on CD's, not with computers) only that part of the sound that man can hear. And I do not mean below 20Hz and above 20kHz. If a lot of sounds are produced, you will not hear all of them. This is because lower frequencies need less volume to be heard as high frequencies do. Oops, I GUESS that should be the other way around. Maybe this is worth thinking about too.

CU Mathy van Nisselroy

1328. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <36ADD0E0.87F9AB6C@mail.uni-mainz.de>
Source record: 55621
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron schrieb:
>
> >
> >Commodore sold 4.5 million C128s. How did the 130XE do? Hell, did all of
> >the XE machines COMBINED sell 4.5 million?
> >
> As far as I know, the C-64 series of computers (this includes the 128)
> were the best selling 8-bit computer EVER. By the end of it's run,
> Commodore had sold close to 20 MILLION of 'em. That's an incredible
> number, especially when you consider none of these were clones.
>
> I am uncertain of the number of Atari's 8-bits sold. My totally
> uneducated estimation would be around 6 Million.

Maybe 6 million computers, but about 30 million 8-Bit video consoles !!
(VCS 2600 !! Only a few 5200 and 7800). Perhaps another reason for no
better support to the 8 Bit computer line, those consoles were a
self-seller... Andreas

1329. New Atari WWW-site

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: "I.Kuczek" <ixkuczek@friko6.onet.pl>
Message-ID: <36AE4E7F.4F52@friko6.onet.pl>
Source record: 55622

```
New Atari-8bit WWW-site:

http://friko6.onet.pl/lu/ixkuczek

Subject: 1) Atari-8bit and MIDI
2) Music in Chaos Music Composer
3) Upgrade 130XE -> 320XE

Irek
```

1330. Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <36ADCFAA.1257F232@mail.uni-mainz.de>
Source record: 55623

Hello Atarians,
this newsgroup debated some time ago about documentations for the Atari 8 Bit computers. Now, up to date many 800/XL/XE do not work anymore, some of them only because one chip is defective. It maybe is not hard to get a new chip, but how can we built one on our own ?? There is no unlimited source for getting used chips (sometimes you have to use a complete computer just to get one chip). so now, are there any documentations around for the Atari chips called "Antic", "Pokey", "GTIA", "PIA", so one can burn/make them for himself ?

To give away an idea to the emulator fans: If you could re-create those 8-bit chips, you could maybe build up an 8-Bit card, containing those original chips, that can be installed and used (like a graphic or sound card) on your PC with any emulator. So, instead of emulating these 8-Bit computers, you easily install a card for Atari, Commodore, Sinclair, Spectrum, Apple, Amstrad, and many other 8 bit computers to be used with your emulator. Maybe this could make the emulation more perfect...

For me, I am only interested in the contents of those Atari special chips (which were special, because only Atari produced them, I think).
Andreas Magenheimer

1331. Giveaway in the UK

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: Keith Wolstenholme <kw@parisdata.co.uk>
Message-ID: <78kjlqgkp1@ananke.salford.ac.uk>
Source record: 55624

Hi,

The good news (for you) is that I've decided to clear out some of my
old 8-bit stuff - mainly mags, a few books and software. This is material
that I doubt I'll ever look at again (though I am keeping my computer
and most of the software). The list looks something like this:

Magazines:
Antic 67 issues between v2.2 and v9.1 (inc some cover disks)
Analog issues 8,9,11-14,17-58

Manuals/Technical Documents:
*** De Re Atari ***
ATARI 400/800 Operating System Source Listing
ATARI Personal Computer System Operating System User's Manual Volume 1
(Copy)
ATARI Personal Computer System Operating System User's Manual Volume 2
(Copy)
ATARI Personal Computer System ATARI 400/800 Hardware Manual (Copy)

Books:
Compute's First Book of Atari
Atari Games and Recreations - Kohl, Kahn, Lindsay and Cleland
The Atari Assembler - Inman and Inman
Atari Basic - Albrect, Finkel and Brown
Atari Macro Assembler

Software:
Basic A+
QS Forth
OS/A+
A few games and disk and a few more on tape

Hardware:
Cartridge Backup System

Initially, I just want this lot to go off to a good home - I will give it to
anyone
who wants to come get it ! The bad news (for a lot of people) is that
I'm based in Salford, UK.

If anybody's interested e-mail me direct at:

kw@parisdata.co.uk

Keith

1332. Re: I need a cord.

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ad864c.35959577@news.localnet.com>
Source record: 55625

On 23 Jan 1999 00:45:25 GMT, hajjej@aol.com (Hajjej) wrote:

>Does anyone know where I can get the cord that connects a 1200XL to a monitor?
>Mine has a short in it.
>Thanks
>John Shawler

You can also use a Commodore 64 composite monitor cord (with little or
no hacking).

1333. Re: How to build a Covox Voice Master (WTB: Covox Voice Master)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990126063659.28850B-100000@vtn1>
Source record: 55626

On 26 Jan 1999, Mathy Van Nisselroy wrote:

> And MyDOS does something funny when booting with basic).
>
Could it be the problem I mentioned in my text on RAM and ROM control i.e.
use of the BASIC bit in PORTB for RAM selection?

John

1334. Re: Atari vs. Commodore (keyboards)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ad88fe.36649807@news.localnet.com>
Source record: 55627
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

```
Who needs a T-Bird.
Who needs a house
When you've got a perfectly good keyboard
And an adequate mouse?
```

1335. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ad8c9e.37578563@news.localnet.com>
Source record: 55628
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Tue, 26 Jan 1999 09:36:16 GMT, pg@sff.net (Paul Guertin) wrote:

>On Mon, 25 Jan 1999 10:20:09 GMT, aarona@localnet.com (Aaron) wrote:
>
>> The Apple II series of computers (and
>> PC's) only had ANALOG JOYSTICKS, which complicated the code necessary
>> to support it at the register level. (unless one relied on canned
>> (read:slow) OS routines, which the Apple didn't have).
>
>An Apple II with Applesoft ROMs (i.e., almost all of them) has
>paddle/joystick-reading routines in ROM. They are callable from
>Basic with the PDL(0) and PDL(1) calls.

(My mistake. Guess I was only half right about the Apple =-))

Except that a small bit of time had to be wasted between both PDL
calls (in order to minimize "crosschatter." Here's a BASIC line taken
out of page 292 of "INSIDE THE APPLE II":

100 X=PDL(0):FOR I = 1 TO 10: NEXT I: Y=PDL(1)

If paddle "crosschatter" made even slow BASIC wait for a few loops,
imagine the amount of time wasted in machine language!

>To read the buttons, you have to PEEK somewhere in the $C0 page.
>MSB set means button down.
>
>Paul Guertin
>pg@sff.net

1336. Help Wix trackball has quit

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: jeep@tc.fluke.com
Message-ID: <78km44$9gv$1@willys.tc.fluke.com>
Source record: 55629

My Wix trackball has stopped working. I have opened the unit and there is no visual indication of anything broken. I have also checked continuity of each wire through the cable. Does anyone have a schematic for this unit? Am I going to be able to get replacement parts even if I determine what is wrong? Would I just be better off looking for a replacement?

Dale
--
jeep@tc.fluke.COM Dale Chaudiere (206) 356-5894

1337. Re: Atari vs. Commodore (keyboards)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: pg@sff.net
Message-ID: <36ad8d5a.3071257@news.newsguy.com>
Source record: 55630
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Daniel Morrow <videoman@cdsnet.net> wrote:

> Also - the c64 keyboard had a far better key layout than the apple
> (1,2 series) keyboard.

Um, what layout do you think the Apple I used?

Paul Guertin
pg@sff.net

1338. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: pg@sff.net
Message-ID: <36ad9081.3878329@news.newsguy.com>
Source record: 55631
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Mon, 25 Jan 1999 09:16:46 GMT, aarona@localnet.com (Aaron) wrote:

> Computers should be designed as a series of layers. The upper layer
> should be absolutely idiot proof. Lower, successive layers should give
> more control to the experienced users.

You know, I read that word as "lawyers" the first time, and the second
time, and the third time, and it still kind of made sense.

Of course, there is no such thing as "idiot proof". Every time you
think you've done it, they just start making better idiots.

Paul Guertin
pg@sff.net

1339. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: pg@sff.net
Message-ID: <36ad8e4e.3315752@news.newsguy.com>
Source record: 55632
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net> wrote:

> >Amazingly, those computers are still being sold in Japan. I did a
> >double-take when I saw a lineup of Sharp models, never used, in the
> >display window of a computer store (in Osaka) earlier this month,
> >sitting right next to Palm Pilots, Color Zauruses and other hardware
> >a hundred times more powerful.
>
> Did you see any of the Casio Pocket Computers? Tandy cloned the Sharp
> models for the PC-1, 2 and 3, and the Casio models for -4 and (I think) -6.

I don't remember exactly -- only that there were several models, and
that at least two of them were Sharps.

(I bought a Sharp Zaurus PDA for 25000 yen, which I use as a bilingual
dictionary. You can write on it in Japanese characters and get the
pronunciation and English translation. Much more convenient than
trying to use a paper dictionary.)

Paul Guertin
pg@sff.net

1340. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: Niall Tracey <niallt@dai.ed.ac.uk>
Message-ID: <Pine.SOL.3.95.990126153300.1294B-100000@tuna.dai.ed.ac.uk>
Source record: 55633
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Mon, 25 Jan 1999, John/Lori wrote:

> > No computer invented by man has ever done true 3D.
>
> Could you define what you mean by 3D? (please)
>
Don't know what he means, but by my reckoning, a three dimensional entity
has a property that can only be fully described using three seperate
numerical identifiers.

> In particular, what do you think it is, that no computer's
> ever done it.
>
I'd personally love to see a 3D computer.

All mainstream computing is done in 2D - the most basic dimension being
the value of a whole byte, or the arbitrary values of bits in a byte
(whichever way you look at it) and the second being the address in memory.

Can you imagine the complexity in programming a computer that worked in
many dimensions? It'd be mindblowing. Jeff Minter would probably be able
to handle it, though. :-)

Although....

Does that make a computer with *PAGED MEMORY* 3D?

ie Byte, page, absolute address...?

[Why oh why do I always contradict myself?

Don't be so melodramatic. It hardly ever happens.]

I wouldn't say so myself, as switching pages usually is a slightly
complicated affair. It would be possible under some systems (eg the simple
256K C64 upgrade on Marko Makaela's page) to write programs that would
bounce backwards and forwards between pages all the way through execution
at the slightest notice, although there would still be no logical
progression between pages.

Logical progression?

By this I mean the carry that makes a series of bits a single byte,
representing a number, and the sequential execution of commands within a
page (as well as limited distance branches which give a page a definable
'size').

Course, you probably meant graphics... ;-)

Niall Tracey

```
_________________
A X o
/</ \>
/ \ /\
___/ /___\ \___
```

Your thoughts betray you...

1341. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <wkr9sinifr.fsf@pop.erols.com>
Source record: 55634
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

aarona@localnet.com (Aaron) writes:

> >Hmmmph, don't know why we'd want to- Atari people were more interested
> >in actually getting something done; as opposed to geeky chest pounding.
> >
> >Although you can do an awful lot in 256 bytes, come to think of it...
> >
> YOU CAN'T DO ANYTHING IN 256 BYTES! (Microsoft programmer)

Sure you can- device drivers, text searching engines, VBI based graphics,
horizontally smooth scrolling large datasets thru a graphics 8 display-
the possiblities are endless. Just goes to prove Microsoft never
implemented anything substantive; if something is substantive then
it is efficient. Therefore, if something isn't efficient, its also not
substantive. Simple enough..

;)

Gregm

1342. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ada0bb.42727357@news.localnet.com>
Source record: 55635
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

SOUNDS FRENCH TO ME! (even though I don't speak it...Now why am I
contradicting myself. NO, I'M NOT. HHhhhhhhmmm. French Fries.)

>On Mon, 25 Jan 1999, John/Lori wrote:
>
>> > No computer invented by man has ever done true 3D.
>>
>> Could you define what you mean by 3D? (please)
>>
>Don't know what he means, but by my reckoning, a three dimensional entity
>has a property that can only be fully described using three seperate
>numerical identifiers.
>
>> In particular, what do you think it is, that no computer's
>> ever done it.
>>
>I'd personally love to see a 3D computer.
>
>All mainstream computing is done in 2D - the most basic dimension being
>the value of a whole byte, or the arbitrary values of bits in a byte
>(whichever way you look at it) and the second being the address in memory.
>
>Can you imagine the complexity in programming a computer that worked in
>many dimensions? It'd be mindblowing. Jeff Minter would probably be able
>to handle it, though. :-)
>
>Although....
>
>Does that make a computer with *PAGED MEMORY* 3D?
>
>ie Byte, page, absolute address...?
>
>[Why oh why do I always contradict myself?
>
> Don't be so melodramatic. It hardly ever happens.]
>
>I wouldn't say so myself, as switching pages usually is a slightly
>complicated affair. It would be possible under some systems (eg the simple
>256K C64 upgrade on Marko Makaela's page) to write programs that would
>bounce backwards and forwards between pages all the way through execution
>at the slightest notice, although there would still be no logical
>progression between pages.
>

>Logical progression?
>
>By this I mean the carry that makes a series of bits a single byte,
>representing a number, and the sequential execution of commands within a
>page (as well as limited distance branches which give a page a definable
>'size').
>
>Course, you probably meant graphics... ;-)
>
> Niall Tracey
> _________________
> A X o
> /</ \>
> / \ /\
> ___/ /___\ ___
>
>Your thoughts betray you...
>
>
>

1343. Re: Mux System

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <36ADF02B.A505ECF8@ix.netcom.com>
Source record: 55636

Could be, I was just parroting the "7 slaves" thing from Bob's message... I don't have one, myself (damn Bob for making his available when I don't have the extra cash lying around ;).

Jeff

Mathy Van Nisselroy wrote:

> Howdy folks, Jeff
>
> >One of the main reasons this would be useful for 8-bits is having 7 slaves
> with
> >modems: instant multi-line BBS.
>
> I always thought the MUX could have EIGHT slaves.
>
> CU Mathy van Nisselroy

1344. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-26 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F66EDx.C41@cix.compulink.co.uk>
Source record: 55637

In article <36aae1d8.30839115@news.localnet.com>, aarona@localnet.com (Aaron) wrote:
> How did you arrive at the 25 Million mark? My information was based on
> Commodore' 1993 Annual report which stated a total of around 17
> Million sold. An additional 8 Million seems way too high for a company
> that went bankrupt shortly afterward (and a computer that was at the
> end of its run, anyway).
Maybe they're counting that new European C64 thing. Is it actually out yet or still a prototype? AFAIR it's a tiny DOS based PC with some clever hacks/software to make it run C64 software via an emulator. Also has amodem/browser and all that kind of stuff. Far too expensive for what it is though - £300 was being mooted as a figure.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1345. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be49ea$64dafa40$4e374382@vidar>
Source record: 55288
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> Autoloading maxmizes the danger of catching a virus.
> Without autoloading Virus-Programming is much harder....
>
> -Brix-
>
That doesn't make much sense, as I usually turn off my computer and boot a disk. I would rather think a virus would spread a lot more thru executable files. Like loading a program and swapping disks and loading another wouldn't create a virus problem. When I use my C64, I usually don't turn it off when I start various programs, so I do think the Atari is safer really. Are there any Atari 8-bit viruses at all ? I have a games somewhere I think with viruses in them, Epidemic, but it doesn't spread to anything else than the map on screen.

1346. Re: FS: Speech Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be49eb$0c0be180$4e374382@vidar>
Source record: 55289

Software Automated Mouth, wasn't it ?

Curt Vendel <cvendel@worldnet.att.net> wrote in article
<36AE85A0.886D9091@worldnet.att.net>...
> Hi,
>
> You answered you own question when you quoted the opening statement
> pronounced by the program: SAM (Sound Actuated Mouth). Cute program,
not
> true text-speech, but with some creative modifying of words you could get
it
> to say almost anything you wanted.
>
> Curt
>
>
>
> SjoSupp wrote:
>
> > Hallo !
> >
> > I'm still searching a Programm for the Atari 400/800.
> >
> > It was a Speech Synthesizer Programm that began with a
> > 'Hallo, my name is Sam. I'm a speech synthesizer for the atari
computer'.
> > Can anybody tell me, where i can find this great programm ?
> >
> > Thanks
> > Helge
>
>

1347. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <36AF2A53.60D63955@sprynet.com>
Source record: 55290
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Jason wrote:

> My favourite sci-fi show (still no name, I'm not taking the risk!) ran
> for over 25 years and I have *most* of it on tape, commercial copies
> where they're released and off-airs where not. Considering that comes
> to several hundred tapes, even the costs of blanks for the off-airs is
> something I probably don't want to scare myself with.
>
> It's *not* 'Trek, BTW.

Ahh a fellow Whovian. :) Give me five!

Geoff!

1348. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <78nb58$otj@chronicle.concentric.net>
Source record: 55291
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

neuvians@mathematik.uni-marburg.de (Jan Neuvians) writes:

>we're nearing the 256th post on this lousy thread. Maybe we should
>introduce a sort of bronze award for this - and a sliver for 512 and
>of course gold for 1024.

I would just like it to stay in *one* subject heading. There's another
thread spawned off it this morning! *Stay put* so that those who don't
feel like reading, can killfile!

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1349. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <78nbmr$pgb@chronicle.concentric.net>
Source record: 55292
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

John/Lori <henk@spamsuxdoitnow.com> writes:

>>This means that programs that run on a base system in TI BASIC
>>are *EXTREMELY* slow, since to do anything in memory, the system has to
>>talk to the memory via the video display processor. That's right, a base
>>TI uses the VRAM as System memory. Yuck!!

>IIRC (and maybe I don't), it was worse than that. The BASIC interpreter
>was written in the GPL interpreter and kept in a crunched form in ROM.
>Also the ROM's were auto addressing.

You do remember correctly -- the TI uses video memory for program storage space, and BASIC is written in GPL and stored in GROM, requiring a double interpretation step to run your programs. Worse, the 9900, despite having a 16-bit data bus, only has 8 bits of the bus physically connected to the board. TI consumer electronics engineering strikes again.

The Tomy Tutor, a TI-like system based on the later 9995, has a similar architecture but the chip is not crippled (it uses a prefetch mechanism to accept 16-bit instructions through its 8-bit data bus) and Tomy BASIC, which is organised similarly to TI XBASIC, is 100% assembly.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1350. Re: Atari vs. Commodore (keyboards)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <78nc64$ekr@journal.concentric.net>
Source record: 55293
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

pg@sff.net (Paul Guertin) writes:

>It has some similarity to the way the Unix editor "vi" works. I
>wonder if Wozniak (or whoever at Apple implemented the escape mode)
>knew about vi.

It does have some similarity, but you don't have to type lllllllll to
enter in all the characters on your line in vi :-)

>I was very confused the first time I used the Commodore 64, which
>doesn't have the concept of "active input line" but allows you to
>edit any line displayed on the screen by moving up the cursor to
>that line. How weird!

Actually, I find it very logical -- what you see is what you get. If it's
on the screen, it gets entered. Sometimes that gets a bit annoying when you
have to erase things, though, to stop the screen editor from picking them
up also.

COMPUTE once said, to someone who was a VAX user who had bought a C64 for
home use and was puzzling over the editor (didn't understand it, was expecting
vi, I suppose), that the 64's screen editor system was actually considered
very good for a machine of its class.

>Many Basic programmers bought third-party add-ons to Basic that
>added an "Edit" command. My favorite was Beagle Brothers' GPLE.

Yep! I have this one. Very handy, liked it *much* better.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1351. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36AF334B.38D14579@arn.net>
Source record: 55294
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Would that happen to be Star Trek? Also, this one is to Aaron, where in
the hell did you see a C64 cost $700??? Forget that! I would go w/ the
pentium (considering that's how much mine cost). Now, if there was an
Atari Mega ST for that much, I would snatch it up quick.

Laters,

antbaker@arn.net

Jason wrote:
>
> Jason =-)
> > But I'll stick to my cheap sci-fi and my wireframe games, ta.
>
> Aaron:
> > I guess that would mean you'd be willing to spend money at the theatre
> > in order to see an old b&w Outer Limits episode?
>
> Not being an Outer Limits fan, no. *But* I *have* paid to see old films
> at the cinema in the past and I *do* buy videos of classic films and
> television.
>
> My favourite sci-fi show (still no name, I'm not taking the risk!) ran
> for over 25 years and I have *most* of it on tape, commercial copies
> where they're released and off-airs where not. Considering that comes
> to several hundred tapes, even the costs of blanks for the off-airs is
> something I probably don't want to scare myself with.
>
> It's *not* 'Trek, BTW.
>
> > Most everyone adores the 1939 Wizard of Oz & Gone with the Wind movies
> > and considers them to be timeless classics...but this, in itself,
> > wasn't enough to drag millions of paying customers into the theatres
> > when they were recently re-issued.
>
> Because they're now available to own in your own home, why would people
> pay to see what they already own?
>
> Take a look at Disney though, they rationed video releases and used the
> few they *did* put out as "bait" so that cinema re-releases of their
> classics pulled some very respectable box office figures.
> --
> Jason =-)
> ____

```
> TMR / / / / / / /\
> / /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
> / /\_/ / /__ / / / / __// Cosine Homepage: / /
> / /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
> /_____/_____/_____/__/__/__/_____/_____________________________________/ /
> \_____\_____\_____\__\__\__\_____\_____________________________________\/
```

1352. Re: Atari vs. The Rest Of The World

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36AF3674.8A823DD3@arn.net>
Source record: 55295

Hehe...I used to use Rainbow (Atari Emulator) on one of my Macintoshes.
I then got Atari800Win for PC, and going to get my Atari collection (at
least some) back from my dad and make disk images of Atari programs out
of various programming books (Antic mostly) and also the game and
program collection I have and put it on a web site I am trying to make.

Basically now, w/ my lil' project I am trying to do, I am going to be
using ALL of my systems now (that's a hellofalot).

Laters,

antbaker@arn.net

sloopy_m@my-dejanews.com wrote:
>
> In article <MPG.11149f7a4e86fdca98973c@news.midwest.net>,
> rlaski@midwest.net (Ronald A. Laski, Jr.) wrote:
> > In article <Pine.GSO.3.95.iB1.0.990123223530.8760C-100000@vtn1>,
> > yg473@victoria.tc.ca says...
> > > Really Gentlemen, haven't we learned anything over the years? Brand
> > > bashing is simply a waste of time and band width.
> > >
> > > Let's get on to some subjects designed to advance the utilisation of our
> > > favourite machines rather than rehash the, often ridiculous, comparisons
> > > made years ago when these various computers were still being offered for
> > > sale and actually being supported to various degrees (in our case about
> > > degree 0) by their manufacturers.
> > >
> > > Along with Atari; Apple, Commodore, Radio Shack, Sinclair, and others
> > > produced useful and very useable able 8-bit machines, each with its strong
> > > points (eg. a Z80-based box will make any popular 6502-based machine
> > > look sick for straight number crunching). Can we not leave it at that and
> > > look at ways Atari ML programmers can exchange ideas with their Apple and
> > > Commodore counterparts with the goal of developing something new?
> > >
> > >
> > > John
> > >
> > >
> > >
> > Good point! (I still like my Atari better tho! ;-)
> > --
> > Ron
> > rlaski@midwest.net
> >

>
> sort of like if you tell atari users atari dos and atari basic were developed
> on an apple // their head might explode ;') personally i have an atari (800
> and 1200xl) on my desk an apple //gs and to macintosh's (would have an amiga
> if i had the space....) i remember when i first started using the atari.... i
> would do things with peeks and pokes on the atari because i was used to doing
> it that way on my commie.... but it only made it easier when i went to assem,
> because i knew the mem locations and what needed to be poked where....
>
> sloopy.
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1353. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36AF388C.49B63021@arn.net>
Source record: 55296
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Wasn't there a handheld game that was 3D that Atari made? I remember
reading about it on Curt's site. Also, there was/is a 3D monitor made
by SUN Microsystems for CAD/CAM that looks like a table and reflects
upward. It was/is REALLY expensive though (I think like $30,000).

Laters,

antbaker@arn.net

Niall Tracey wrote:
>
> On Mon, 25 Jan 1999, John/Lori wrote:
>
> > > No computer invented by man has ever done true 3D.
> >
> > Could you define what you mean by 3D? (please)
> >
> Don't know what he means, but by my reckoning, a three dimensional entity
> has a property that can only be fully described using three seperate
> numerical identifiers.
>
> > In particular, what do you think it is, that no computer's
> > ever done it.
> >
> I'd personally love to see a 3D computer.
>
> All mainstream computing is done in 2D - the most basic dimension being
> the value of a whole byte, or the arbitrary values of bits in a byte
> (whichever way you look at it) and the second being the address in memory.
>
> Can you imagine the complexity in programming a computer that worked in
> many dimensions? It'd be mindblowing. Jeff Minter would probably be able
> to handle it, though. :-)
>
> Although....
>
> Does that make a computer with *PAGED MEMORY* 3D?
>
> ie Byte, page, absolute address...?
>
> [Why oh why do I always contradict myself?
>
> Don't be so melodramatic. It hardly ever happens.]
>

> I wouldn't say so myself, as switching pages usually is a slightly
> complicated affair. It would be possible under some systems (eg the simple
> 256K C64 upgrade on Marko Makaela's page) to write programs that would
> bounce backwards and forwards between pages all the way through execution
> at the slightest notice, although there would still be no logical
> progression between pages.
>
> Logical progression?
>
> By this I mean the carry that makes a series of bits a single byte,
> representing a number, and the sequential execution of commands within a
> page (as well as limited distance branches which give a page a definable
> 'size').
>
> Course, you probably meant graphics... ;-)
>
> Niall Tracey
> _________________
> A X o
> /</ \>
> / \ /\
> ___/ /___\ ___
>
> Your thoughts betray you...

1354. Re: RAM Bank Selection

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990127074353.21499A-100000@vtn1>
Source record: 55297

On 27 Jan 1999, Mathy Van Nisselroy wrote:

> In article <Pine.GSO.3.95.iB1.0.990126063659.28850B-100000@vtn1>,
> yg473@victoria.tc.ca says...
> >
> >
> >
> >On 26 Jan 1999, Mathy Van Nisselroy wrote:
> >
> >> And MyDOS does something funny when booting with basic).
> >>
> >Could it be the problem I mentioned in my text on RAM and ROM control i.e.
> >use of the BASIC bit in PORTB for RAM selection?
> >
> >John
>
> Howdy John
>
> Could be. I have your text somewhere. But you posted it in MIME or something
> (not clear ASCII) and I haven't been able to turn it into (AT)ASCII yet.
>
> Without BASIC everything goes fine. With BASIC, the directory (of the RAMdisk)
> is empty. Althoug DUP and MEM should be in there. And the amount of free
> sectors is exactly the same as without BASIC.
>
> Ofcource, with RAMDRIVE by Rafael J. Espino, everything goes 100% OK. But
> that's not as sofisticated (YET) as RB6C (the RAmdisk handler that came with
> MyDOS 4.53/3) and it uses the second character set. So untill I find a spot
> for RAMDRIVE 1.0 to relocate itself to, it will not run with the US+ OS (or any
> other OS that uses the second character set.)
>
> CU Mathy van Nisselroy
>
>
>
>
The article was sent to you as an attachment so you should have been able
to simply save it to your ISP's HD and then d/l it, or d/l it directly.

Anyway, I'll email you straight ASCII later today. Problem is I have to
exit ProComm Plus and use Procomm 2.43 to upload to my local freenet. For
some reason, PCPLUS allows me to d/l using a DTE speed of 19k2 with a 9600
baud modem and things just fly (sometimes better than 1000 cps using
DSZ or MSKERMIT), but uploading with the same software and DTE speed
always chokes; on the other hand Procomm 2.43 only allows a DTE speed of

9600 and uploads work fine. To complicate things, the computer has to be powered off and on to get the serial ports to work correctly if, for some masochistic reason, I've been running Windoze 3.1.

I'd be better able to analyze your upgrade settings if you described which bits do what. i.e. there should be one to select which of two 512k halves, one to select the 256k half within the 512k, two to select the 64k block within 256k, and two to select 16k bank within the 64k block.

Also, how are the page sequence values you gave placed into PORTB? i.e. do you use STA, AND, ORA, or EOR? Obviously this makes a big difference.

BTW the "BASIC bit problem" is that the OS knows nothing about extra RAM so when it boots it sets bit 1 in PORTB based solely on the Option key--it does no tests. If your upgrade uses bit 1 for bank selection and the controlling software makes any assumptions about its current status, that is probably the source of the problem. I did program a fix for this in the modified MYDOS 4.53 I sent you that adds about 50 bytes to Memlo but, since the RD's incompatible with your setup, try this: boot with the Option key down, check out your RD, and then enable BASIC using software.

John

1355. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: "White Flame (aka David Holz)" <white-flame!!!@remove!!!.geocities.com>
Message-ID: <78nig8mgc1@barad-dur.nas.com>
Source record: 55298
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
Aaron wrote in message <36ae64ea.4742797@news.localnet.com>...
>On Wed, 27 Jan 1999 00:22:59 -0500, cr@interlog.com (Patrick/RPG)
>wrote:
>>Robin Harbron <macbeth@tbaytel.net> wrote:
>>This depends on the system. The C128 Kernal has the PRIMM function:
>>
>> JSR PRIMM
>> .ASC "text"
>> .BYT null
>>
>>Which prints an embedded string following the JSR, null-terminated.
>>
>>
>And the string has to follow the JSR? Sounds like an inflexible
>cludge.

Very flexible. It uses the JSR return pointer off of the stack to point to
the string. No arguments required.

White Flame (aka David Holz)
http://fly.to/theflame
```

1356. Re: Best NEWSGROUP for Coleco Adam Computer questions?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: Liam Busey <liam1@ix.netcom.com>
Message-ID: <36AF6429.71CF@ix.netcom.com>
Source record: 55299

Carl Hodder wrote:
>
> What's the best newsgroup for Coleco Adam Questions?
> Is there a COMP.SYS.COLECO.ADAM Newsgroup?

I don't know of any specific Coleco Adam newsgroups but some of the regulars on REC.GAMES.VIDEO.CLASSIC may be able to help you with basic Adam questions. I'm not sure how extensive their knowledge is but I've never seen someone flamed for an Adam question there. For more in depth information you may wish to get in contact with members of the Adam cult. Here are a couple of URLs that may prove useful. Good Luck!

George's Coleco Adam Page
http://junior.apk.net/~koczwara/1stfrm.htm

Adam Computer Home Page
http://home.att.net/~r.slopsema/

Dale Wick's Adam Home Page
http://www.csclub.uwaterloo.ca/u/dmwick/adam.html

Liam Busey

1357. Re: Bank switching and the XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yhftcsfnl.fsf@co.umist.ac.uk>
Source record: 55300

"morloc" <morloc@acd.net> writes:

> Does anyone have available the bit settings for accessing via the OS and
> ANTIC the "extended" RAM of the 256K and/or higher XL/XE computers? I have
> the settings for the 130XE's 128K scheme, but need it up to the 1088K bank
> (PORTB settings)

Unfortunately different upgrades use different bit combinations for
accessing extended RAM, so the specifics will vary according to the
upgrade. A good place to look for information is at the BRiTiSH
Underground site:
http://aegis.mcs.kent.edu/~clisowsk/8bit.html

There's upgrade information for 256, 320, 512, 576 and 1088K
modifications there. Also not all upgrades allow ANTIC to access the
extended RAM, most just allow the CPU access.

All XE compatible upgrades use bit 4 for enabling the extended RAM to
the CPU, and bits 2 and 3 for selecting the extended bank. Larger
expansions then start using up the other bits in PORTB, bit 6 (the
last remaining unused bit in PORTB) is the next one to be used, then
generally bit 5 (you lose separate ANTIC access to extended RAM), bit
7 (Self Test enable), and finally bit 1 (you lose BASIC). An
exception to this is Mathy van Nisselroy's new 1MB upgrade, which
keeps bit 5 for separate ANTIC access to extended RAM, and uses bit 0
(OS RAM enable) instead while still being able to toggle BASIC and OS
RAM when main is enabled RAM.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

1358. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <7i2xXHAyI2r2EwcJ@cosine.demon.co.uk>
Source record: 55301
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Jason =-)
> It's *not* 'Trek, BTW.

Geoff:
> Ahh a fellow Whovian. :) Give me five!

Shit! Just don't mention the actual *name*, I got into trouble last
time! =-)
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________\/
```

1359. The Vaults of Zurich

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: Bob Evans <BobEvanz@sprintmail.com>
Message-ID: <78no2v$d2p$1@oak.prod.itd.earthlink.net>
Source record: 55302

Does and one have this moldy oldie?
My disk went bad.
It's not the greatest game, but I really liked it.

1360. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36af1847.50666634@news.localnet.com>
Source record: 55303
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Wed, 27 Jan 1999 09:33:21 -0800, "White Flame (aka David Holz)"
<white-flame!!!@remove!!!.geocities.com> wrote:

>
>Aaron wrote in message <36ae64ea.4742797@news.localnet.com>...
>>On Wed, 27 Jan 1999 00:22:59 -0500, cr@interlog.com (Patrick/RPG)
>>wrote:
>>>Robin Harbron <macbeth@tbaytel.net> wrote:
>>>This depends on the system. The C128 Kernal has the PRIMM function:
>>>
>>> JSR PRIMM
>>> .ASC "text"
>>> .BYT null
>>>
>>>Which prints an embedded string following the JSR, null-terminated.
>>>
>>>
>>And the string has to follow the JSR? Sounds like an inflexible
>>cludge.
>
>Very flexible. It uses the JSR return pointer off of the stack to point to
>the string. No arguments required.

Arguments still given :-)

Just a momemt. A "JSR" would imply an "RTS" at the end of the OS
routine, which would cause the Program Counter to begin executing
instructions at the beginning of the text string (which immediately
follows the "JSR"). Needless to say, a computer crash would be
inevitable.

Is the return address on the Stack recalculated to point to the end of
the null terminated string, where, hopefully more program code
resides? Or, perhaps, the "JSR" was a mistake and should have been a
"JMP" followed by an "RTS"? It's a bit confusing. :-(

Is there a limit to the size of the string? Can it be greater than
256?

What if the size of the string needs to be dynamically
modified/resized? The design of this OS feature appears to produce the
need to mix data with program code which, if one isn't very, very
careful with string manipulation, could cause a computer crash. I much
prefer the concept of separating all program code from the data (even
though most Assembly language programmers don't follow this advice).

The above comment isn't meant to imply I'm an expert at assembly (I most definitely am not).

1361. Re: Atari vs. Commodore (keyboards)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: Carlos Bragatto <amazin@zaz.com.br>
Message-ID: <36AF6E50.D0A32D72@zaz.com.br>
Source record: 55304
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

```
Paul Guertin wrote:
>
> On Tue, 26 Jan 1999 06:10:25 GMT, aarona@localnet.com (Aaron) wrote:
>
> > What about the Apple II's weird BASIC editing methods? First you had
> > to hit the "esc" key. Then, for cursor movement, one needed to hit the
> > "I", "J", "K","L" keys to reach the beginning of the line requiring
> > editing and, finally, hit the "return" key. This was still necessary
> > despite the incorporation of the arrow keys in later models (beginning
> > with the Apple II+?).
>
> There's nothing weird about it, it's just a different conception of
> how to input data. On the Apple II, there is only one active input
> line. Pushing ESC once puts the cursor in "move" mode, and then you
> can use IJKM (not IJKL, though that would have been easier) to move
> anywhere on the screen. Pushing ESC a second time restores "input"
> mode. You can then use the -> key to "trace" over characters, which

BTW, ALL unixes work this way...
VI is an editor and it works with this key/cursor assignment

Amazin
--

+-------------------------------------------------------------------+
| Carlos Bragatto (amazin@cas.zaz.com.br) |
| |
| Atari2600/7800/Colecovision/TurboGrafx/NES/Gameboy/Playstation |
| MSX 1/TK90X/TK95/Spectrum +3/Commodore128/Amiga500/600/1200/CD32 |
| Apple Macintosh 6360 (PowerPC 603ev @ 160mHz) MacOS8.5/LinuxPPC |
+-------------------------------------------------------------------+
```

1362. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <78nt5i$sri@journal.concentric.net>
Source record: 55305
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

aarona@localnet.com (Aaron) writes:

>>>> JSR PRIMM
>>>> .ASC "text"
>>>> .BYT null
>>>>
>>>>Which prints an embedded string following the JSR, null-terminated.

>>>And the string has to follow the JSR? Sounds like an inflexible
>>>cludge.

>>Very flexible. It uses the JSR return pointer off of the stack to point to
>>the string. No arguments required.

>Arguments still given :-)

>Just a momemt. A "JSR" would imply an "RTS" at the end of the OS
>routine, which would cause the Program Counter to begin executing
>instructions at the beginning of the text string (which immediately
>follows the "JSR"). Needless to say, a computer crash would be
>inevitable.

No. Pull the return address off the stack, display the string using indirect
addressing, and then ...

>Is the return address on the Stack recalculated to point to the end of
>the null terminated string, where, hopefully more program code
>resides?

... yes.

>Is there a limit to the size of the string? Can it be greater than
>256?

It's probably a simple register index, so I would guess it's 255 characters
or less. I don't have the disassembly in front of me at the moment.

>What if the size of the string needs to be dynamically
>modified/resized? The design of this OS feature appears to produce the
>need to mix data with program code which, if one isn't very, very
>careful with string manipulation, could cause a computer crash. I much
>prefer the concept of separating all program code from the data (even
>though most Assembly language programmers don't follow this advice).

Well, then, do that. No one has to use PRIMM to display things, after all.
Write your own handler, and use CHROUT/BSOUT to print individual characters.
But PRIMM is very handy for inlining prompts, which is what it was designed

for, as I hear.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1363. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78ntb8ljt1@flood.xnet.com>
Source record: 55306
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Aaron <aarona@localnet.com> wrote:

: What if the size of the string needs to be dynamically
: modified/resized? The design of this OS feature appears to produce the
: need to mix data with program code which, if one isn't very, very
: careful with string manipulation, could cause a computer crash. I much
: prefer the concept of separating all program code from the data (even
: though most Assembly language programmers don't follow this advice).

: The above comment isn't meant to imply I'm an expert at assembly (I
: most definitely am not).

Nope. Neither am I, but I do understand this one. The assembler syntax
given in these examples creates the string at a convenient place for the
assembler to point to. It is not smack dab in the middle of the program
code. They're just giving you the absolute bare bones details, which are
the command, the Kernal call, and the .data.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

1364. Re: Video Touch Pad?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <36af797f.4070510@news.wxs.nl>
Source record: 55307

On 23 Jan 1999 23:34:41 GMT, hajjej@aol.com (Hajjej) wrote:

>I got a box full of Atari controllers at a flea market today for $10. Included
>was a video touch pad. It looks like there used to be a paper outline around
>the butttons but its not there anymore. Can anyone tell me how to uyse it and
>what games its used for?
>John Shawler
>
>Spider Robinson is a very good writer.
>98 Cadets was an awesome show.
>If you know where I can get an old drum corps uniform, email me.

The Video Touch Pad and the Kids controller and the keyboard
controller are essentially the same device, they differ only in
appearance, and size. I have never seen stuff on the 400/800/XL/XE
that uses or supports it. I wrote a small driver that can be used to
put it to some use. I wrote a small text for a Dutch magazine on
the subject. It is in Dutch of course, so you probably cannot
make sense of it, but the code works, and it comes with a
small demo program. If anyone is interested, let me know, and
I can E-mail an ATR file, containing the assembler source code,
the basic demo program. It is also on the Pooldisk Too of course...
Since it is a weird device, you have to scan the keymatrix yourself,
so you have to program a joystick port for output, and check the
matrix yourself row by row. Kinda hard, so I wrote a program for
page 6 that runs in the DLI, and then you can simply peek and
poke from BASIC without loosing a lot of processor time.

It might be used for quiz games, driving games, or whatever,
You can depress multiple keys, but detecting of that is somewhat
a problem, since currents start to run in unexpected directions, so
you would have to add a bunch of diodes to prevent this if you
want to check out all the keys that have been depressed.
Anyway, if you want to try my stuff, let me know.

Keep those XL's/XE's humming.

1365. Re: Best NEWSGROUP for Coleco Adam Computer questions?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: Dave Warren <dwarren@viagrafix.net>
Message-ID: <78o90f$42b$1@ionews.ionet.net>
Source record: 55308

Try REC.GAMES.VIDEO.COLECOVISION or REC.GAMES.VIDEO.CLASSIC.

Dave

Carl Hodder wrote in message <78m1td$en7$1@coranto.ucs.mun.ca>...
>What's the best newsgroup for Coleco Adam Questions?
>
>Is there a COMP.SYS.COLECO.ADAM Newsgroup?

1366. Re: Atari vs. Commodore (keyboards)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <78ohh9$l2f@journal.concentric.net>
Source record: 55309
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Carlos Bragatto <amazin@zaz.com.br> writes:

>BTW, ALL unixes work this way...
>VI is an editor and it works with this key/cursor assignment

No, vi uses hjkl. Also, you don't have to go llllllll all the way to the
end of a line if you're just inserting or typing over to keep the end of
the line. Trust me -- this article was written in vi.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1367. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: cr@interlog.com
Message-ID: <1dmb3db.2ja5ir1nyk0drN@ip203-236.cc.interlog.com>
Source record: 55310
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Aaron <aarona@localnet.com> wrote:

> Arguments still given :-)
>

And counter arguments abound! :)

> Just a momemt. A "JSR" would imply an "RTS" at the end of the OS
> routine, which would cause the Program Counter to begin executing
> instructions at the beginning of the text string (which immediately
> follows the "JSR"). Needless to say, a computer crash would be
> inevitable.

Yes, the new address is calculated and placed on the stack. IIRC, there are two PLA's, and a few ADC's afterwards to recalculate, and then two PHA's. That way, the RTS returns to just after the string, null terminated of course.

>
> Is the return address on the Stack recalculated to point to the end of
> the null terminated string, where, hopefully more program code
> resides? Or, perhaps, the "JSR" was a mistake and should have been a
> "JMP" followed by an "RTS"? It's a bit confusing. :-(
>
> Is there a limit to the size of the string? Can it be greater than
> 256?

The stock routine is limited to 256 characters, yes, as is my PRIMMV example in another followup. It isn't hard to rewrite these routines however, and it gives the programmer some experience with stack manipulation.

>
> What if the size of the string needs to be dynamically
> modified/resized? The design of this OS feature appears to produce the
> need to mix data with program code which, if one isn't very, very
> careful with string manipulation, could cause a computer crash. I much
> prefer the concept of separating all program code from the data (even
> though most Assembly language programmers don't follow this advice).
>

See PRIMMV. I agree, strings and the like should be separated from actual code. IE: a code fork and a data fork.

> The above comment isn't meant to imply I'm an expert at assembly (I
> most definitely am not).

And neither am I. :)

--
Cyberad/RPG aka Patrick M Pritchard * http://www.interlog.com/~cr
PLUR- Peace Love Unity Respect -Live It, Love It, Be It, BELIEVE!
RENEGADE PROGRAMMING GROUP IN 1999 -- Taking It To The Next Level

1368. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: cr@interlog.com
Message-ID: <1dmb399.kcmljm6a8xs0N@ip203-236.cc.interlog.com>
Source record: 55311
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Aaron <aarona@localnet.com> wrote:

> And the string has to follow the JSR? Sounds like an inflexible
> cludge.

How is that inflexible?

It is an easy way to print embedded strings, and you could also do what
I do, make a routine called PRIMMV:

```
PRIMMV =*
STX PRIMMVZP+0
STY PRIMMVZP+1
LDY #$00
- LDA (PRIMMVZP),Y
BEQ +
JSR CHROUT
INY
BNE -
+ RTS
```

Virtually the same routine, but uses a vector instead of enbedded.

--
Cyberad/RPG aka Patrick M Pritchard * http://www.interlog.com/~cr
PLUR- Peace Love Unity Respect -Live It, Love It, Be It, BELIEVE!
RENEGADE PROGRAMMING GROUP IN 1999 -- Taking It To The Next Level

1369. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: cr@interlog.com
Message-ID: <1dmb6ko.8iafxfhxyxqlN@ip203-236.cc.interlog.com>
Source record: 55312
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Aaron <aarona@localnet.com> wrote:

> My definition of true 3D would probably be comparable to the holodecks
> on Star Trek. For "real time" display, the current computer technology
> only allows for the tanslation of a 3D world onto a 2 dimensional
> surface (or, in the case of VR style glasses, a couple of 2D
> surfaces).
>
> Quite possibly, I could be wrong. I'll have to keep tuning into
> X-Files for any government conspiracies to cover up the truth. :-)

You are.

I have seen at least one video game in the arcades, over three years ago, that had a TRUE holographic three dimensional projection. It was a fight game of sorts. Sadly, I haven't seen one since.

The game was a "table-top" game, with controls for two players on the sides.

However, if you are refering to _true_ holodeck technology, AFAIK, that would require forcefields around each projected holographic entity, so that if you touched it, your finger would stop at an actual physical surface. This is the premise behind ST holodecks, I believe.

--
Cyberad/RPG aka Patrick M Pritchard * http://www.interlog.com/~cr
PLUR- Peace Love Unity Respect -Live It, Love It, Be It, BELIEVE!
RENEGADE PROGRAMMING GROUP IN 1999 -- Taking It To The Next Level

1370. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: Mike Uhl <ShoeLeather_Express@RadioLink.net>
Message-ID: <Mike.Uhl.199901272238@ShoeLeather.Express>
Source record: 55313
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

```
On Mon, 25 Jan 1999, "White Flame (aka David Holz)"
wafted these smoke signals into the breeze:
> Mike Uhl wrote in message ...
> > On Thu, 21 Jan 1999, "White Flame (aka David Holz)"
> > wafted these smoke signals into the breeze:
> >> Mike Uhl wrote in message ...
> >> >I haven't seen a desk-top computer yet that will fit into a shirt
> >> >pocket. ;-)
> >>
> >> My C64 fits into my jacket pocket. (the bottom of the inside pocket
> >> ripped, so the entire lining of my jacket is one big (and very
> >> useful!) pocket) Getting a 1541 in there is another issue. :)
> >
> >That's really not much of a problem! Just put it in your knapsack,
> >with your monitor and power supply. :-)
>
> And then I can haul my generator behind me in a wagon and run it anywhere!
> :)

Don't forget, now, you've got to be able to hook into the 'Net! That
means you'll need a satellite dish with all the trimmings. But since
you've already got the generator, what's a few more additions? :-)

--
[,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
Imagination is the only effective weapon in the war against reality.
```

1371. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <78m5id$4n1$1@nnrp1.dejanews.com>
Source record: 55461
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36aaa9cd.14704124@news.newsguy.com>,
pg@sff.net (Paul Guertin) wrote:
> On Wed, 20 Jan 1999 09:39:41 GMT, aarona@localnet.com (Aaron) wrote:
>
> > I find the maximum output of 25,000 bits per second to be highly
> > unlikely. This would mean a reasonably large C-64 program could
> > theoretically be loaded in about 15 seconds...a speed comperable to
> > the Apple II disk drive mechanism.
>
> Actually, 8 seconds are enough to read (or write) a whole 140k disk
> on an Apple II. That's very close to the physical limit, because
> 35 tracks at 300 rpm equals 7 seconds, and you need some time to
> start the motor and step the head.
>
> > I've always found C-64 keyboard/Joystick access to be very confusing.
> > It always seemed a bit odd and a waste of processor time (compared to
> > Atari's and even Apple II's method of reading a single register for
> > the key press and a separate register for joystick reading.)
>
> I don't think the Apple way of reading the joystick/paddles can
> be called "efficient" without smirking.
>
> Was the Apple II the only home computer of its era to have a monitor
> in ROM? I started on an Apple II and couldn't understand that other
> computers didn't have that. It was nice being able to talk to my
> computer in its native tongue, without an interpreter in the way.
>
> Paul Guertin
> pg@sff.net
>

yeah i know it is a shame the atari didnt have a built in monitor.... my first computer was the commie plus 4 and then got an atari afterwards.... the only thing i didnt like about the atari was the monitor.... consequently i replaced the basic rom with the atari assembler/editor on my 130xe.... then later got omnimon.....

sloopy.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1372. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <78m60t$4un$1@nnrp1.dejanews.com>
Source record: 55462
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36aa94af.11082741@news.localnet.com>,
aarona@localnet.com wrote:
> On 23 Jan 1999 23:03:34 GMT, neuvians@mathematik.uni-marburg.de (Jan
> Neuvians) wrote:
>
> >aarona@localnet.com (Aaron) wrote:
> >
> >>What was the C-64's Spartan?
> >
> >The Mimic Spartan was (or is) an external interface device which is
> >said to make the C64 fully compatible to the Apple II Europlus. The
> >device is connected to the Expansion Port of the C64 and will enable
> >you to run any Apple II Software on the C64. It doesn't influence any
> >C64 functions and allows switching between C64 and Apple mode at will.
> >It includes a 6502A Processor at 1MHz and 64K memory and provides you
> >with eight Apple II compatible Slots. The VC1541 is said to be able to
> >read and write Apple II disks using the Spartan.
> >Furthermore the system is able to tell automatically wether there is a
> >CBM or Apple disk in the drive. It goes for $599 plus shipping.
> >
> >At least that is what an Article says taken from the German computer
> >magazine 'RUN' issue Feb/'85.
>
> I just checked out the American version of RUN magazine dated Feb/85.
> Unfortunately, I didn't find anything about this Apple peripheral.
>

i remember this thing in the american magazine 'COMPUTE' it had a mime in the
ad for it, i thought it was interesting, but i couldnt figure out why someone
would buy it when for anothe ~200-300 dollars more could get you a //+ or
//c...

sloopy.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1373. Re: Atari vs. The Rest Of The World

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <78m6eo$5ah$1@nnrp1.dejanews.com>
Source record: 55463

In article <MPG.11149f7a4e86fdca98973c@news.midwest.net>,
rlaski@midwest.net (Ronald A. Laski, Jr.) wrote:
> In article <Pine.GSO.3.95.iB1.0.990123223530.8760C-100000@vtn1>,
> yg473@victoria.tc.ca says...
> > Really Gentlemen, haven't we learned anything over the years? Brand
> > bashing is simply a waste of time and band width.
> >
> > Let's get on to some subjects designed to advance the utilisation of our
> > favourite machines rather than rehash the, often ridiculous, comparisons
> > made years ago when these various computers were still being offered for
> > sale and actually being supported to various degrees (in our case about
> > degree 0) by their manufacturers.
> >
> > Along with Atari; Apple, Commodore, Radio Shack, Sinclair, and others
> > produced useful and very useable able 8-bit machines, each with its strong
> > points (eg. a Z80-based box will make any popular 6502-based machine
> > look sick for straight number crunching). Can we not leave it at that and
> > look at ways Atari ML programmers can exchange ideas with their Apple and
> > Commodore counterparts with the goal of developing something new?
> >
> >
> > John
> >
> >
> >
> Good point! (I still like my Atari better tho! ;-)
> --
> Ron
> rlaski@midwest.net
>

sort of like if you tell atari users atari dos and atari basic were developed
on an apple // their head might explode ;') personally i have an atari (800
and 1200xl) on my desk an apple //gs and to macintosh's (would have an amiga
if i had the space....) i remember when i first started using the atari.... i
would do things with peeks and pokes on the atari because i was used to doing
it that way on my commie.... but it only made it easier when i went to assem,
because i knew the mem locations and what needed to be poked where....

sloopy.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1374. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <78mbg9$970$1@nnrp1.dejanews.com>
Source record: 55464
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36AB50B1.B83@netmagic.net>,
Richard Cortese <ricortes@netmagic.net> wrote:
> Nate / DAC wrote:
> >
> > > 35x speed fastloaders for the c64 exist. Just as a light example of fastloading
> > > in the early days Temple of Apshai Trilogy loaded in a matter of seconds.
> >
> > Assuming a stock 1541 loads at around 2400 bps, this puts the top speed at
> > around 84000 bps, which is more than twice my original estimate of about
> > 40000 bps.
> >
> > See? Even I'm a little out of date :-)
> IIRC, every Atari 8 bit made right down to the lowly 400 with a membrane
> keyboad comes stock, right out of the box, ready to run the serial buss
> at 1.79 mhz.
>
> Two problems with this of course, no devices you hook to the serial buss
> could run that fast & a 1.79 mHz clocked 6502 can neither supply data to
> the serial chip that fast nor digest it that fast.
>
> Ditto for anything you could do with a C64. Eventually you run into the
> problem of counting machine cycles. There are only so many LDA
> SOMEWHERE, Y; STA SOMEWHEREELSE, Y; INY Y; BNZ SOMEMORE you can do.
>
> This is one of the things I have trouble making even seemingly good
> programers understand. Somehow there seems to be this false impression
> that *IF* only they hook up an IDE drive that can transfer 2 megs/sec to
> their computer, they will get 2 megs/sec load times. Patently false
> assumption.
>
> Poor analogy maybe, but think in terms of a machine gun that fires high
> velocity/low bullet weight ammo & low velocity/high weight bullets.
>
> Now the rate of fire for this theorectical gun is 600 round per minute.
> That is it, period, end of story. The bullets from the different ammo
> may travel at different speeds, but the machinery delivering them still
> maxes out at 600 rounds a minute.
>
> What the serial speed argument always degrades to:
>
> Atari; "We can run our serial buss as fast as the processor can digest
> the data."
> C64; "Me too."

>
> Which should surprise no one. Clock cycles are a physical constant,
> maybe not quite on the same level as the speed of light, but certainly
> in the same catagory.
>
> A 6502 is a 6502<sic>.
>

actually.... the atari sio runs at 19.2k stock (it is basically a rs232 with
ttl voltage levels) when a us doubler is added to the 1050 it runs at ~56k
this is a limitation of the drive not the atari, the 1050's cpu (6507,
basically a 6502 with 8k addres space and no irq's (IIRC)) is clocked at
500khz (yes half a mhz!!!) but the 8bit itself can do up to 115.2k across the
pbi.....

sloopy.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1375. Re: FS: Speech Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <78llgo$srd@bgtnsc03.worldnet.att.net>
Source record: 55465

and IMHO I MUCH prefferred the alien group voice box.. and stilll have one!
;))

maybe it's time I dumped my old hardware, eh??

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Jon Melbo wrote in message <36b14c83.3135968@news.pressenter.com>...
>On 25 Jan 1999 20:33:43 GMT, jperez@Hawaii.Edu (John Perez) wrote:
>
>>The name of the program is S.A.M. - Software Automatic Mouth, in case this
>>helps you.
>
>Close... I think it was Software Actuated Mouth.
>

1376. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: neuvians@mathematik.uni-marburg.de
Message-ID: <36ae5f58.39396792@news.uni-marburg.de>
Source record: 55466
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Hey Folks,

we're nearing the 256th post on this lousy thread. Maybe we should
introduce a sort of bronze award for this - and a sliver for 512 and
of course gold for 1024.

Greetings from Jan Neuvians.

E-Mail: Neuvians@mathematik.uni-marburg.de
Neuvians@stud-mailer.uni-marburg.de
QTal@hotmail.com
Homepage: http://www.mathematik.uni-marburg.de/~neuvians

1377. Re: Atari vs. The Rest Of The World

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990126211443.01090.00000153@ng-cd1.aol.com>
Source record: 55467

I wouldn't miss it.. how can I download all but this string...
B'rgds,
Vinnie

"Can't means don't want to!"

1378. Re: FS: Speech Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36AE85A0.886D9091@worldnet.att.net>
Source record: 55468

Hi,

You answered you own question when you quoted the opening statement pronounced by the program: SAM (Sound Actuated Mouth). Cute program, not true text-speech, but with some creative modifying of words you could get it to say almost anything you wanted.

Curt

SjoSupp wrote:

> Hallo !
>
> I'm still searching a Programm for the Atari 400/800.
>
> It was a Speech Synthesizer Programm that began with a
> 'Hallo, my name is Sam. I'm a speech synthesizer for the atari computer'.
> Can anybody tell me, where i can find this great programm ?
>
> Thanks
> Helge

1379. Re: Atari vs. The Rest Of The World

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990126224757.08628.00003344@ng13.aol.com>
Source record: 55469

>Well, there were usually only about 25 messages a day anyway (in Atari
>8bit) before this so called "pissing" match started

Yes. This has the troops stirred up more
even than the mention of "FTE". :-)

Larry

1380. Re: FS: Speech Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990126230144.08628.00003354@ng13.aol.com>
Source record: 55470

>Close... I think it was Software Actuated Mouth.

Actually, correct. "Software Automatic Mouth" (c) 1982 from "Don't Ask"
Computer
Software.

And very good, too, although I always found
the screen blanking (killing Antic) took away
a lot from a program using SAM.

Larry

1381. Best NEWSGROUP for Coleco Adam Computer questions?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: sba3020@InfoNET.st-johns.nf.ca
Message-ID: <78m1td$en7$1@coranto.ucs.mun.ca>
Source record: 55471

What's the best newsgroup for Coleco Adam Questions?

Is there a COMP.SYS.COLECO.ADAM Newsgroup?

1382. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ae58dd.1657571@news.localnet.com>
Source record: 55472
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>> You must boot DOS in order to use disks. It
>> doesn't actually run a application though unless it is called
>> AUTORUN.SYS or STARTUP.BAT in case of SpartaDOS.
>
>Yuck! That would be a pain in the arse for me...

I would assume that, with the cartridge version of SpartaDOS, one
could bypass the need for disk booting.

Did any versions of the 1541's internal ROM contain bugs to prevent
the drive from being usable with certain functions? (requiring the
need to upgrade the ROM?)

>> The C64 also needs
>> to load in a DOS in order to use disks, it's just that it loads it in
>> from ROM inside the drive?
>
>Of course it does not need to *load* any Dos. The C64 has all routines it
>needs for peripheral access in the C64's Rom, and the Serial devices used
>with the C64 have all the routines they need to operate on thier own in
>their own ROM.
>Pure Plug and Play.

Except that it works! :-)

>You could even program 2 drives to copy a disc from one drive to another
>and pull out the serial cable that connects the Floppies with the
>computer.. and they still did the job on their own (..done in one Copy-
>Program of the Fast Hack'em series, btw.).

Just imagine, If the C-64's drives had autobooting capability, a
special copying utility could automatically be placed from disk into
the 1541's RAM for easy disk duplication without any need to *EVER*
hook up the C-64! Now, wouldn't THAT be powerful?!!

1383. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ae5f26.3266532@news.localnet.com>
Source record: 55473
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Tue, 26 Jan 1999 23:16:21 +0100, brix@DELETETHIS.plush.de (Brix)
wrote:

>In article <36aeb5ad.90933181@news.pressenter.com>, jmelbo@pressenter.com
>says...
>> On Sun, 24 Jan 1999 06:19:47 +0100, <spectral@hangar18.campus.luth.se>
>> wrote:
>
>> Don't paint all us Atarians alike. I have no problem with LOAD "$",8
>> myself.
>
>But C-64 fans have one :)
>the reason why most of us have a Cartridge in their slot that performs a
>directory (or CAT as CPC-dudes would call it), by pressing a funktion key
>like F3 or entering @$
>
>The Action Replay Cartridge e.g. autostarts the first programm in the
>directory when you press F1.. so for those game kids it is just:
>Insert disc,
>Switch on
>press F1.
>Play
>
>No "big" difference to an Autoboot in my opinion :)
>
Except that it isn't "A-U-T-O-B-O-O-T" :-)

Are you sure your real name isn't James Carvel?

1384. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ae5fd9.3445309@news.localnet.com>
Source record: 55474
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>> He puts the disk into the disk drive, turns
>> everything on and gets...a static light and dark blue screen!!!
>> Nothing loaded up!! Maybe there's something wrong with the disk?
>> Perhaps the disk drive is bad? Could it be the computer is fried?
>> Noooooooo! COMMODORE 64'S ARE NORMALLY UNABLE TO
>> A-U-T-O-L-O-A-D!!!!!!!!!!!!!!!!!! Who whouda' thunk!?
>
>Autoloading maxmizes the danger of catching a virus.
>Without autoloading Virus-Programming is much harder....
>
>-Brix-
>
Oh, yeah. There must be alot of Atari 8-bit viruses around!
(And don't you say it's called stupidity. I said don't! No! Don't you
dare! UUHHGGGHhh. Why'jya say that?)

1385. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ae62b2.4174576@news.localnet.com>
Source record: 55475
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Tue, 26 Jan 1999 23:16:45 +0100, brix@DELETETHIS.plush.de (Brix)
wrote:

>In article <Pine.SUN.3.96.990122234349.21688A-100000@eskimo.com>,
>fungus@eskimo.com says...
>> > FLI, IFLI, UIFLI?????? What do these mean?
>> >
>>
>> Flexible line integration, interlaced flexible line integration, ultra
>> interlaced flexible line integration, also afli, bfli, shifli, shi, shfli,
>> shflixl, itbmap, and many others, which all add colors/res in different
>> increments!
>
>Sorry to correct you with that.
>FLI = Flexible Line Interpretation
>IFLI = Interlaced Flexible Line Interpretation
>UFLI = Underlay Flexible Line Interpretation (Sprite Underlayed)
>AFLI = Advanced Flexible Line Interprtation, also called HI-FLI (High-
>resolution Flexible Line Interpretation)
>HIFLI = High-resolution Interlace Flexible Line Interpretation
>Shi (SuperHires) = Hires Character-set + Matrix with Sprite-Overlay.
>
>Hires modes have a pixel-resolution of 320x200 pixel naturally - the
>color resoluton is 2 colors per 8x8 pixel card.
>Multicolor modes have a pixel-resolution of 160x200 pixel - the color
>resolution is 3 different colors per 4x8 pixel card, and one global color
>per pixel line.
>
>Hires FLI-Modes only have the left 3 colums in two colors, while the rest
>of the colums have a color-resolution of 2 different but absolutely
>independent colors per 8x1 pixel card.
>
>Usual FLI Modes (based on the Multicolor-mode) have a pixel-resolution of
>160x200 pixel, the left 3 colums are 2 colored, the rest of the 40 colums
>has a color-resolution of 3 totally independent colors per 4x1 pixel card
>including 1 common color for the whole (pixel-) line.
>
>With Interlace modes you virtually increase the number of colors (taking
>the disadvantage of 25 Hz flickers in badly-chosen colors) and virtually
>double the resolution.
>
>UFLI is even crazier. It is based on the usual FLI Mode, but has
>"stretched sprites" between background color and pixel color.

>That means UFLI has a resolution of 160x200 pixel, but a color resolution
>of 4 independent colors per 4x1 pixel-card.
>
>The craziest mode however is IUFLI, that virtually increases the number
>of colors and doubles the resolution to 320x200 by interlacing the usual
>UFLI mode... it has a color resolution of 4 different colors (plus their
>mixtures) per 8x1 pixel card.

Thanx for the info. What's the processor degradation for each mode?

>> > What is FLD and VSP? I'd really like to know about this trickery. I
>> > don't remember this being listed in my books! If I remember correctly,
>> > the VIC's internal addressing scheme was 14 bit and could only access
>> > a 16K bank of the C-64's memory at any moment (a separate hardware
>> > register allowed one to change which 16K bank was accessed). Am I
>> > wrong?
>> >
>> Flexible Line Distance, Variable Screen positioning, also is, Line
>> Crunch, Agsp and many others... see ftp://ftp.funet.fi/pub/cbm
>
>Those routines were found by tricky programmers, just like the FLI-
>Graphic-Modes. You probably don't find them in a book, as they are things
>the original C-64 inventors didn't even think of they were possible when
>they brought my beloved breadcase to life.
>The routines are based on the reactions of the Video Interface Chip (VIC)
>when "faking" him with setting internal flags manually at unusual times.
>However. Funet is a good archive to find the routines for that.

I checked FUNET, but couldn't find the necessary info (not even in the
programming directory).

>> Basic blows, learn to code.
>
>Don't say that... Nearly all the 8 bit people have that very special
>kind of "BASIC instinct" :))

And I thought I was bad! :-)

1386. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: cr@interlog.com
Message-ID: <1dm6q03.1fpfgs51grrh9eN@ip203-63.cc.interlog.com>
Source record: 55476
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Robin Harbron <macbeth@tbaytel.net> wrote:

> There isn't a KERNAL routine to output a string of characters.
>

This depends on the system. The C128 Kernal has the PRIMM function:

```
JSR PRIMM
.ASC "text"
.BYT null
```

Which prints an embedded string following the JSR, null-terminated.

--
Cyberad/RPG aka Patrick M Pritchard * http://www.interlog.com/~cr
PLUR- Peace Love Unity Respect -Live It, Love It, Be It, BELIEVE!
RENEGADE PROGRAMMING GROUP IN 1999 -- Taking It To The Next Level

1387. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ae57e0.1404521@news.localnet.com>
Source record: 55477
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
>
>Don't know if you have ever seen it, but the Atari version of Joust is
>one of these redefined chr sets. Pretty colorful, I don't think more
>colors would add to it.

Less bird flicker would have helped, though ("flicker the bird?") :-)
```

1388. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ae64ea.4742797@news.localnet.com>
Source record: 55478
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Wed, 27 Jan 1999 00:22:59 -0500, cr@interlog.com (Patrick/RPG)
wrote:

>Robin Harbron <macbeth@tbaytel.net> wrote:
>
>
>> There isn't a KERNAL routine to output a string of characters.
>>
>
>This depends on the system. The C128 Kernal has the PRIMM function:
>
> JSR PRIMM
> .ASC "text"
> .BYT null
>
>Which prints an embedded string following the JSR, null-terminated.
>
>
And the string has to follow the JSR? Sounds like an inflexible
cludge.

1389. Re: Future Atari's before the Tramiels

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36ae6bfe.6554609@news.localnet.com>
Source record: 55479
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>Not correct, Atari had several projects in the works before the Tramiels
>bought the company, one was called "Sierra" which was a 68000 based system
>with a chipset called Silver & Gold which had unbelievable capabilities.
>Apparently it seems the Tramiels didnt know what they had or had the
>blinders on because they scoffed at the Atari Sierra and threw in the trash
>bins, unfortunately I tracked down the individual who had the 2 prototypes
>are stripped them down for the gold and memory and discarded the prototypes
>so they are lost for all time.
>
WOW!!!

1390. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: Nate / DAC <natedac@southwind.net>
Message-ID: <Pine.BSI.4.02A.9901270138540.1071-100000@onyx.southwind.net>
Source record: 55480
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> Nate> Assuming a stock 1541 loads at around 2400 bps, this puts the
> Nate> top speed at around 84000 bps, which is more than twice my
> Nate> original estimate of about 40000 bps.
>
> That's 12 cycles/byte. Somehow I doubt that.

I thought the number seemed a little inflated.

Maybe this imaginary loader uses the parallel bus.. in which case, 14 cycles per byte, plus 11 more every 256th byte, is attainable.

--

```
_____________________________________________________________________
| . . | * http://www2.southwind.net/~natedac/ * |
| _ _ _|_ _ _| _ _ |-----------------------------------------|
| |/ \`_| | /_)/ |`_|/ ` | GCS d- s++:++ a-- C++ UB>++ P+ L>++ !E |
| | |(_| \_ \_ \_|(_|\__ | W++ N++ K- w--- M- V? PS PE Y+ PGP- t++ |
| at southwind dot net | 5 X+ R tv@ b+ DI(++) D+ G++ e+ h+ r- y- |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1391. Re: Atari vs. Commodore (keyboards)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: pg@sff.net
Message-ID: <36addf4a.24050676@news.newsguy.com>
Source record: 55481
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Tue, 26 Jan 1999 06:10:25 GMT, aarona@localnet.com (Aaron) wrote:

> What about the Apple II's weird BASIC editing methods? First you had
> to hit the "esc" key. Then, for cursor movement, one needed to hit the
> "I", "J", "K","L" keys to reach the beginning of the line requiring
> editing and, finally, hit the "return" key. This was still necessary
> despite the incorporation of the arrow keys in later models (beginning
> with the Apple II+?).

There's nothing weird about it, it's just a different conception of how to input data. On the Apple II, there is only one active input line. Pushing ESC once puts the cursor in "move" mode, and then you can use IJKM (not IJKL, though that would have been easier) to move anywhere on the screen. Pushing ESC a second time restores "input" mode. You can then use the -> key to "trace" over characters, which puts them in the input buffer just as if you had typed them in. Of course, a consequence of this is that RETURN truncates the input. You have to trace to the end of the line you want to edit. It's much easier to use than to explain.

It has some similarity to the way the Unix editor "vi" works. I wonder if Wozniak (or whoever at Apple implemented the escape mode) knew about vi.

I was very confused the first time I used the Commodore 64, which doesn't have the concept of "active input line" but allows you to edit any line displayed on the screen by moving up the cursor to that line. How weird!

BTW, about arrow keys: the II had left and right arrows. The first Apple II to have up and down arrows was the Apple IIe (but the III came before the IIe and also had arrow keys as well as two "Apple" keys). On the IIe, you could use the arrow keys instead of IJKM, but you still had to use ESC to toggle between modes.

Many Basic programmers bought third-party add-ons to Basic that added an "Edit" command. My favorite was Beagle Brothers' GPLE.

Paul Guertin
pg@sff.net

1392. Re: How to build a Covox Voice Master (WTB: Covox Voice Master)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <78mqin$q52$1@nets3.rz.RWTH-Aachen.DE>
Source record: 55482

In article <Pine.GSO.3.95.iB1.0.990126063659.28850B-100000@vtn1>,
yg473@victoria.tc.ca says...
>
>
>
>On 26 Jan 1999, Mathy Van Nisselroy wrote:
>
>> And MyDOS does something funny when booting with basic).
>>
>Could it be the problem I mentioned in my text on RAM and ROM control i.e.
>use of the BASIC bit in PORTB for RAM selection?
>
>John

Howdy John

Could be. I have your text somewhere. But you posted it in MIME or something
(not clear ASCII) and I haven't been able to turn it into (AT)ASCII yet.

Without BASIC everything goes fine. With BASIC, the directory (of the RAMdisk)
is empty. Althoug DUP and MEM should be in there. And the amount of free
sectors is exactly the same as without BASIC.

Ofcource, with RAMDRIVE by Rafael J. Espino, everything goes 100% OK. But
that's not as sofisticated (YET) as RB6C (the RAmdisk handler that came with
MyDOS 4.53/3) and it uses the second character set. So untill I find a spot
for RAMDRIVE 1.0 to relocate itself to, it will not run with the US+ OS (or any
other OS that uses the second character set.)

CU Mathy van Nisselroy

1393. Re: Bank switching and the XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <78mqpi$q52$2@nets3.rz.RWTH-Aachen.DE>
Source record: 55483

In article <Zupr2.14$rz3.605@newsfeed.slurp.net>, morloc@acd.net says...
>
>Does anyone have available the bit settings for accessing via the OS and
>ANTIC the "extended" RAM of the 256K and/or higher XL/XE computers? I have
>the settings for the 130XE's 128K scheme, but need it up to the 1088K bank
>(PORTB settings)

There is only one 1088k upgrade that will let you use CPU and ANTIC banking
separetely. And that's mine :-)))

This is the page sequence I hope you will support:

$00-$0F, $40-$4F, $80-$8F, $C0-$CF

CU Mathy van Nisselroy

1394. XEP80 and character set that was supposed to be mangled

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <78mr45$q52$3@nets3.rz.RWTH-Aachen.DE>
Source record: 55484

Howdy folks

A while ago, Bob Woolley mentioned he thought there was a second character set inside the NS405 (the main chip in the XEP80) that was mangled and that ATARI bought a pile of halve useless chips.

According to the booklet that came with one of my XEP80's, the second set only contains 58 characters (only the ATARI specific characters are replaced I guess). And ALL characters of both sets are 10 by 7 (yes SEVEN) bits wide.

Maybe that's what causes some confusion.

CU Mathy van Nisselroy

1395. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be49e9$500d2940$4e374382@vidar>
Source record: 55485
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> actually.... the atari sio runs at 19.2k stock (it is basically a rs232
with
> ttl voltage levels) when a us doubler is added to the 1050 it runs at
~56k
> this is a limitation of the drive not the atari, the 1050's cpu (6507,
> basically a 6502 with 8k addres space and no irq's (IIRC)) is clocked at
> 500khz (yes half a mhz!!!) but the 8bit itself can do up to 115.2k across
the
> pbi.....
>
> sloopy.
>
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

Yes, and add a DTI Duplicator makes it 5x faster than standard SIO speed.

1396. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F67u5p.MM@cix.compulink.co.uk>
Source record: 55486

In article <36ad5f23.25932768@news.localnet.com>, aarona@localnet.com
(Aaron) wrote:

>
> >Thou shall not forget the KIM-1 as one of the first 6502 experimental
> >boards (by MOS technolgies, later CBM) and of course the first PET
> >models, with 2k ROM chips, 2k static RAM chips (8k in total))
> >
> No wonder Commodore called it the PET. With it's paultry amount of
> RAM/ROM inclusion, you couldn't get past the "PETTING" stage. :-)
PET = Programmable Electronic Teacher/Tutor AFAICR. Bizarrly, at the time,
I was really impressed by PETS as you could use peek/poke to make wierd
character graphic games. Seemed great to someone used to TI57 programmable
calculators!

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1397. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-27 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be49e9$b8bf3960$4e374382@vidar>
Source record: 55487
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> "The first day Microsoft produces something that doesn't suck is probably

> the day they start making vacuum cleaners."

That was an incredible funny comment! Thanks ;-)

1398. Atari stuff in NE Ohio

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: Mike Ferrell <mferrell@gwis.com>
Message-ID: <01be4a60$f0ac6ba0$314a39d1@thebig1>
Source record: 55314

I have some Atari equipment I would like to pass on to someone who can make more use of it. I would rather not dump it at some place like the Salvation Army because they would not see the true value of it and might throw it away.

I have the following:
* Atari 800
* Atari 400 (not working right)
* Atari 1010 program recorder
* Atari 410 program recorder
* Atari 300-baud modem
* AlphaCom 81 80-column printer
* Atari Touch Tablet
* ST Transformer cable? (I think that's what it was)
* large collection of magazines: Antic, Analog, Compute
* large collection of software of questionable origin (it came with the XE below)

When I am done transferring my personal files to my PC, I will also be getting rid of:
* working Atari 130 XE
* 2 Atari 1050 disk drives with US doubler chips installed
* ICD P: R: Connection
* video cord: composite to A/V

That could be some months down the road though.

Money in exchange would be nice (to pay for a PC upgrade or a low-end Linux system), but right now the stuff is basically in the way (gotta have room for that fiancee). Preferably, someone in the area or willing to drive the distance or pay the postage or whatever would take it off my hands as painlessly and/or profitably as possible. Advice is also welcome.

Thanks,

Mike Ferrell
mferrell@gwis.com

1399. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36afc1c6.98704636@news.pressenter.com>
Source record: 55315
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

It is my opinion that a booted, or software based DOS is a superior solution than a ROM coded one. There are of course exceptions, like if the ROM based solution has it's own special bank switching which allows a large feature rich DOS to be inserted into a relatively small address space. That advantage may outweigh the flexability of software loaded DOS on a system with limited RAM addressing available.

1400. Atari "Fastloader" (?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990128003008.09694.00000819@ng25.aol.com>
Source record: 55316

In the "Atari vs. C64" thread, several
mentions have been made of C64
fastloaders for the 1541-type drives
that load at up to 40X (fastest I've
seen mentioned). So far, no one
has responded to my request for
more info about one of these. The
request is genuine - I also have a 64 and
always like to learn about new things
for it, also.
Two points about this:
1. The fastest "speed-up" that I
know of for the 64 claims no more than
15X, and this uses more than one
line in the serial cable to transmit data.
The Atari has more lines in the SIO
cable than the 64 cable, so even if it took
a little additional hardware, it seems
like the same approach could work for
the A8, but AFAIK no one has done it. (?)

2. The 40X certainly could still be true,
but my guess is that the 40X comes about
this way. Copy protection busters abound(ed)
for the 64, and some were combined with
fastloader routines, so if an original game
on a stock 64/1541 took 120 seconds to load,
and the fast loading version (minus the
copy protection) took 6 seconds, then
you have a 20X fastloader, but much of the
speed increase is from the copy protection
removal. When A8 folks think about drive
speed-ups, I don't think that most of us
consider it it in this way. It's either 19.2
or (apx) 55 Kbs (or 84 Kbs on some
PAL systems), which probably means that
some 3rd party drives are clocked faster
e.g. 2 MHz instead of 1 MHz. BTW,
I can't tell much if any difference
in drive speed (loading, saving, copying)
between a (Warp) A8 and a 64@15X.
Larry

1401. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36afca52.2368401@news.localnet.com>
Source record: 55317
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Thu, 28 Jan 1999 01:51:21 GMT, jmelbo@pressenter.com (Jon Melbo)
wrote:

>It is my opinion that a booted, or software based DOS is a superior
>solution than a ROM coded one. There are of course exceptions, like
>if the ROM based solution has it's own special bank switching which
>allows a large feature rich DOS to be inserted into a relatively small
>address space. That advantage may outweigh the flexability of
>software loaded DOS on a system with limited RAM addressing available.

What could be better than putting a software based DOS in a Commodore
64 REU expansion unit? (JOKE)

NOTE: An REU is a Ram Expansion Unit for Commodore computers which
allows for a maximum of 512K of additional RAM (and up to Megs with
hardware hacking). The unfortunate aspect of this RAM is that (unlike
the Apple's and Atari's and C-128's bank switched RAM method) it isn't
directly addressable. Instead, hardware on the REU must transfer the
data stored in the REU, one byte at a time, into (and out of) the
C-64's main 64K of memory. Needless to say, this is a lengthy
explanation for a stupid joke =-)

"May I go deaf from 24 straight hours of SID music!"

1402. Games Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: mrkenn25@aol.com
Message-ID: <19990128024803.24262.00000270@ng147.aol.com>
Source record: 55318

I am looking for either of the Alternate Reality Games and a mythology game that had to deal with the 12 labours of hercules. I can not remember the name of that game.

thanks

Kenn

1403. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36afc62b.1305554@news.localnet.com>
Source record: 55319
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
>It is an easy way to print embedded strings, and you could also do what
>I do, make a routine called PRIMMV:
>
>PRIMMV =*

> STX PRIMMVZP+0
> STY PRIMMVZP+1
> LDY #$00
>- LDA (PRIMMVZP),Y
> BEQ +
> JSR CHROUT
> INY
> BNE -
>+ RTS
>
>Virtually the same routine, but uses a vector instead of enbedded.
>

Please correct me if I'm wrong.

Skipping the assembler directive, the first two lines of code appears
to set up the location of the actual string to be printed.

line 4 pulls the current character from the string and line 6 calls
the OS routine to place it on the screen.

Although the above program will print a maximum of 256 (or is it 255?)
characters, I assume adding 1 to PRIMMVZP+1 (and some additional
logic) could allow for strings greater than 256?
```

1404. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36afcd98.3206567@news.localnet.com>
Source record: 55320
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

>Don't forget, now, you've got to be able to hook into the 'Net! That
>means you'll need a satellite dish with all the trimmings. But since
>you've already got the generator, what's a few more additions? :-)
>
What about the 20 mile long extension cord?

1405. Re: Games Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36afd8f3.6114377@news.localnet.com>
Source record: 55321

On 28 Jan 1999 07:48:03 GMT, mrkenn25@aol.com (Mrkenn25) wrote:

>I am looking for either of the Alternate Reality Games and a mythology game
>that had to deal with the 12 labours of hercules. I can not remember the name
>of that game.
>
12 labours of Hercules? Let's see. Here they are.

1) Attempting to act as well as his best friend.
2) Remembering himself and his best friend when they were younger and
completely different people.
3) Leaving his best friend to marry someone who isn't human only to
return to his best friend after she dies.
4) Marrying his dead wife when he's not pretending to be Hercules.
5) Seeing his best friend in drag without realizing who he is.
6) Suggesting ways (in front of his dead wife) of killing off his best
friend (while he's an actor portraying Hercules when, in fact, he is
Hercules).
7) Watching his best friend die.
8) Seeing his dead best friend alive (but isn't quite the friend he
remembers).
9) Wanting to kill his dead best friend, but can't because that would
be bad.
10) Seeing his dead best friend trying to kill his other friends.
11) Helping to prevent his dead best friend kill his other friends
(who initially were anything but friends).
12) Being killed by Xena every week (in the ratings) even though both
pretty much had to deal with most of the 11 previous labors.

1406. assembler cart question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: dan <dalabast@earthlink.net>
Message-ID: <36B073F1.5A02@earthlink.net>
Source record: 55322

Hey gang,

Has anyone ever imaged either the Atari Assembler Cart ver B or better,
or the OSS Mac/65 Cart, I need an image for use with an emulator. I very
much DO NOT, want to take my Carts apart to get bin images.

please e-mail me on info on where to get the binaries. I can't use the
MAC/65 disk version, as every copy i've seen is missing DDT the
"Dunion's Debugging Tool".

thanks, in advance,
Danny
dalabast@earthlink.net

1407. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: Mike Uhl <ShoeLeather_Express@RadioLink.net>
Message-ID: <Mike.Uhl.199901280828@ShoeLeather.Express>
Source record: 55323
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

On 25 Jan 1999, Cameron Kaiser
wafted these smoke signals into the breeze:
> Mike Uhl <ShoeLeather_Express@RadioLink.net> writes:
>
> >I used to have a TRS-80 pocket computer. There wasn't too much I
> >could do with it, though. The screen was an LCD that displayed only
> >one line of text. I don't recall how much memory it had.
>
> There's a PC-4 in this desk here, and I love it. 1.5K of memory, and
> you can get a lot of mileage out of it. Its limitations disappear
> quickly once you familiarise yourself with it.

I think that was what mine was. It was a "PC-?" which could have been
a "PC-4", I am not sure. But I think my problem with it was impatience
more than anything else. I just didn't like a one-line screen.
Actually, I did become familiar with it. It seemed to be much more of
a programmable calculator more than anything else, and for that it was
pretty powerful. And I will admit that it did string manipulations
quite well. But its usefulness diminished rapidly when someone's fat
behind left a lasting impression on its fragmented remains. :-(

--
[,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
When you're having a bad day and it seems like people are trying to
tick you off, remember, it takes 42 muscles to frown, but only 4...to
pull the trigger of a decent sniper rifle.

1408. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: pg@sff.net
Message-ID: <36b05c8a.627620@news.newsguy.com>
Source record: 55324
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

<spectral@hangar18.campus.luth.se> wrote:

> Ok, It was wrong of me to write this about atarians being stupid, it was
> not meant to be a serious charge :) But anyway.. But my main point is (as
> many others already have stated) that sure c64 lacked the possibility
> to autostart a disk, but i prefer having a dos where i can control most of
> the things going on. And not have the stupid computer to start a disk as
> soon as I put it into the drive.

I agree that a Windows-style autostart is generally a bad idea, but
there is something to be said for a simple way of booting a disk, if
one wishes to do so. That is what the Apple II and (I believe) the
Atari have. Inserting a disk doesn't do anything by itself (indeed,
the Apple II has no way of telling when the user inserts a new disk).
But if a disk is bootable, then typing OpenApple-Ctrl-Reset will
boot it and "autostart" it.

In my opinion, that's the best way to do it. Neither completely
automatic, so the user stays in control (if I don't want to boot
the disk, I don't use the reboot command), and not completely
manual (it's easier for a novice to learn to type three keys
than a complex command, and it's also faster for an experienced
user).

Paul Guertin
pg@sff.net

1409. Re: Atari vs. Commodore (keyboards)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: pg@sff.net
Message-ID: <36b0693c.3878943@news.newsguy.com>
Source record: 55325
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net> wrote:

> pg@sff.net (Paul Guertin) writes:
> [The Apple II Basic line editor]
> >It has some similarity to the way the Unix editor "vi" works.
>
> It does have some similarity, but you don't have to type lllllllll to
> enter in all the characters on your line in vi :-)

True -- thank God. The auto-repeat rate of the Apple II was about
10 characters/second, which made tracing over a 200-character line
very tedious. I was glad to have the GPLE shortcuts ESC . and ESC ,
which moved the cursor 10 (?) characters at a time.

> >I was very confused the first time I used the Commodore 64, which
> >doesn't have the concept of "active input line" but allows you to
> >edit any line displayed on the screen by moving up the cursor to
> >that line. How weird!
>
> Actually, I find it very logical -- what you see is what you get. If it's
> on the screen, it gets entered.

I imagine one's preference will depend a lot on what system one
encounters first (the "baby duck syndrome"). But I like the Apple II
way because I always have a clear picture in my mind of what the
input buffer looked like. The C64 is confusing to me because I have
to look at the screen and make sure the parser doesn't get confused
about where the line ends. Maybe it's just the way my mind works --
I understand how the C64 editor works, it just doesn't feel natural
to me.

One thing that was very stupid, however, is how the LIST format often
interfered with the ESC editor. You had to POKE 33,33 to avoid
unwittingly adding spaces to quoted strings.

By the way: does the C64 Basic tokenize its statements or not? On the
Apple II, if you enter a line like 10FORX=1TO2:NEXTX, it gets listed
as "10 FOR X = 1 TO 2 : NEXT X" (almost), and the spaces are added by
the LIST command.

> >Many Basic programmers bought third-party add-ons to Basic that
> >added an "Edit" command. My favorite was Beagle Brothers' GPLE.
>
> Yep! I have this one. Very handy, liked it *much* better.

"Program Writer" is another popular Basic editor that came a few years after GPLE. It is a full-screen editor, like the C64's, and very complete with several display options, macros, on-the-fly error checking, etc. I know a few programmers who swear by it. I tried it but went back to GPLE.

Paul Guertin
pg@sff.net

1410. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: pg@sff.net
Message-ID: <36b068a9.3731783@news.newsguy.com>
Source record: 55326
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Tue, 26 Jan 1999 22:44:54 +0000, Jason <tmr@cosine.demon.co.uk> wrote:

> My favourite sci-fi show (still no name, I'm not taking the risk!) ran
> for over 25 years [...]
> It's *not* 'Trek, BTW.

It's got a TARDIS, right?

Paul Guertin
pg@sff.net

1411. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: Mike Uhl <ShoeLeather_Express@RadioLink.net>
Message-ID: <Mike.Uhl.199901280854@ShoeLeather.Express>
Source record: 55327
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

```
On Mon, 25 Jan 1999, (Seb)
wafted these smoke signals into the breeze:
> Mike Uhl wrote:
> > To say the least, debugging anything
> > when you can only see one line of code is an arduous task.
>
> Well, can't be bad for the brain - keeps *YOUR* memory fit! :-)

I have my doubts about that. That sort of mental gymnastics blew out
the candle betwixt my ears. Now I can't see what I'm thinking. =)

--
[,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
I doubt, therefore I might be.
```

1412. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <78q08a$dn8$1@flood.xnet.com>
Source record: 55328
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Aaron <aarona@localnet.com> wrote:

: NOTE: An REU is a Ram Expansion Unit for Commodore computers which
: allows for a maximum of 512K of additional RAM (and up to Megs with
: hardware hacking). The unfortunate aspect of this RAM is that (unlike

You forgot a number after "Megs". But Commodore REUs have been sold with
up to 2 Megs standard, and they can be hacked to 8.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

1413. Re: Atari vs. Commodore (keyboards)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <78q0h6$ek5@chronicle.concentric.net>
Source record: 55329
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

pg@sff.net (Paul Guertin) writes:

>By the way: does the C64 Basic tokenize its statements or not? On the
>Apple II, if you enter a line like 10FORX=1TO2:NEXTX, it gets listed
>as "10 FOR X = 1 TO 2 : NEXT X" (almost), and the spaces are added by
>the LIST command.

Well, it does tokenise, yes. But it doesn't add spaces when it lists it
back out.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1414. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: pg@sff.net
Message-ID: <36b07033.5662093@news.newsguy.com>
Source record: 55330
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Tue, 26 Jan 1999 06:02:16 GMT, aarona@localnet.com (Aaron) wrote:

> My definition of true 3D would probably be comparable to the holodecks
> on Star Trek. For "real time" display, the current computer technology
> only allows for the tanslation of a 3D world onto a 2 dimensional
> surface (or, in the case of VR style glasses, a couple of 2D
> surfaces).

But your retinas are exactly that, a couple of 2D surfaces. Any "3D"
you see is something your brain made up.

Paul Guertin
pg@sff.net

1415. Docs & Specs

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <36B08982.43BD9712@mail.uni-mainz.de>
Source record: 55331

Hello Atarians,
does anybody have the docs or specs for the following Atari 8-Bit chips:
Antic, GTIA, Pokey, PIA, Freddy, Gate Array, Maria, etc.
What information/data do these chips contain?? Is there any disassembled
info or listing about the contents of these chips ?? I would be rather
happy to built/create/burn one of these chips for myself...
Friends of mine would like to make a PC card that holds these chips or
better the contents of these chips (in one chip), to be used with an
Atari 8 Bit emulator... Andreas Magenheimer

1416. Re: Atari vs. Commodore (keyboards)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36b03d96.31881973@news.localnet.com>
Source record: 55332
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>I imagine one's preference will depend a lot on what system one
>encounters first (the "baby duck syndrome").

Luckilly *QUACK* I don't have *QUACK* that problem. QUACK QUACK!!

>One thing that was very stupid, however, is how the LIST format often
>interfered with the ESC editor. You had to POKE 33,33 to avoid
>unwittingly adding spaces to quoted strings.

I never knew that POKE. &$%&$@$@%@ I whish I had know it way back when
I was programming those damn Apples in high school computer class. It
would have saved me LOTS of time. &$$%#H @%&%^ ^&%%@#**&(*&*
*^#H%@#%@ @$@$@#%74
(as you can see, I'm currently really, really pissed off. So much so
that I've lost my bubble gum. I guess there's only one other thing to
do. KICK ASS!!!! %$&%^*&%&*^%^^$^#$

>By the way: does the C64 Basic tokenize its statements or not? On the
>Apple II, if you enter a line like 10FORX=1TO2:NEXTX, it gets listed
>as "10 FOR X = 1 TO 2 : NEXT X" (almost), and the spaces are added by
>the LIST command.

As far as I'm aware, all 8-bit BASICS default to
tokenizing...including the C-64. (Considering the memory size of the
8-bitters, one would be stupid not to.)

>> >Many Basic programmers bought third-party add-ons to Basic that
>> >added an "Edit" command. My favorite was Beagle Brothers' GPLE.

I think I found the manual for that one (sans disk) a few years ago
(including a stackload of other Beagle Brothers manuals).

YEP! Just found it in the other bedroom. 49 pages long. Copyright of
1982/83. Works in both DOS 3.3 and ProDOS! Those Beagle Brothers were
definitely the utility champs of the Apple world!

>> Yep! I have this one. Very handy, liked it *much* better.
>
>"Program Writer" is another popular Basic editor that came a few years
>after GPLE. It is a full-screen editor, like the C64's, and very complete
>with several display options, macros, on-the-fly error checking, etc. I
>know a few programmers who swear by it. I tried it but went back to GPLE.
>
>Paul Guertin
>pg@sff.net

1417. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36b0423c.33071351@news.localnet.com>
Source record: 55333
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Thu, 28 Jan 1999 14:11:13 GMT, pg@sff.net (Paul Guertin) wrote:

>On Tue, 26 Jan 1999 22:44:54 +0000, Jason <tmr@cosine.demon.co.uk> wrote:
>
>> My favourite sci-fi show (still no name, I'm not taking the risk!) ran
>> for over 25 years [...]
>> It's *not* 'Trek, BTW.
>
>It's got a TARDIS, right?

And the company that produced the show never had to worry about paying
millions of dollars for fear that the same actor would refuse to
portray the lead. Right?

Granddaughters, flutes, Bessy, Scarfs, cellery sticks and carrot
juice....OH MY!

1418. Atari 800 software/books for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: TSICRDSX@mu3.millersv.edu
Message-ID: <182D4A7AES86.TSICRDSX@mu3.millersv.edu>
Source record: 55334

Wow, can you believe some of this stuff is nearly 20 years old???

If you see anything you want, need, etc MAKE an offer. (I prefer not to
set prices.)

If anyone wants to make an offer on the lot, go ahead....
people won't laugh at you (though even your pet anaconda may
shun you!)

Buyers will be responsible for all shipping/handling charges.

Sales to contiguous US only. (No, you don't have to spread a
disease...) On second thought, if you're willing to pay for this
stuff and you live in Botswanna or Brigadoon or Mogadishu or
wherever, yeah you can buy it. I draw the line at selling to the
White House... at least until I see the color of its $3-dollar Bills.

Atari Games for Sale

(All complete with boxes and documentation, unless otherwise noted)

CARTRIDGES
~~~~~~~~~~

**Atari

c Centipede Zap the worm and all his parts. Arcade
game.

**Imagic

c Atlantis Missile Command under water.

c Demon Attack Space Invaders with flapping wings.

**Spinnaker (once again, nice but heavy premium plastic packaging)

c Fraction Fever Shouldn't 98.6 be 98 3/5 ?

c Story Machine Kind of a "mad lib" for your kids.

**Thorn EMI (Once again, neat little BETA boxes)

c Kickback A soccer-like breakthru game.
Did I mention soccer is like unto
great gasping intakes of air!

c Jumbo Jet Pilot Take your seat at the controls of
a jumbo jet. Fly it upside down...
see passengers grab for Gravol...
~~~~~~~~~~

mess up the President's $200 haircut..
console Bobby because they shot his
dog before boarding.... JUST KIDDING!

DON'T TELL *ME* YOU HAVEN'T HEARD 5-1/4" FLOPPIES MAKE GREAT VALENTINE
GIFTS!!!!

5-1/4" diskettes
~~~~~~ ~~~~~~~~~
**Activision

d Master of the Lamps Riddles of music memory and color,
album type packaging

**Atari

d Caverns of Mars Primitive Zaxxon in a Martian cave

**Atari Program Exchange

d Seven Card Stud Monty Webb's poker game. Ziplock
packaging.

**Avalon Hill

d Divex Another darned "teach your kid" number
stuff... don't YOU ever sit down with
him??

**CBS Software

d Success With Math: Math for grade levels 5-8
Fractions

d Success with Math: Grade levels 7-11
Linear Equations

d Success with Math: Grade levels 9-12
Quadratic Equations

**Cosmi

d The E Factor Save your planet against mimes, aliens
and asteroids!! Sorry, Marcel, oops,
that's "Mines"

**DataMost

d The Tail of Beta Lyrae Lyrae is blow up the spaceships you
missed before. Ziplock

**EPYX

d Temple of Apshai Base for other DUNJONQUEST games.
Includes both cassette version and
5 1/4" disk.
~~~~~~

d Upper Reaches of Apshai Another expansion module for Temple of
Apshai. Book of Lore missing.

**Spinnaker (Heavy plastic box packaging...nice, but probably
expensive to mail !)

d Kinder Comp Collection of six educational games.
Boy, are your kids going to be smart !!

**Thorn EMI

d Home Financial Management If you buy all the above, this will
help tell you how much over budget you
are!!

**Walt Disney PC Software

d Mickey & the Great Outdoors If your kid can only learn from a
mouse, this is the one to do it.
More math and literacy skills.

DID YOU REALIZE THERE IS A RUMOUR CASSETTE TAPES MAKE EXCELLENT KINDLING!

Cassette Tapes
~~~~~~~~ ~~~~~

**Cosmi

t Aztec Challenge Seems to be "Mountain King" type game.

t Caverns of Khafka typical cavern-tomb danger graphics
game

t The Crypts of Plumbous A lot like "Defender", as I recall.

t Forbidden Forest Find your way out of a deadly graphic
forest

t Galactic Avenger "Space Invaders" type game

t Slinky You've played with the springs, now try
them on the screen!!

t Spider Invasion Destroy deadly spider mutations, their
eggs and nest. Are you getting as
itchy as I am?

**Edu-ware Services

t Compu-read 3.0 Tool for improving reading speed and
comprehension. NOT boxed, but in it's
own folder including docs.

**EPYX

t Curse of Ra Expansion module for "Temple of Apshai"
adventure game. Book of Lore missing.
~~~~~~~~

**Program Design, Inc.

t Addition with Carrying Math games for the young. In clear
plastic sleeve.

**Thorn EMI -- love their packaging....beta-like plastic containers
(and we all know where beta is)

t Compute 4 & Reversi Connect-4 game and "Go" type game

t Cribbage & Dominoes Cribbage & Dominoes...get the idea?

t Darts So safe, you can even throw them at
your Mother-in-Law

t European Scene Jigsaw Like those plastic toys where you
Puzzles Vol2 slide the tiles to get the picture
together.

t Figure Fun Two games to teach multiplication,
division, etc. Five levels, cover most
ages

t Pool Everybody in the Pool !! No, not that
kind -- tournament and eight-ball,
practice included.

t Snooker & Billiards Pool with fewer balls and no numbers.

t Super Cubes and Slip Rubik's Cube and marble maze in
computer form.

Books and miscellany
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b Atari Games and Recreations by Kohl, Kah, Lindsay and Cleland

b Atari Programming with 55 Games Schreiber

s Atari Student PILOT Reference Guide Includes Cartridge for Atari
Pilot

s Atari Speed Reading **MASSIVE**, looseleaf bound, six
cassette "Learn to Read Faster"
course. Weighs a ton.

b Kids & the Atari Would a kid know what an Atari was?
Still in its time it was a good
introductory primer.

If you need any further info, heck I don't have much to say.
Haven't played most of these more than once or twice, and
certainly not in the last 3000 years!

"No, I did not... no, I never... not once, not ever..." W.J.B. Clinton

"tomorrow we shall discover what our God in Heaven has in store..."
---Les Miserables
~~~~~

Now the following are not necessarily Atari, but are books on Basic...
Much of which could be modified to Atari, and certainly all of it is
composed of atoms.

25 Exciting Computer Games in Basic for All Ages David Chance
33 Adult Computer Games in Basic David Chance
34 MORE Tested, Ready-to-Run Game Programs in Basic Delten T. Horn
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Compumath Magic (a kid's book) M.J. Winter
Dragon Magic Your First Programming Book Richard Wadman
Games, Graphics and Sounds Curran & Curnow
How to Write an Apple Program Ed Faulk
How to Write a Program II - Advanced Programming Techniques Ed Faulk
Stimulating Simulations (Second Edition) C.W. Engel
Your First Steps in Basic Curran & Curnow

1419. Updated Atari800 Emulation Page

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: netrunnr <netrunnr68@yahoo.com>
Message-ID: <36B0B140.B89A43BD@yahoo.com>
Source record: 55335

http://homepages.infoseek.com/~mrnukem/index.html

I have added alot of new ATR Disk Images to my Atari800 Emulation
Section.

Live Chat and Message Forums will be up by this weekend

thanks
netrunnr

1420. Re: Docs & Specs

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: Wayne Visser <wvisser@bestnet.org>
Message-ID: <36b0ba92.0@news.bestnet.org>
Source record: 55336

Details on those chips can be found here:
http://aegis.mcs.kent.edu/~clisowsk/8bit/atrtblc.html

Interesting idea to "make" those chips yourself, though you may be better
off to just buy the originals, which can be done here:
http://www.best-electronics-ca.com/

Hope that helps.

--
Wayne Visser
wvisser@bestnet.org
Ph/Fx: 905-319-9216

Andreas Magenheimer wrote in message
<36B08982.43BD9712@mail.uni-mainz.de>...
>Hello Atarians,
>does anybody have the docs or specs for the following Atari 8-Bit chips:
>Antic, GTIA, Pokey, PIA, Freddy, Gate Array, Maria, etc.
>What information/data do these chips contain?? Is there any disassembled
>info or listing about the contents of these chips ?? I would be rather
>happy to built/create/burn one of these chips for myself...
>Friends of mine would like to make a PC card that holds these chips or
>better the contents of these chips (in one chip), to be used with an
>Atari 8 Bit emulator... Andreas Magenheimer

1421. ATARI 800 software/books **AMENDED** Avalon Hill added

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: TSICRDSX@mu3.millersv.edu
Message-ID: <182D4C6DFS86.TSICRDSX@mu3.millersv.edu>
Source record: 55337

OOOPS, forgot to add Avalon Hill software.

If you see anything you want, need, etc MAKE an offer. (I prefer not to
set prices.)

If anyone wants to make an offer on the lot, go ahead....
people won't laugh at you (though even your pet anaconda may
shun you!)

Buyers will be responsible for all shipping/handling charges.
Sales to contiguous US only. (No, you don't have to spread a
disease...) On second thought, if you're willing to pay for this
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him??

d Midway Campaign Win the naval battle in the Pacific

**CBS Software

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Cassette Tapes
~~~~~~~~ ~~~~~

**Avalon Hill --- I really liked some of these!!!!

t Andromeda Conquest Multi-player game for the control
of the galaxy(Commodore & TRS versions
also on tape)

t Computer Football Strategy ATARI version wasn't at all like
board game... I thought it was better.
(Comm. & TRS also) Nice review of
early Super Bowl teams in rulebook.

t Empire of the Overmind I do remember loving this game...
but times were simpler and so was I
Includes great 'parchment' poem
(Apple & TRS also)

t GFS Sorceress SF adventure game. Nice production
Attractive Mission Manual and a
Storybook were game aids. (Apple &
TRS versions too)

t Legionnaire Perhaps my favourite game of all Atari.
The background book on the Romans and
Barbarians alone is worth reading.
The drone of Roman drummers will either
inspire you or drive you to fall on
~~~~~~~~

your sword. Designed by Chris Crawford
of Eastern Front fame. Maybe I still
don't want to sell this one!!!!

t Midway Campaign cassette version of same as listed
above with diskettes(Apple,PET, & TRS
included on tape)

t Voyager I Really early monster maze game.
Laughable, but it's value is to
remind us of the primordial cyber
ooze from which we were spawn.

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t Caverns of Khafka typical cavern-tomb danger graphics
game

t The Crypts of Plumbous A lot like "Defender", as I recall.

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t Figure Fun Two games to teach multiplication,
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Your First Steps in Basic Curran & Curnow
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"No, I did not... no, I never... not once, not ever..." W.J.B. Clinton

"tomorrow we shall discover what our God in Heaven has in store..."
---Les Miserables

1422. Re: Video Touch Pad?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <36B0E5AA.C56AEF@holyoak.com>
Source record: 55388

The video touch pad was used for Star Raiders on the 2600. I have a couple of the templates that got over the touch pad that I could scan if anyone is really interested in seeing them.

- Trevor Holyoak

Visit my Atari web site at http://www.holyoak.com/atari/

"Ernest R. Schreurs" wrote:

> On 23 Jan 1999 23:34:41 GMT, hajjej@aol.com (Hajjej) wrote:
>
> >I got a box full of Atari controllers at a flea market today for $10. Included
> >was a video touch pad. It looks like there used to be a paper outline around
> >the butttons but its not there anymore. Can anyone tell me how to uyse it and
> >what games its used for?
> >John Shawler
> >
> >Spider Robinson is a very good writer.
> >98 Cadets was an awesome show.
> >If you know where I can get an old drum corps uniform, email me.
>
> The Video Touch Pad and the Kids controller and the keyboard
> controller are essentially the same device, they differ only in
> appearance, and size. I have never seen stuff on the 400/800/XL/XE
> that uses or supports it. I wrote a small driver that can be used to
> put it to some use. I wrote a small text for a Dutch magazine on
> the subject. It is in Dutch of course, so you probably cannot
> make sense of it, but the code works, and it comes with a
> small demo program. If anyone is interested, let me know, and
> I can E-mail an ATR file, containing the assembler source code,
> the basic demo program. It is also on the Pooldisk Too of course...
> Since it is a weird device, you have to scan the keymatrix yourself,
> so you have to program a joystick port for output, and check the
> matrix yourself row by row. Kinda hard, so I wrote a program for
> page 6 that runs in the DLI, and then you can simply peek and
> poke from BASIC without loosing a lot of processor time.
>
> It might be used for quiz games, driving games, or whatever,
> You can depress multiple keys, but detecting of that is somewhat
> a problem, since currents start to run in unexpected directions, so
> you would have to add a bunch of diodes to prevent this if you
> want to check out all the keys that have been depressed.
> Anyway, if you want to try my stuff, let me know.
>

> Keep those XL's/XE's humming.

1423. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: "White Flame (aka David Holz)" <white-flame!!!@remove!!!.geocities.com>
Message-ID: <78qqvqhi1@barad-dur.nas.com>
Source record: 55389
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Jason Compton wrote in message <78ntb8ljt1@flood.xnet.com>...
>Nope. Neither am I, but I do understand this one. The assembler syntax
>given in these examples creates the string at a convenient place for the
>assembler to point to. It is not smack dab in the middle of the program
>code. They're just giving you the absolute bare bones details, which are
>the command, the Kernal call, and the .data.

No, the printing data in right there inline with the machine code. You jump to the routine (leaving the return address on the stack), and the routine uses and increments the stack pointer to read and print the characters, then the return address is automagically pointing to the next instruction after the inline string.

White Flame (aka David Holz)
http://fly.to/theflame

1424. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: Eric Sokolowsky <esok@seal.cs.byu.edu>
Message-ID: <Pine.SGI.3.94.990128184650.4403I-100000@seal.cs.byu.edu>
Source record: 55390
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Fri, 22 Jan 1999, Aaron wrote:

> Those continuous beeps through the monitor's (or TV's) speaker also
> occured with disk drive access. A program could reduce this sound to a
> muffle but not completely get rid of it. Although this may sound
> annoying, strangly enough many Atari afficionados (including me) grew
> to love this Atari quirk in the same way alot of people love Cindy
> Crawford's facial mole. Too bad IBM based Atari emulators couldn't
> incorporate these sounds. There's nothing like owning the original
> equipment!!!!!

I like those sounds because I can tell by listening whether it was loading
or not, especially when loading cassette programs. The tones got different
when there were errors reading cassettes (an all-too-frequent occurrence).

1425. Re: Docs & Specs

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: Tony <ARudzki@sgi.net>
Message-ID: <36B12146.86DF01E2@sgi.net>
Source record: 55391

> does anybody have the docs or specs for the following Atari 8-Bit chips:
> Antic, GTIA, Pokey, PIA, Freddy, Gate Array, Maria, etc.

Is it true that the masks to these chips were lost by the last CREW that
owned ATARI?

> What information/data do these chips contain??

The PIA is a standard part. The rest are custom processors that either
operate according to registers on board the (i.e. Pokey), or access
system RAM (i.e. ANTIC). There is nothing to disassemble or to 'burn
into'

> Is there any disassembled info or listing about the contents of these chips ??

see above.

The amazing thing is that I've thought about doing a controller that
'did the ANTIC thing' but MAN, it's alot of sh*t for circa 1979.....

tony

1426. Re: Atari "Fastloader" (?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: Tony <ARudzki@sgi.net>
Message-ID: <36B11FA8.2D5B64CA@sgi.net>
Source record: 55392

If I understand it, the C64 loader routine has a changable vector pointing to it so a cart, modifys the vector and points to the code in the cart which is FAST code.

We're kinda stuck. Unless I miss my guess, the only way we could increase our speed is to go syncronous data transfer which would require a modified OS ROM....

An I right?

Tony

1427. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: Eric Sokolowsky <esok@seal.cs.byu.edu>
Message-ID: <Pine.SGI.3.94.990128193233.4403J-100000@seal.cs.byu.edu>
Source record: 55393

On Sun, 24 Jan 1999, Ronald A. Laski, Jr. wrote:

> Actually i have 2 USD 1050s, and for a non-sector skewed DD disk, the
> beeps are 2x as long, but at the same 'pitch', since the data is moved at
> the same speed along the sio and the sectors hold 2x the data... however,
> w/ a sector skewed disk! WATCH OUT! :)

I never had an Atari disk drive faster than the Indus (with its fast mode),
but I recently tried using APE with its ultra-speed settings. I was blown
away at how fast things transferred. And, since it was accessing a PC's
hard drive, there weren't disk track change pauses as typical with a floppy.

1428. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-28 00:00:00 UTC
From: cr@interlog.com
Message-ID: <1dmcfe6.66mc041yikjz0N@ip220-193.cc.interlog.com>
Source record: 55394
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Aaron <aarona@localnet.com> wrote:

> >PRIMMV =*
>
> > STX PRIMMVZP+0
> > STY PRIMMVZP+1
> > LDY #$00
> >- LDA (PRIMMVZP),Y
> > BEQ +
> > JSR CHROUT
> > INY
> > BNE -
> >+ RTS
> Please correct me if I'm wrong.
>
> Skipping the assembler directive, the first two lines of code appears
> to set up the location of the actual string to be printed.
>

Yes, thuss PRIMM means PRIMM-Vectored. :)

> line 4 pulls the current character from the string and line 6 calls
> the OS routine to place it on the screen.
>
Yep.

> Although the above program will print a maximum of 256 (or is it 255?)
> characters, I assume adding 1 to PRIMMVZP+1 (and some additional
> logic) could allow for strings greater than 256?

256 characters, since 0 <- .Y <- 255. And yes, w/ minor additional
code, you could modify the routine to print a true 16-bit address,
thusly $10000 bytes in length.

-patrick

--
Cyberad/RPG aka Patrick M Pritchard * http://www.interlog.com/~cr
PLUR- Peace Love Unity Respect -Live It, Love It, Be It, BELIEVE!
RENEGADE PROGRAMMING GROUP IN 1999 -- Taking It To The Next Level

1429. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: brix@DELETETHIS.plush.de
Message-ID: <MPG.11195641319104fd989864@news.uni-x.net>
Source record: 55395
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36ae5f58.39396792@news.uni-marburg.de>,
neuvians@mathematik.uni-marburg.de says...
> Hey Folks,
>
> we're nearing the 256th post on this lousy thread. Maybe we should
> introduce a sort of bronze award for this - and a sliver for 512 and
> of course gold for 1024.

Yeah.. let's award on the magic numbers..
by the way:
One Award goes to former Formula 1 driver Riccardo Patrese: He drove
exactly 256 Grand Prix in his carrer... (world record by the way).
Must have been an 8bit-freak :))

-Brix-

1430. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: brix@DELETETHIS.plush.de
Message-ID: <MPG.111957d8967865cf989865@news.uni-x.net>
Source record: 55396
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <01be49ea$64dafa40$4e374382@vidar>, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> says...
> > Autoloading maxmizes the danger of catching a virus.
> > Without autoloading Virus-Programming is much harder....
> >
> > -Brix-
> >
> That doesn't make much sense, as I usually turn off my computer and boot a
> disk. I would rather think a virus would spread a lot more thru executable
> files. Like loading a program and swapping disks and loading another
> wouldn't create a virus problem. When I use my C64, I usually don't turn it
> off when I start various programs, so I do think the Atari is safer really.
> Are there any Atari 8-bit viruses at all ? I have a games somewhere I think
> with viruses in them, Epidemic, but it doesn't spread to anything else than
> the map on screen.

It is quite easy to infect a disc that autoboots.
Just autoboot the virus that duplicates itself into a new bootsector when
you're saving something (by modifying the DOS routines that are loaded),
the virus will also start the program that is supposed to be Auto-booted.
You won't even notice a virus, until it maybe destroys the directory
sector of your disc.
They could also hide in the autoboot and make it look like the disc was
empty and not autobooted.
Bootblock virusses are the most common virusses on Amiga and ST machines.
Be glad if you don't know any.. even on the C64 they managed to code 2 or
3 different ones.. and they have been extremely intelligent (pretty hard
to code a good virus on the 64).
-Brix-

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

Personal HP: http://www.plush.de/brix

GO64!magazine
CSW-Verlag
Goethestr.22
71364 Winnenden
Deutschland
Tel:/Fax: +49(0)7195/61120

GO64!magazine: http://www.go64.c64.org

1431. Re: unARC on a PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <78rknb$1u8@freenet-news.carleton.ca>
Source record: 55397

VINNIE5757 (vinnie5757@aol.comnospam) writes:
> Anyone know where I can get a utility to unarc an arc'ed Atari file on a PC? I
> downloaded 2 files... s/b text... and would like to open them here..
> Thanks..

The utility you need is called PKUNPAK.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1432. RAMJET Documentation

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990129000121.28879A-100000@vtn1>
Source record: 55398

I goofed on the docs included with RAMJET and HYPRAM. For the most part,
they are correct, but the following is missing:

---------- cut here ----------

FEATURES LACKING IN RAMJET

RAMJET supports neither Percom configuration nor enhanced density format
commands and it does not clear RAM when executing a format via an SIO
command--it does clear it when the RD is installed with format. In essence,
RAMJET is a stripped-down version of HYPRAM designed to trade off features
for decreased RAM usage and increased speed. If you want configurability
and real disk emulation, you have to use HYPRAM.

ERROR RETURNS

Either RD will return error #139 if it receives an unsupported or
illegal command or if a program tries to access a non-existent
sector.

---------- cut here ----------

I'm working on a new version now and this time I'll revise the docs
as I develop the program instead of nearly two years later :)

Apologies to anyone I confused.

John

1433. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.111a0074cbdf598a98973e@news.midwest.net>
Source record: 55399
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <Pine.SOL.3.95.990126153300.1294B-100000@tuna.dai.ed.ac.uk>,
niallt@dai.ed.ac.uk says...
> >
> I'd personally love to see a 3D computer.
>
> All mainstream computing is done in 2D - the most basic dimension being
> the value of a whole byte, or the arbitrary values of bits in a byte
> (whichever way you look at it) and the second being the address in memory.
>
> Can you imagine the complexity in programming a computer that worked in
> many dimensions? It'd be mindblowing. Jeff Minter would probably be able
> to handle it, though. :-)
>
How about an analog computer? Discrete numerical component data capable
of holding a near infinite number of different values (not simultaneously
of course). We'd also have the advantage of some more intolerable
acronyms. Such as ANIT - Analog Digit or (my personal fave) ANTE - Analog
Term :)

--
Ron
rlaski@midwest.net

1434. Re: Mux System

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.111a042b9ed6da6f98973f@news.midwest.net>
Source record: 55400

In article <36ADF02B.A505ECF8@ix.netcom.com>, jjewell@ix.netcom.com
says...
> Could be, I was just parroting the "7 slaves" thing from Bob's message... I
> don't have one, myself (damn Bob for making his available when I don't have the
> extra cash lying around ;).
>
> Jeff
>
> Mathy Van Nisselroy wrote:
>
> > Howdy folks, Jeff
> >
> > >One of the main reasons this would be useful for 8-bits is having 7 slaves
> > with
> > >modems: instant multi-line BBS.
> >
> > I always thought the MUX could have EIGHT slaves.
> >
> > CU Mathy van Nisselroy
>
>
uh.. i'm not keeping up here.. but, if the mux has 8 connectors, and
there's a computer on every one of them, doesn't at least ONE of them
have to be a 'master' leaving the other 7 as slaves?
--
Ron
rlaski@midwest.net

1435. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36b126ee.6572954@news.localnet.com>
Source record: 55401
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Fri, 29 Jan 1999 02:29:50 -0600, rlaski@midwest.net (Ronald A.
Laski, Jr.) wrote:

>In article <Pine.SOL.3.95.990126153300.1294B-100000@tuna.dai.ed.ac.uk>,
>niallt@dai.ed.ac.uk says...
>> >
>> I'd personally love to see a 3D computer.
>>
>> All mainstream computing is done in 2D - the most basic dimension being
>> the value of a whole byte, or the arbitrary values of bits in a byte
>> (whichever way you look at it) and the second being the address in memory.
>>
>> Can you imagine the complexity in programming a computer that worked in
>> many dimensions? It'd be mindblowing. Jeff Minter would probably be able
>> to handle it, though. :-)
>>
>How about an analog computer? Discrete numerical component data capable
>of holding a near infinite number of different values (not simultaneously
>of course). We'd also have the advantage of some more intolerable
>acronyms. Such as ANIT - Analog Digit or (my personal fave) ANTE - Analog
>Term :)
>
The logic seems a bit fuzzy. =-)

1436. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36b129ee.7341254@news.localnet.com>
Source record: 55402
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>It is quite easy to infect a disc that autoboots.
>Just autoboot the virus that duplicates itself into a new bootsector when
>you're saving something (by modifying the DOS routines that are loaded),
>the virus will also start the program that is supposed to be Auto-booted.
>You won't even notice a virus, until it maybe destroys the directory
>sector of your disc.
>They could also hide in the autoboot and make it look like the disc was
>empty and not autobooted.
>Bootblock virusses are the most common virusses on Amiga and ST machines.
>Be glad if you don't know any

Which is why, before booting up a disk based game on my Amiga, I
always (and I mean ALWAYS) turn off the hard drive (via holding down
both mouse buttons upon warmstart and selecting the proper choices
from the onscreen options) .

>.. even on the C64 they managed to code 2 or
>3 different ones.. and they have been extremely intelligent (pretty hard
>to code a good virus on the 64).

Considering the extreme intelligence of Microsoft programmers, I'm
surprised they haven't figured out a way of spreading their "virus"
onto the C-64. =-)

1437. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: aarona@localnet.com
Message-ID: <36b12bac.7786767@news.localnet.com>
Source record: 55403

On Thu, 28 Jan 1999 19:35:22 -0700, Eric Sokolowsky
<esok@seal.cs.byu.edu> wrote:

>
>
>On Sun, 24 Jan 1999, Ronald A. Laski, Jr. wrote:
>
>> Actually i have 2 USD 1050s, and for a non-sector skewed DD disk, the
>> beeps are 2x as long, but at the same 'pitch', since the data is moved at
>> the same speed along the sio and the sectors hold 2x the data... however,
>> w/ a sector skewed disk! WATCH OUT! :)

Unfortunately, without the proprietary sector skewing method, the US
Doublers weren't much faster than the plain vanilla (or is it
sherbet?) Atari disk drive. (I believe this was due to its limited
internal RAM buffer that couldn't hold more than a sector at a
time...Am I wrong?)
>
>I never had an Atari disk drive faster than the Indus (with its fast mode),
>but I recently tried using APE with its ultra-speed settings. I was blown
>away at how fast things transferred. And, since it was accessing a PC's
>hard drive, there weren't disk track change pauses as typical with a floppy.

What was the apparent load speed using the APE interface?
>

1438. Re: ⍰nternal power parts on 1

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <78s7e4ibk1@nets3.rz.RWTH-Aachen.DE>
Source record: 55404

Howdy Robert, Folks

>This is also true for the 1050, but this one has less things running at
>5V, and has more power-regulators, which reduces the heat a bit...
>
>I know you are using a Black-Box, so I guess you also have a PC-type
>powersupply, so why not mount an extra input on the XF551 to run from +5V
>and +12V, so you don't have to use the power-regulators inside the XF551 ?

I never liked the idea of cutting part of stuff. I've seem quite a few articles that tell me to take parts out of my drives and just solder in a connection to the switching power supply. I just don't like it.

Isn't it possible to upgrade the power parts of the XF (more power-regulators????) so it will run cooler? Make it like ATARI should have built them in the first place???

CU Mathy van Nisselroy

PS turn 10 VDC into heat? I thought they turned them into amps. Heat is a by product. Hell, what do you think you get when the powerstation turns 38kV into 220 VAC?

1439. Re: Alternate Reality Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <78s7qmibk2@nets3.rz.RWTH-Aachen.DE>
Source record: 55405

Howdy Al

>I'm looking to purchase Alternate Reality The City and The Dungeon for the
>Atari 8bit. I want the original games, not ROM's to play on an emulator.
Would
>prefer to have instructions included but will purchase the original disks
if
>that is all that is available.

If you can not find the original software (incl.docs, box etc.) you might concider getting it of the internet. AR is PD now. Unfortunately, I can not remember where I found the City. I haven't found the dungeon yet or played the city. But the city will only run on my 1050, not my XF551.

CU Mathy van Nisselroy

1440. Re: FS: Speech Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <78s810ibk3@nets3.rz.RWTH-Aachen.DE>
Source record: 55406

Howdy folks

Have you guys ever used READIT by Tom Hunt. It sound like SAM I guess (only heard SAM once, and that's a long long time ago). But this one will read out textfiles for you. Unfortunately, it only runs under Sparta. And you need ENGLISH texts :-)

CU Mathy van Nisselroy

>and IMHO I MUCH prefferred the alien group voice box.. and stilll have one!
>;))
>
>maybe it's time I dumped my old hardware, eh??

>>>The name of the program is S.A.M. - Software Automatic Mouth, in case this
>>>helps you.
>>
>>Close... I think it was Software Actuated Mouth.
>>
>
>

1441. Re: Help Wix trackball has quit

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <78s928$je0$1@nets3.rz.RWTH-Aachen.DE>
Source record: 55407

Howdy Dale

>My Wix trackball has stopped working. I have opened the unit and there is no
>visual indication of anything broken. I have also checked continuity of each
>wire through the cable. Does anyone have a schematic for this unit? Am I
>going to be able to get replacement parts even if I determine what is wrong?
>Would I just be better off looking for a replacement?
>
>Dale

Try the following;

```
10 ? STICK(0):GOTO 10
RUN
```

Roll the ball. If nothing changes, open the trackball. Take out the ball.
Put it somewhere, where it will not roll away. Mouse-balls will do the same
BTW. Turn the little shafts. If the value on screen changes, clean the shafts
and the ball. You might wanna spray the ball with hair.... (damb, what's it
called. Women use it to style there hair. It's sticky. And no, it's not jell
:-)). If nothing changed, try taking out the shafts. There is probably a
light sensor where the wheels on the shaft where. Move a piece of paper in and
out of this. If the values still don't change, you'll have to go over the
solderconnection again.

Hope this helps.

CU Mathy van Nisselroy

1442. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b18c1b.1970580@news.localnet.com>
Source record: 55408
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Fri, 22 Jan 1999 19:19:04 +1100, Darren Spiteri
<Spit@spam-free.UUCP> wrote:

>On Wed, 20 Jan 1999 01:54:41 GMT, Aaron wrote:
>> even older than the miserable Commodore Vic-20! Considering the age
>
>Hey! Them's fightin' words!

Please don't bash me with your dead VIC 20!! Pppppplleeeeeeaaaasssse.
BAM!! Argghh!

1443. Re: Atari vs. Commodore (EXTREMELY LONG COMPARISON)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b18d76.2318123@news.localnet.com>
Source record: 55409
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Fri, 22 Jan 1999 19:19:04 +1100, Darren Spiteri
<Spit@spam-free.UUCP> wrote:

>On Wed, 20 Jan 1999 01:54:41 GMT, Aaron wrote:
>> even older than the miserable Commodore Vic-20! Considering the age
>
>Hey! Them's fightin' words!

My PET can run rings around your VIC 20! Of course, it would be a hair
raising experience! I kid you not...this tale is true. Oops, I better
Flea before the cop catches his collar! =-)

1444. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_917623012@rtfm.mit.edu>
Source record: 55410
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 9, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/
--A major revision has been done recently by mailto:clu-da-bard@geocities.com (Doctor Clu)

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@spambusters.ml.org
http://www.spambusters.ml.org/atari/ugbbs.htm

1445. Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: "Anthony M. Falcone" <falcone@juno.com>
Message-ID: <01be4bac$5e35e100$2301a8c0@t-falcone>
Source record: 55411

Dear Readers,

No matter how many times I tried to play this game, I could never NEVER
win. How do you win at Eastern Front? What sort of strategies do you use?

-Tony
falcone@juno.com
(no spam please)

1446. Re: Decoding Composite to RGB

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: lmcclure@aristotle.net
Message-ID: <MPG.111bc9711fa32d6398968f@news.aristotle.net>
Source record: 55412

In article <36ACCF9C.6A11A0B7@worldnet.att.net>, dated 25 Jan 1999
20:09:22 GMT cvendel@worldnet.att.net stated:

> Just throwing a question out to anyone who has toyed around with
> this. I'm building a Motorola TDA3330 decoder interface for the Atari
> 8-bits to allow them to use monitors such as the Atari SC1435.

> Has anyone out there worked with the TDA3330 before and run into
> and issues.

I should still have some scans of an old electronics magazine article on
a composite to RGB convertor I can send you. I cannot recall offhand
which chip it is centered around, but it may be of help. If you are
interested, the scans are in GIF format (never got around to OCR'ing them
and correcting the result), and I could either send them as an e-mail
attachment, or post them to my web page.

==========
lmcclure@aristotle.net

1447. Re: Atari Program Recorders

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36B21BDF.2487DEAC@arn.net>
Source record: 55413
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

I loved those sounds, it made it seem as if the Atari was computing this
huge ammt. of data (which it technically was but you know what I mean).
It always reminded me of galloping horses.

Laters,

antbaker@arn.net

Eric Sokolowsky wrote:
>
> On Fri, 22 Jan 1999, Aaron wrote:
>
> > Those continuous beeps through the monitor's (or TV's) speaker also
> > occured with disk drive access. A program could reduce this sound to a
> > muffle but not completely get rid of it. Although this may sound
> > annoying, strangly enough many Atari afficionados (including me) grew
> > to love this Atari quirk in the same way alot of people love Cindy
> > Crawford's facial mole. Too bad IBM based Atari emulators couldn't
> > incorporate these sounds. There's nothing like owning the original
> > equipment!!!!!
>
> I like those sounds because I can tell by listening whether it was loading
> or not, especially when loading cassette programs. The tones got different
> when there were errors reading cassettes (an all-too-frequent occurrence).

1448. Re: Alternate Reality Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36B21CE4.78B0DDCE@arn.net>
Source record: 55414

I always liked the XF551 as far as it's sleek design, speed, and
quietness....WHEN IT WORKED! That damn disk drive never works right.
Always has load errors. I liked it because I could have the 1050s w/
the 800XLs and the XF551 w/ my XEs, HOWEVER, I had to get one of my
trusty 1050s instead because of that drives unreliablilty.

Is it just me, or does everyone who owns one have similar probs. w/ it?

Laters,

antbaker@arn.net

Mathy Van Nisselroy wrote:
>
> Howdy Al
>
> >I'm looking to purchase Alternate Reality The City and The Dungeon for the
> >Atari 8bit. I want the original games, not ROM's to play on an emulator.
> Would
> >prefer to have instructions included but will purchase the original disks
> if
> >that is all that is available.
>
> If you can not find the original software (incl.docs, box etc.) you might
> concider getting it of the internet. AR is PD now. Unfortunately, I can
> not remember where I found the City. I haven't found the dungeon yet or
> played the city. But the city will only run on my 1050, not my XF551.
>
> CU Mathy van Nisselroy

1449. Re: Help Wix trackball has quit

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36B21D87.751CA440@arn.net>
Source record: 55415

Spray...heh..

Laters,

antbaker@arn.net

Mathy Van Nisselroy wrote:
>
> Howdy Dale
>
> >My Wix trackball has stopped working. I have opened the unit and there is no
> >visual indication of anything broken. I have also checked continuity of each
> >wire through the cable. Does anyone have a schematic for this unit? Am I
> >going to be able to get replacement parts even if I determine what is wrong?
> >Would I just be better off looking for a replacement?
> >
> >Dale
>
> Try the following;
>
> 10 ? STICK(0):GOTO 10
> RUN
>
> Roll the ball. If nothing changes, open the trackball. Take out the ball.
> Put it somewhere, where it will not roll away. Mouse-balls will do the same
> BTW. Turn the little shafts. If the value on screen changes, clean the shafts
> and the ball. You might wanna spray the ball with hair.... (damb, what's it
> called. Women use it to style there hair. It's sticky. And no, it's not jell
> :-)). If nothing changed, try taking out the shafts. There is probably a
> light sensor where the wheels on the shaft where. Move a piece of paper in and
> out of this. If the values still don't change, you'll have to go over the
> solderconnection again.
>
> Hope this helps.
>
> CU Mathy van Nisselroy

1450. Re: Alternate Reality Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be4bd1$87b840c0$41364382@vidar>
Source record: 55416

Anthony Baker <antbaker@arn.net> wrote in article
<36B21CE4.78B0DDCE@arn.net>...
> I always liked the XF551 as far as it's sleek design, speed, and
> quietness....WHEN IT WORKED! That damn disk drive never works right.
> Always has load errors. I liked it because I could have the 1050s w/
> the 800XLs and the XF551 w/ my XEs, HOWEVER, I had to get one of my
> trusty 1050s instead because of that drives unreliablilty.
>
> Is it just me, or does everyone who owns one have similar probs. w/ it?
>

Well, a big problem with those XF-551's are the SIO cable connector. The soldering was a shit job. I have had little trouble after I soldered the PCB myself. And I even like it better than my DTI 1050, which runs 5x faster than standard SIO and copies disks. That's unreliable loading copy protected programs.

Do the soldering and you might get rid of the problem. Depends on load error you get of course, but I usually got a humming noise, like when a tape fails to load and the SIO initializes or something. Push the cable and if it continues loading, it's probably the SIO connector

Take Atarian care and have an Atarian day

1451. Re: Y2K problems with 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: Bingham <bbingham@IDT.NET>
Message-ID: <78tcfd$597@nnrp2.farm.idt.net>
Source record: 55417

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
: Howdy Curt

: >The IB Clock cart also is not Y2K Compliant, I tried it out with an old copy
: of
: >BBS software and it freezes completely and halts the Amis BBS software.

: With the RT8 you get the wrong day because the old TDLINE wasn't Y2K complient.
: This is changed in the new version that came with Sparta 3.2g. Now you have no
: problems untill 2083. Which makes me believe it uses some kind of reference

Also, there is a fudge to get around the Y2K problem in the old TDLINE.

TDLINE used to use an offset from 1900. Although you cannot type 01/01/100
as the year you can get away with 01/01/:0 and it produces the correct
date.

This is because '9' + 1 = ':' and TDLINE didn't trap that. it just did
something like yr = asc(td$(7,2)) or something..

ttyl
bill

1452. Re: unARC on a PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36b33729.54665316@news.pressenter.com>
Source record: 55418

On 29 Jan 1999 06:33:15 GMT, ai123@FreeNet.Carleton.CA (Steven J.
Tucker) wrote:

>
>VINNIE5757 (vinnie5757@aol.comnospam) writes:
>> Anyone know where I can get a utility to unarc an arc'ed Atari file on a PC? I
>> downloaded 2 files... s/b text... and would like to open them here..
>> Thanks..
>
>The utility you need is called PKUNPAK.

What's wrong with SEA's ofiicial ARC? (yes it unARCs as well)
That would seem to me to be the most direct approach.

1453. Re: assembler cart question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36b4387e.55006161@news.pressenter.com>
Source record: 55419

On Thu, 28 Jan 1999 06:28:01 -0800, dan <dalabast@earthlink.net>
wrote:

>Hey gang,
>
> Has anyone ever imaged either the Atari Assembler Cart ver B or better,
>or the OSS Mac/65 Cart, I need an image for use with an emulator. I very
>much DO NOT, want to take my Carts apart to get bin images.
>
>please e-mail me on info on where to get the binaries. I can't use the
>MAC/65 disk version, as every copy i've seen is missing DDT the
>"Dunion's Debugging Tool".
>
>
> thanks, in advance,
> Danny
> dalabast@earthlink.net

Well, Mac/65 was released in a disk version, and also DDT was released
in a disk form as Extended DDT (which is more powerful than DDT). Get
both of those. Or try Bug/65 cuz it ain't bad. EXDDT is best though.

1454. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: Mike Uhl <ShoeLeather_Express@RadioLink.net>
Message-ID: <Mike.Uhl.199901291803@ShoeLeather.Express>
Source record: 55420
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

```
On Thu, 28 Jan 1999, (Aaron)
wafted these smoke signals into the breeze:
> >Don't forget, now, you've got to be able to hook into the 'Net! That
> >means you'll need a satellite dish with all the trimmings. But since
> >you've already got the generator, what's a few more additions? :-)
> >
> What about the 20 mile long extension cord?

Hmm, now there's a good point! If the generator runs out of gas, you
will need back-up power. :-)

[ Blast it! I knew I forgot something! ]

--
[,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
"Proper Planning and Preparation Prevents Piss Poor Performance"
- British SAS "The Seven P's" rule.
```

1455. Basic Atari 800 Commands

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: _alchemy_@NOSPAMyahoo.com
Message-ID: <_alchemy_-2901992005570001@ham-on4-28.netcom.ca>
Source record: 55421

Somebody point me to a resource that contains the main set of Atari 800 commands, such as loading a binary program, running DOS and BASIC? thanks, Michael

1456. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: Daniel Morrow <videoman@cdsnet.net>
Message-ID: <36B25AD3.D7CB446@cdsnet.net>
Source record: 55422
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

I doubt the 8-bit atari's could do better graphics than the Commodore 128 - thousands of apparent colors on the screen at the same time and at a 640 by 400 screen resolution, indeed full use of the 64k video ram for video information alone.

1457. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <78tnh6$or8@chronicle.concentric.net>
Source record: 55423
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Daniel Morrow <videoman@cdsnet.net> writes:

>I doubt the 8-bit atari's could do better graphics than the Commodore 128 -
>thousands of apparent colors on the screen at the same time and at a 640 by
>400 screen resolution, indeed full use of the 64k video ram for video
>information alone.

In fairness, however, very few titles took advantage of the VDC. Commodore's
fault for not documenting it well, or allowing BASIC 7.0 to use it.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1458. Atari 8-bit Web Browser questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: Daniel Gibson <dgibson@cyberzone.net>
Message-ID: <36B26781.50105253@cyberzone.net>
Source record: 55424

Hope y'all can help me out here. After reading several posts about this over the last few months, I would like to try to pull all of the information together, at least for my sake!!

Is there PPP software out there now for the Atari 8-bit?

If not, is anyone currently working on it?

Is there FTP, IRC, or Web Browsers out there for the 8-bit? Any under development?

Seems like I saw a few posts about Project Phoenix. Is that available to the public yet?

Thanks gang. I came across some web sites where the Commies had this underway, and I was wondering if any souls who are better programmers than me had started on this.

Later!!

Dan

--
Daniel and Kathy Gibson
http://users.cyberzone.net/dgibson
"Kate's Track Shack - Home of the 75 cent 8-track!!"

1459. Re: Atari "Fastloader" (?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: Tony <ARudzki@sgi.net>
Message-ID: <36B27DE4.87B9F48E@sgi.net>
Source record: 55425

> Yes, but isn't that basically is the same
> situation as loading code for/from Sparta
> Dos to give a US Doubler high speed
> access? Let's see, if we can get 55K with
> one line, maybe 84K with 2 lines...
> Larry

Is that true or is the skewing of the format allowing the head to
eliminate seeking the next sector from track to track?

tony

1460. Re: Atari 8-bit Web Browser questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <8hvs2.388$Pj4.8907@newsfeed.slurp.net>
Source record: 55426

Daniel Gibson <dgibson@cyberzone.net> wrote in message
news:36B26781.50105253@cyberzone.net...
>Hope y'all can help me out here. After reading several posts about this
>over the last few months, I would like to try to pull all of the
>information together, at least for my sake!!
>
>Is there PPP software out there now for the Atari 8-bit?
>
Nope. Not as far as I've been able to locate. Not for *ANY* 6502 platform.
I've received LOTS of mail about whether the 6502 can handle it or not, too.
I'm personally going to determine it, however. It should, by all my
preliminary examinations.

>If not, is anyone currently working on it?
>
See above.

>Is there FTP, IRC, or Web Browsers out there for the 8-bit? Any under
>development?
Project: PHOENIX is underway, which will be a text-based web browser. News
about it will be found here or at the web page (graphic intensive because I
haven't revamped it due to other responsibilities at present. You'll find
the info at either Atari 2000 location:
http://www.geocities.com/SiliconValley/Chip/3904/
http://members.tripod.com/~morloc

>
>Seems like I saw a few posts about Project Phoenix. Is that available to
>the public yet?
No. The initial (beta) version should be out in March '99. It will offer
certain features to the general public that will show what PHOENIX is
designed to do, but the beta testing of the full version will be available
only to a limited group of Atari users before its final release, likely to
be distributed via Video 61 in a cartridge form. More details on the
distribution issue will be forthcoming when I have a viable product to
market, folks!

>
>Thanks gang. I came across some web sites where the Commies had this
>underway, and I was wondering if any souls who are better programmers
>than me had started on this.
>
I was directed toward the C64 sites, too, for a variety of information, and
was pleased to not only find what I needed, but information that helped me
decide my next project, too... a linux OS for the 6502... Project: ANTIX!

1461. Cartridge Pinout question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: Tony <ARudzki@sgi.net>
Message-ID: <36B28305.844556F1@sgi.net>
Source record: 55427

Hey Guys,

It seems like the Atari cartridge board# C060052 rev 1 is missing traces
on Pin 15
and Pin S.

15 is 'cartridge control' what does it do?

'S' is B0Z Phase 2 clock what is it for?

thanks
tony

1462. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <5006-36B294A4-86@newsd-224.iap.bryant.webtv.net>
Source record: 55428

to me,this game is like chess,or fine wine,or a cold beer on a very hot day,there is no other war simulator that i can play with such ease,and it never plays the same twice,i use the cart,i have played this game everyday since i got my first8-bit in 1983,know thats a addiction/compulsion,you cannot win,but you can try to get the lowest score possible,in 1941 i have gotten it down to 27,in 1942,which for many years just stumped me,know i can play it with ease,i have gotten it down into the low 50's,its a game to sharpen your thinking skills,play it,and enjoy it,also,has anyone got 1943,1944,eastern front scenario's?thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1463. Re: Rescue on Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-29 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <7913mjrmo1@carroll.library.ucla.edu>
Source record: 55429

In article <790qm5$h90$1@talia.mad.ttd.net>, -Deletethis-artieroo@usa.net (Artie Roo)
wrote:
>In article <L_Ks2.160$1w4.661@news.indigo.ie>, "Richard"
> <richardgo@bigfoot.com> wrote:
>>I have an Atari 8 bit emulator for my PC, and would love to play a game I
>>used to have on my 8 bit.
>>
>>Anyone know where I can download a copy of 'Rescue on Fractulus'???
>>
>>Please e-mail me at cfarrell@the18thhole.com
>>
>>Thank you,
>>Colm
>
>You ought to try this page: http://homepages.ihug.co.nz/~aaronat/atari1.html
>by the way, it's name in there is "Behind Jaggi Lines" :)
>
>Enjoy!
>
> Artie Roo
Behind Jaggi Lines was the beta or pre-release. It's not the full or
official version. This one got released and spread like wildfire before it
was even ready to be retail-released...

1464. /|\ Atari Chat .. come join in!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36B2E1D9.214F@geocities.com>
Source record: 55238

Just wanted to invite everybody to an online chat that is going
on at:

http://www.atariusers.com/chat

(Or if you want yo see our site first with articles, discussions
areas,
and then from there click on CHAT...

http://www.atariusers.com/aunt

The chat area is accessable with CAB (Atari ST net browser)
Netscape
2.0 and above as well as many other current web browsers.

Topics:
Atari video systems, 8-bit, ST and beyond...

Hope to see all of you there tonight (Saturday night) at 8pm
CST!

/|\ COMING UP NEXT WEEK......

Saturday, February 13th 8:00pm
We invite Jim Collins, Chromagic to
join us to discuss new Atari products and
hardware/software availability from the
States and overseas.ï¿½ Jim is a well
respected provider of Atari goodies and upgrades.

(February 13th is also our meeting day at Crystal's Pizza for
all of
you in the Dallas/Ft Worth area and surrounding areas! We
welcome
you to join us!)

1465. Re: Keyboards I have known

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b297c1.1456764@news.localnet.com>
Source record: 55239
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> I always raised an eyebrow when I see Dillenger's computer in TRON..
>the desk with the inset screen and a membrane/touch screen keyboard on
>the desk's surface. I always wondered... had the writer been inspired
>by a Atari 400... ;)

Membrane style keyboards are ideal in exceedingly dirty environments
(automotive repair companies, manufacturing, etc). The only
alternative is to have a rubber "safe skin" over a standard keyboard.
Unfortunately, the latter is the less desirable of the two because:
(A) the keyboard is still a mechanical device and, therefore, more
likely to fail, and: (B) "safe skins" have a tendency of ripping apart
in very little time.

1466. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b299f2.2018020@news.localnet.com>
Source record: 55240
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Fri, 29 Jan 1999 17:05:23 -0800, Daniel Morrow
<videoman@cdsnet.net> wrote:

>I doubt the 8-bit atari's could do better graphics than the Commodore 128 -
>thousands of apparent colors on the screen at the same time and at a 640 by
>400 screen resolution, indeed full use of the 64k video ram for video
>information alone.
>
That would have been nice, especially if the colors were palette
redefinable and had hardware support for fluid animation, neither of
which the C-128-only graphics chip had. Of course, for those we'd need
an AMIGA. =-)

1467. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b29b06.2294103@news.localnet.com>
Source record: 55241
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 29 Jan 1999 17:33:26 PST, Cameron Kaiser
<cdkaiser@delete.these.four.words.concentric.net> wrote:

>Daniel Morrow <videoman@cdsnet.net> writes:
>
>>I doubt the 8-bit atari's could do better graphics than the Commodore 128 -
>>thousands of apparent colors on the screen at the same time and at a 640 by
>>400 screen resolution, indeed full use of the 64k video ram for video
>>information alone.
>
>In fairness, however, very few titles took advantage of the VDC. Commodore's
>fault for not documenting it well, or allowing BASIC 7.0 to use it.
>
The *MAJOR* stumbling blocks for the C-128's VDC in relation to
excellent animation was lack of hardware support (sprites, fine
scrolling, etc) and a port-only addressing scheme.

1468. Re: Atari "Fastloader" (?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990130061003.09187.00001685@ng26.aol.com>
Source record: 55242

>Is that true or is the skewing of the format allowing the head to
>eliminate seeking the next sector from track to track?

Both are required. If the SIO rate was not
able to "digest" the data, the sector would
pass until the next revolution. If SIO is
ready for the next sector, then as soon as it
passes, it is read. As evidence, format a disk
with US Skew, and use it with the stock OS.
Everything slows down. Now use a regular
format disk with US SIO routines. Sounds
a little funny, but the times are essentially
the same. Now put them together (and listen
to the SIO burst symphony!)
Larry

1469. Re: Atari 800XL keyboard question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b29c2a.2585898@news.localnet.com>
Source record: 55243

>Anyway, the point is, my original 800XL keyboard was simply connected with the
>ribbon cable to the mother board. That's it.
>
>The Goodwill 800XL was also connected with the ribbon cable, but had 2 wires
>soldered to the screws that hold the cartridge port "doors" on, and they were
>also soldered together, and then 1 wire went to a screw on the keyboard
>assembly itself, and the other to the mother board. What are these for
>anyway!?

Simple grounding. Removing those connections would more than likely
not affect the computer (except for, possibly, introducing more
interference on the TV display).

There were at least three slightly different models of the 800XL, each
of which, I believe, was manufactured by a different plant.

1470. WTB: Atari 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: swolfe1@mail.gcnet.net
Message-ID: <36b3110e.2023044@news.bellatlantic.net>
Source record: 55244

I'm currently looking for a good priced 1050 disk drive to get
me back on my feet. I also need SIO cables.

1471. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78utgi$66i$1@kc.trail.com>
Source record: 55245
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hola Aaron,

In article <36ad6743.28013997@news.localnet.com>,
Aaron <aarona@localnet.com> wrote:
>>Perhaps I should be more specific: I want to control the timer. Could
>>you provide a piece of code which generates an interrupt every
>>12345 cycles? (I am indeed curious about this).
>>
>The following piece of info was taken from DE REY ATARI. The book, in
>its entirety, can be located on the net at:
>
>http://www.pcc.net/dzone/dere/contents.html

Good to know.

>Hardware Timers

Thanks -- I knew there had to be a way to do this, but I couldn't
see how.

-Steve

1472. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78uvnq$67l$1@kc.trail.com>
Source record: 55246
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hola Richard,

In article <36AE06A0.6732@netmagic.net>,
Richard Cortese <ricortes@netmagic.net> wrote:
>Steve Judd wrote:
>>
>> I think you'll agree that duplicating multiple (let alone eight)
>> 21x24 sprites with a CPU -- moving the "software sprites", detecting
>> collisions, etc. -- will entail a very substantial performance hit,
>> even ignoring things such as background collisions. I would not term
>> this a "simple workaround".
>
>Yes, but not exactly what I was trying to point out. Usually, the point
>is made that the C64 has more sprites. But in practice with DLIs you can
>essentially divide the Player Missles of an Atari just about any way you
>
>So, what many people did was just divide the screen into different zones
>let's say as far as their game design went. The DLI routines were always
>very simple, as simple as changing the horizontal register to a new
>position where approprate such that you could have the same PM
>displayed, flicker free-no software moves, in multiple locations. Like
>*
> *
> *
>*

It looks to me like you are, in essence, multiplexing the PMs vertically,
which the 64 can also do. But I don't see how the above will duplicate
a 21x24 sprite, let alone eight of them (let alone 10s to 100s of them,
multiplexed).

>> But what is important here is that they are all on the same horizontal
>> line, without any exceptional programming effort. I mentioned the
>
>OK, this is where I disagree. I will say it is a straight trade off.
>That is, C64 users say "16 colors on a scan line" while Atari users say
>"256 colors in vertical"
>
>See my point? Why are more colors in the horizontal plane more important
>then 16 times as many colors in the vertical? I say it is a straight

Because more colors in the horizonal are quite a bit more useful than
more colors in the vertical. For example, which looks better -- an
Amiga 320x200 64-color picture, or an Atari 320x200 128-vertical-colors

picture? Which is more useful?

I reckon I'm beating a dead horse here, but, as a programmer, I have all kinds of practical uses for the color ram, but I think the most I could do with vertical splits is make some pretty demo effects. Not only is the former more valuable for serious programming, but it makes all the advanced 64 graphics effects like FLI possible.

Anyways, I just apply my test -- pick 10 programs (e.g. games) out of the disk box, and see what they do. Do they use lots of vertical splits, or is Rescue on Fractalus more emblematic of the feature (2 or 3 screen divisions)? Does it feature tiles? Background images? Any place sprites could be used? Is the screen divided into different areas? Finally, how would the program differ if the hardware feature were removed? Then apply the same test to 10 C64 games, and see what happens.

Since I mentioned Hacker perviously, I went ahead and took a look at it this morning. The screen is divided into four separate windows, three upper ones and one large lower one. The upper ones display text, graphics, and a compass, and the lower a map. The same graphics window displays black tunnels, brown tunnel walls, outdoor scenes, and nighttime infrared scenes. Without the 64's hardware features, I believe the game would be significantly diminished. The program is colorful, detailed, and enormously enjoyable -- in short, a typical example of what the 64 is and was capable of.

>Assuming you have it set up right *which* I have no idea which hoops to
>jump through, then it is just store the 12345 in the Pokey 16 bit
>hardware registers. The interupt generated when it finishes is pretty

Yes, thanks. As I indicated to Aaron, I figured it could be done, but couldn't see how to do it.

I think you'll agree, however, that the 64's timers are significantly more powerful and flexible. Not a huge advantage, perhaps, but a useful feature I wanted to point out.

Anyways, thanks for all the info and input -- it has been interesting and enlightening.

-Steve

1473. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78v14t$68r$1@kc.trail.com>
Source record: 55247
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hola Paul,

In article <36b07033.5662093@news.newsguy.com>,
Paul Guertin <pg@sff.net> wrote:
>On Tue, 26 Jan 1999 06:02:16 GMT, aarona@localnet.com (Aaron) wrote:
>
>> My definition of true 3D would probably be comparable to the holodecks
>> on Star Trek. For "real time" display, the current computer technology
>> only allows for the tanslation of a 3D world onto a 2 dimensional
>> surface (or, in the case of VR style glasses, a couple of 2D
>> surfaces).
>
>But your retinas are exactly that, a couple of 2D surfaces. Any "3D"
>you see is something your brain made up.

Exactly right. The brain constructs an image based on a number of
sensory inputs. So how do we know the world is actually three
dimensional, that this perception is not merely an artifact of
the brain? Well, all tests so far indicate that the world is
indeed three dimensional (spatially), but it's still something to
ponder late at night.

Regarding the 2D retinas, one could imagine standing in front of
a very large window, and looking out at the world. If the window
were a very detailed painting, however, how would we perceive any
difference? My feeling is that the sensation of 3D isn't as great
with a computer because the brain sees the monitor as a small object
in a large surrounding, and adjusts the image accordingly. A very
large image, however, ought to indeed produce three-dimensional
sensations, and my experience at the IMAX (or even better the curved
IMAX theaters) certainly seems to back up that claim.

But if anyone out there still thinks that "computers can't do 3D",
well, let me assure you that compters can not only do 3D, they can
do 4D, 5D, 20D, 100D, and even fractional dimensions. "Dimension"
is not some arbitrary abstraction.

-Steve

1474. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78v1le$6a0$1@kc.trail.com>
Source record: 55248
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hola Curt,

In article <36AC894F.65236DBD@worldnet.att.net>,
Curt Vendel <cvendel@worldnet.att.net> wrote:
>The Atari Hardware Release Notes were released in 1980 along with The OS
>specifications. These notes were released within 8 months of the release
>of the 400/800 series.

Although I don't doubt your statement per se... are you sure of the
above? Is there some additional part to the story? The reason I
ask is that not only is Atari documentation still fairly sparse and
difficult to come by, but for years I have heard persistant anecdotes
about early developers who were unable to find detailed hardware
specifications, and were even told by Atari that certain known
features didn't exist!

-Steve

1475. Re: A new subject line (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78v37q$6b9$1@kc.trail.com>
Source record: 55249
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <36ad2626.11341839@news.localnet.com>,
Aaron <aarona@localnet.com> wrote:
>On 25 Jan 1999 21:25:47 -0700, sjudd@kc.trail.com (Steve Judd) wrote:
>
>>Care to explain how DLIs are more "sophisticated" than the 64's raster
>>interrupt?
>
>There's a very simple (albeit C64 programmers apparently consider
>unimportant) difference.

[Atari generates interrupt as part of display list]

>bit 7 causes a DLI (Display List Interrupt) for that line. This is
>essentially equivalent to a C-64 RASTER INTERRUPT.

Correct so far. Since the two do exactly the same thing -- generate
an interrupt on a raster line -- I think you'll agree that your
characterization of DLIs as being more "sophisticated" is rather
silly :).

A 64 programmer would never generate an interrupt on every raster
line, incidentally (on a stock machine at least) -- it's much easier
and more efficient to simply time the code appropriately (65 cycles
per NTSC raster line, you know...).

Finally, regarding efficiency, considering that the display list requires
1 DMA cycle/byte... well, you can set up an awful lot of raster interrupts
in 200 cycles.

Incidentally, while I think display lists are neat, and certainly have
their uses, I always felt they were inspired by the Atari 2600, where
the CPU has to generate every line of the display. Instead of making
the programmer generate every line of the display, it seems more
reasonable to me to generate every line the same way unless the
programmer specifies otherwise, since that is how most programs
operate.

One thing I'm sure we can agree on is that the lack of any sort of
raster-based interrupt mechanism on a typical PC card is quite lame.

-Steve

1476. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78v3l8$6c7$1@kc.trail.com>
Source record: 55250
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <36ad6ffe.30248558@news.localnet.com>,
Aaron <aarona@localnet.com> wrote:
>
>>You don't think 4-5% of the userbase sat down and whipped up their own
>>programs from time to time? I do.
>
>4-5% would be equivalent to "MILLIONS?"

Well, what is 4-5% of 25 million?

>I guess programmers don't have
>to be good mathematicians.

Guess not, eh? :)

Actually, in my experience, when it comes to mathematics, most programmers
are dumber than a bag of hammers.

...but not my 64 buddies, of course :).

-Steve

1477. Re: Atari vs. Commodore (keyboards)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78v3uj$6cu$1@kc.trail.com>
Source record: 55251
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <36AD7625.CE59428B@cdsnet.net>,
Daniel Morrow <videoman@cdsnet.net> wrote:
>way of alpha-numeric keys. Hmmm, that reminds me - I am going to throw something
>else into the mix, 8 bit ataris and 8 bit apples have no ultima 6 game for their
>systems, yet another benefit for owning a c64. By the way - you can also use a

But... but... Ultima 6 for the 64 is *so* *bad*. _Awful_. Horrid!
Pathetic!

Multicolor tiles? El Crappo Deluxe keyboard routine? Bad graphics.
Bad sound. The worst kind of 64 port.

Gaaah!

-Steve

1478. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <78v4rc$6fv$1@kc.trail.com>
Source record: 55252
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hola Aaron,

In article <36ae64ea.4742797@news.localnet.com>,
Aaron <aarona@localnet.com> wrote:
>>
>>This depends on the system. The C128 Kernal has the PRIMM function:
>>
>> JSR PRIMM
>> .ASC "text"
>> .BYT null
>>
>>Which prints an embedded string following the JSR, null-terminated.
>>
>
>And the string has to follow the JSR? Sounds like an inflexible
>cludge.

First, it is probably the simplest and most effective possible routine
(I use my own version all the time).

Second, that's why it has been around for so many years on 6502
computers -- example code is on the original Merlin disks, for
example. I wonder how far back the routine actually goes?

Third, it is spelled "kludge" (and pronounced klooj).

-Steve

1479. wantek : SIO2PC or APE cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: patrice MULLER <atari.fr@wanadoo.fr>
Message-ID: <78vhobfcj2@platane.wanadoo.fr>
Source record: 55253

wich cable is the best one ?
is it the sio2pc one that can works withe the 2 programms or the ape cable ?
make offers
thanks

1480. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36b356de.128328938@news.pressenter.com>
Source record: 55254
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Fri, 29 Jan 1999 03:30:32 +0100, brix@DELETETHIS.plush.de (Brix)
wrote:

>In article <01be49ea$64dafa40$4e374382@vidar>, "Vidar \"Hawk\" Olavesen"
><olavese@online.no> says...
>> > Autoloading maxmizes the danger of catching a virus.
>> > Without autoloading Virus-Programming is much harder....
>> >
>> > -Brix-
>> >
>> That doesn't make much sense, as I usually turn off my computer and boot a
>> disk. I would rather think a virus would spread a lot more thru executable
>> files. Like loading a program and swapping disks and loading another
>> wouldn't create a virus problem. When I use my C64, I usually don't turn it
>> off when I start various programs, so I do think the Atari is safer really.
>> Are there any Atari 8-bit viruses at all ? I have a games somewhere I think
>> with viruses in them, Epidemic, but it doesn't spread to anything else than
>> the map on screen.
>
>It is quite easy to infect a disc that autoboots.
>Just autoboot the virus that duplicates itself into a new bootsector when
>you're saving something (by modifying the DOS routines that are loaded),
>the virus will also start the program that is supposed to be Auto-booted.
>You won't even notice a virus, until it maybe destroys the directory
>sector of your disc.
>They could also hide in the autoboot and make it look like the disc was
>empty and not autobooted.
>Bootblock virusses are the most common virusses on Amiga and ST machines.
>Be glad if you don't know any.. even on the C64 they managed to code 2 or
>3 different ones.. and they have been extremely intelligent (pretty hard
>to code a good virus on the 64).

I have a few things to say.
1) The notion of viruses is irrelevant to the value of software
bootable DOS vs. locked in ROM DOS.
2) Viruses do not need to be boot sector types
3) There is not even one reported case of a virus (boot sector or
otherwise) for the Atari8 that I am aware of.
4) A software based DOS is superior to a locked in ROM one, because it
is easier to upgrade or replace altogether with something totaly
different.
5) and finally, one does not have to boot with something they do not
wish to boot with when using software based booting.

1481. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36b45810.128635541@news.pressenter.com>
Source record: 55255
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 30 Jan 1999 07:06:32 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>>4-5% would be equivalent to "MILLIONS?"
>
>Well, what is 4-5% of 25 million?

At 5% of 25 million (which is best case here for you) that would be
1,250,000 or one and a quarter million. In order to have plurality,
such as in the word MILLIONS, it requires TWO or MORE million to get
there. Still, that's a lot of folks (just aint millions).

1482. Re: Atari 800XL keyboard question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36b559b9.129060791@news.pressenter.com>
Source record: 55256

On 30 Jan 1999 08:26:24 GMT, Nurmix@NO_SPAM_MEsocal.com (Paul
Nurminen) wrote:

>The Goodwill 800XL was also connected with the ribbon cable, but had 2 wires
>soldered to the screws that hold the cartridge port "doors" on, and they were
>also soldered together, and then 1 wire went to a screw on the keyboard
>assembly itself, and the other to the mother board. What are these for
>anyway!?

Sounds like a grounding set up.

1483. Northern SAM & Sinclair (and 8-Bit) Show Site update

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: nsss@thepentagon.com
Message-ID: <36b4bb90.1202023@news.clara.net>
Source record: 55257
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.atari.8bit,comp.sys.sinclair

```
For more details of the next show, either Email the above address, or
take a look at the web site below... (in the .sig)

Thanks.

-----------------------------------------------
For more information about the 6th Northern SAM
& Sinclair Show - see: www.thepentagon.com/nsss
27th Feb. 1999. Horwich RMI Club Horwich Bolton
Email: nsss@thepentagon.com for more details.
```

1484. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: hvergara@accessnv.com
Message-ID: <Pine.BSI.3.95.990130125913.11685B-100000@coyote.accessnv.com>
Source record: 55258
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hi Jon,

On Sat, 30 Jan 1999, Jon Melbo wrote:

> On 30 Jan 1999 07:06:32 -0700, sjudd@kc.trail.com (Steve Judd) wrote:
>
> >>4-5% would be equivalent to "MILLIONS?"
> > >
> > >Well, what is 4-5% of 25 million?
> >
> > At 5% of 25 million (which is best case here for you) that would be
> > 1,250,000 or one and a quarter million. In order to have plurality,
> > such as in the word MILLIONS, it requires TWO or MORE million to get
> > there. Still, that's a lot of folks (just aint millions).

That quote of 4-5% was made by a very conservative person....

I'd say 10%, and I'm still being conservative.

1485. The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: matchalot@aol.com
Message-ID: <19990130161004.11850.00001683@ng153.aol.com>
Source record: 55259

What's the best Atari 8-bit computer?

1486. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <C3rvCEAbxzs2EwSZ@cosine.demon.co.uk>
Source record: 55260
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Steve:
> Actually, in my experience, when it comes to mathematics, most
> programmers are dumber than a bag of hammers.

> ...but not my 64 buddies, of course :).

Except me, but that's why I stick to 2D games... =-)
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

1487. Rescue on Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: Richard <richardgo@bigfoot.com>
Message-ID: <L_Ks2.160$1w4.661@news.indigo.ie>
Source record: 55261

I have an Atari 8 bit emulator for my PC, and would love to play a game I used to have on my 8 bit.

Anyone know where I can download a copy of 'Rescue on Fractulus'???

Please e-mail me at cfarrell@the18thhole.com

Thank you,
Colm

1488. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36b38236.756897@news.pressenter.com>
Source record: 55262

On 30 Jan 1999 21:10:04 GMT, matchalot@aol.com (MatchALot) wrote:

>What's the best Atari 8-bit computer?

Probably the 800XL all around.

1489. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <790ejp$7pa$1@kc.trail.com>
Source record: 55263
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <C3rvCEAbxzs2EwSZ@cosine.demon.co.uk>,
Jason <tmr@cosine.demon.co.uk> wrote:
>Steve:
>> Actually, in my experience, when it comes to mathematics, most
>> programmers are dumber than a bag of hammers.
>
>> ...but not my 64 buddies, of course :).
>
>Except me, but that's why I stick to 2D games... =-)

Quick -- convert $C000 to decimal
compute 2^16
compute 63*312

See? You're a genius. :)

-Steve

1490. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <790f2m$7q0$1@kc.trail.com>
Source record: 55264
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <36b45810.128635541@news.pressenter.com>,
Jon Melbo <jmelbo@pressenter.com> wrote:
>On 30 Jan 1999 07:06:32 -0700, sjudd@kc.trail.com (Steve Judd) wrote:
>
>>>4-5% would be equivalent to "MILLIONS?"
>>
>>Well, what is 4-5% of 25 million?
>
>At 5% of 25 million (which is best case here for you) that would be
>1,250,000 or one and a quarter million. In order to have plurality,
>such as in the word MILLIONS, it requires TWO or MORE million to get
>there. Still, that's a lot of folks (just aint millions).

Well, first of all, "millions" is commonly used to denote "a lot",
e.g. millions of cars on the road.

However, plurality in general implies not "two or more", but "more
than one". Thus 1.25 million surely qualifies as "more than one million".

Bascially, if only you had color ram and some decent sprites, you'd
understand this complex technical issue.

-Steve

1491. FA: ATARI Video Computer System complete w/ games/manuals/ NO RESERVE

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: Headley Sappleton <hsappleton@sprintmail.com>
Message-ID: <790lv2$b76$1@fir.prod.itd.earthlink.net>
Source record: 55265
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.classic,rec.games.video.arcade.marketplace,alt.games.video.classic

For sale via Ebay auction:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=62012843

Auction Ends on: 02/06/99 at 15:50:21 PST

1492. Re: Mux System

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <36B3B185.5D841C17@sisna.com>
Source record: 55266

Ok, on the Mux you have actually available to you is:

1. Master computer, you have to have a Master Computer, with a Hard Drive.. Then you can attach 7 computers, to the Master as Slave Units, can be Atari 400, 800, 800xl, 130xe or anything above, 1200xl ect. These units do not have to have hard disks attached to them but they may have, you can swap between units to backup, exchange data ect..If you have BBS Express! Professional that acknowledges the Mux you can have up to 7 BBS's running at the same time if you have the hardware and software to run your computer. You also need phone lines into each Atari 850, ICD MIO, or Black Box, or PRC:connettion to run this software.

bob

1493. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <36B3B3C9.C1DA4DBC@sisna.com>
Source record: 55267

If you want an Atari Computer that will be

1. easy to upgrade the 130 XE it the best

2. If you want a kyebaord that is gteat then the 1200XL is best

3. If you want a general use computer then the 800XL is best

4. If you want a Tank! then the 800 is best can be upgraded to 256k and up axelon compatable but, may crap out with the upgrade putting componets to the test.

5. If you are a diehard then the 400 is the best with a 48k upgrade and a keyboard upgrade

6. Depends upon your needs, computer preference and availability of the product

1494. Re: Atari "Fastloader" (?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990129200410.07818.00001279@ng-fr1.aol.com>
Source record: 55430

> Unless I miss my guess, the only way we could
>increase our speed is to go syncronous data transfer which would require
>a modified OS ROM....

Yes, but isn't that basically is the same
situation as loading code for/from Sparta
Dos to give a US Doubler high speed
access? Let's see, if we can get 55K with
one line, maybe 84K with 2 lines...
Larry

1495. Re: Atari stuff in NE Ohio

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: aharkenrid@aol.com
Message-ID: <19990129210932.01116.00000632@ng-cb1.aol.com>
Source record: 55431

Hello Mike,

I am interested in your Atari Stuff. Please write back if it is still
avilible.

Thanks,

Andrew

1496. WTB: All 8 bit models

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: Paul Pereira <nospam.ppereira@ix.netcom.com>
Message-ID: <78u7dg$det@sjx-ixn10.ix.netcom.com>
Source record: 55432

I am interested in buying for my collection:
8 bit mint, complete in original box.

ppereira@ix.netcom.com

1497. Re: Basic Atari 800 Commands

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <78tt6t$9io$1@pale-rider.INS.CWRU.Edu>
Source record: 55433

Try the FAQs. Especially the Bill Kendrick one.

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

(Borrowed from weekly posting by Michael Current)
Russ

1498. Re: New postal rates in effect today

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: sbendz@ece.vill.edu
Message-ID: <36B2F6D1.7C76@ece.vill.edu>
Source record: 55434
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti,comp.sys.ibm.pc.classic

White Flame (aka David Holz) wrote:
>
> sbendz@ece.vill.edu wrote in message <36A8FE90.5278@ece.vill.edu>...
> >You missed my point. In the real world, with measured values, such as
> ><italic> weights as determined by a scale in a post office </italic>,
> >there are no such things as integers.
>
> Excuse me, but real world numbers are only to a certain finite precision.

Yes, that -was- my point.

> Let's say a post office letter scale has the resolution of 00.000 pounds.
> That would mean that you could have a 2.000 pound package. This
> _measured_value_ is an integer. The actual theoretical weight only has a
> 1/infinite probability of being an integer, but your "measured value" is an
> integer.
>

And what I'm saying is, your measured value is not an integer, it is 2.000, which equals 2 plus or minus 5/10,000. The integer 2, by comparison, is 2 plus or minus zero, that is 2 to infinite precision. When you measure the weight at 2.000 and say it is the integer 2, you are implicitly approximating the measured value to a more convenient theoretical value, a rational number. The same implicit approximation happens when we measure 2.500 and say it is 2 1/2. This approximation adds precision to the value (all rational numbers, as someone else pointed out, have infinite precision) without gathering any more information, and so, in a sense, it adds some error. But it's ok, because it makes no difference in calculating the cost of shipping on a package. (In other cases, such as often occur in engineering, it would be more important to recognize the specific limit to the precision of a measurement and not to approximate it by a rational number.) When it all boils down, this is really a semantic issue about the definition of an integer.

--
Since this is probably the last time I'll post in this thread (--finally it seems pretty much resolved--), I just want to say to everyone else who posted that it's great to see that so many people, contrary to what the media would have us believe, do actually exercise their minds and think about theoretical stuff, and care about getting it right. I didn't start this thread, but still, I appreciate all of you who joined in, and I hope to do this again sometime, on another subject (and in a more appropriate newsgroup). Well, signing off. --

Stephen Bendzick

1499. Re: Keyboards I have known

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36B2D31C.3479@geocities.com>
Source record: 55435
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

ATARI 400 KEYBOARDS ROCK!!!!! :)

Well, actually, I'll give them a star for being unique at least. My first venture into the Atari world was the Atari 400. It was a membrane keyboard (similar to a keyboard on a McDonald's cash register).. which made it easy to clean. Besides the Odessey, this was one of the few membrane keyboard computers ever released. (I would love to hear of others!)

I have amazed people with my ability to smoke keyboards, and people were amazed at work when I took my typing test and got further along in the typing test than most ever do.
I have to thank the 400 keyboard... because I learned how to type of that %*&#$ keyboard day in and day out on the computer bulletin boards. When I finally got a computer with a touch-type keyboard it would like taking the govenor off an engine. :)

Hmmm... the best keyboard I have seen strangely enough.. or those that impressed me... the Atari 400 for being unique as mentioned before... I like the typing feel of the Atari 800 and 800XL... and then I liked strangely the Tandy Color computer's keyboard.

My ultimate dream keyboard is a heat sensitive keyboard similar to the keypad on a microwave we got from the early seventies. Now that would be the bomb! (And a membrane keyboard... but with an attitude!)

I always raised an eyebrow when I see Dillenger's computer in TRON.. the desk with the inset screen and a membrane/touch screen keyboard on the desk's surface. I always wondered... had the writer been inspired by a Atari 400... ;)

Doctor Clu

PS: Worse keyboard ever... Atari 65 XE...

1500. Re: Atari 800XL keyboard question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <78ufng$ina@enews2.newsguy.com>
Source record: 55436

I was just wondering...

I've had many Atari 8-bits over the years (my first being an 800XL back in 1983/1984). Anyway, I still have most of my collection, and I recently picked up another 800XL and 1050 (and several cables) at a Goodwill for $10.

Well, the keyboard in the Goodwill 800XL had a stuck letter "I", so I opened it up, and replaced the bad keyboard with my original (the one I've had since the beginning) 800XL keyboard - since my original 800XL only shows a bright green screen when powered up [any ideas what's wrong?]

Anyway, the point is, my original 800XL keyboard was simply connected with the ribbon cable to the mother board. That's it.

The Goodwill 800XL was also connected with the ribbon cable, but had 2 wires soldered to the screws that hold the cartridge port "doors" on, and they were also soldered together, and then 1 wire went to a screw on the keyboard assembly itself, and the other to the mother board. What are these for anyway!?

BTW: The keyboard swap worked fine.

-Paul

--

Paul Nurminen (aka Nurmix)

_/ Red Light 6 Studio - El Segundo, California

* SPAM ALERT!
* (If it's there) remove "NO_SPAM_ME" before e-mailing!

1501. Re: Off Topic Apple III?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-30 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36B2DCA7.1355@geocities.com>
Source record: 55437

Interesting to note, the Apple III was the computer that Flynn used while supposedly trying to hack into ENCOM mainframe at the beginning of the movie TRON.

I actually picked up a Apple III for $5 years ago. We tried to power it up, nothing, but made a nice museum piece. Heavy sucker... a Apple II size computer case, attached firmly with a sheet of metal to the keyboard.

Doc Clu

1502. Re: FS: Speech Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990130214725.28278.00001865@ng10.aol.com>
Source record: 55268

>Have you guys ever used READIT by Tom Hunt. It sound like SAM

Hi Mathy-
Never heard of READIT. One definitely
picks up useful bits of info from this group.
(Even about C64's, sometimes!) :-)
Larry

1503. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: atari-things@spamnot-ehrich.com
Message-ID: <8PPs2.149$Jz1.1426794@news2.voicenet.com>
Source record: 55269

```
Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Ape Face Model XLP Digital Device.................. $14
Atari XMM801 printer............................... $15
Atari 410 Tape Deck................................ $15
Atari 1020 Printer................................. SOLD
Hot Stuff Joystick (rough)......................... $ 4
Joysticks (square) (3)............................. $ 8 each
DVE Printer Power Supply Model DV-2412A............ $ 8
50 5-1/4 diskettes ................................ $10
50 3-1/2 diskettes................................. $12.50
Orders & Questions

Diskette Software for Atari Computers
$4 each (6 for $16)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
SOLD - Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
SOLD - DeBug by Childware
SOLD - Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
SOLD - Reading Skills
Sesame Street Astro-Glover (3-6)
SOLD - Sesame Street Print Kit for Atari & Commodore
Spinnakers Alphabet Zoo (3-8)
Spinnakers Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
```

Spinnakers Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
SOLD - Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)
Orders & Questions

Diskette Software for Atari Computers
$2.50 each (7 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Astro Grover
Cardware High Tech Expressions
SOLD - Compute Disk October-December 1986
SOLD - Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Match Up
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell
Moon Shuttle
My First Alphabet
Paint Master Diskette
Sea Bandit
Shape Up
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Computer Crosswords for Atari or Commodore
Orders & Questions

Antic Diskettes from Atari
$2 each (5 for $8) (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
Orders & Questions

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)

Orders & Questions

Tape Software for Atari Computers
$3 each (4 for $8) (10 for $16)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Program Exchange - Counter (3-8)
Canyon Climber for Atari 400/800 (16k)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
SOLD - Gulp!!
Hangman
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)

Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
Orders & Questions

Atari Books $5 each (6 for $20)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

1504. JEFF MINTER ON TEMPEST 3000, NUON, C64, EMULATION

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <790p96kin1@carroll.library.ucla.edu>
Source record: 55270

I came across this interview and I thought you guys might like it...

ManBeast v Jeff Minter (Game Programmer For Llamasoft)

Hey Jeff

baa!

First I would like to say thank you for participating
in this interview.

dim ots, dude!

Well first basic question is to to tell us a little
about yourself and your work presently?

well, I've happily returned to the wilds of West Wales
after a few years out in the US, where I went through
the Last Days of Atari, which was an interesting, if
ultimately saddening experience... but which led to my
getting my present job, which is top, so I mustn't
complain. And it was fun to be part of Atari, even for
a little while, given that they were so huge during the
dawn of gaming. There were odds and sods lying around
the bunker on Borregas that would make a collector of
rarities weep :-).

Now I'm employed by VM Labs, charged with the mission
of messing around on the NUON (the hardware formerly
known as Project X) chipset, and hopefully coming up
with some nice goodies for it :-). My current projects
are what I guess you would call Tempest 3000, and a
sound-to-graphics program similar to the idea that we
put in the Atari Jag CD-ROM called VLM (Virtual Light
Machine). Of the two, T3K is currently the most
developed - it is just now getting to the point of
passing the "play it in a dark room with loud techno
on" test - does it feel like it's gonna grab you by the
nads and have you playing until your thumbs bleed? The
answer is increasingly looking like it's gonna be "yes,
indeed, take me, I'm yours" :-).

You can get some idea of what T3K is going to look like
by looking at what I did with T2K on the Jag, and
extrapolating. Where there are pixel particle-systems
in T2K, there are p-systems made of translucent, shaded
antialiased disks on 3K. Where T2K had normal linedraw

vectors, we now have glowing, neon, translucent, antialiased lines that look a lot more like what "real" vector displays generate, except that they can be of an arbitrary thickness and have neat radiussed ends that glow in a very pleasing manner where they intersect. Everything is translucent; everything blends and flows. I'm trying very much to get away from the typical polygonal look that most 3D games have, these days... I want this to look utterly unlike anything that runs on a 'Station or a Ninty, to emphasize the versatility of the Nuon chip (which, by its very nature, is not tied to any one rendering model), and also, after years of loadsapolys, the aesthetic appeals to me. I always loved the clean, abstract look of the old vector games, their purity and lack of pixel artifacts. With the Nuon chip I can achieve a similar pure feel - my aim in the game is to have no discernable visible pixels - and make my game look very different from what everyone has become used to.

How did you first get into programming and what made you decide to program and design videogames?

I first got into it accidentally, really - I was at 6th form college, I had played some of the early coin-ops like Space Invaders and Pong, but never connected them to anything I could actually *do*... until I wandered into the wrong room one day and there was a guy playing a really crude racing game on the Commodore Pet, and I asked him how he got the machine to play games, and he told me that he had "typed it in". The idea that you could type stuff into a machine and get it to play games intrigued me. I got a book on BASIC out of the library, blagged my brother's book of TI-59 calculator programs off him, and, despite not knowing either BASIC or TI-59 language, had a crack at transcribing a TI-59 biorhythm program into BASIC. The next morning I went in early to college and got it running on the PET. It was bollocks and probably profoundly incorrect, but once I realised I could tell the PET what to do, I was hooked :-).

Before long I was writing some simple games for myself and the other nerds who hung around the computer to use, and before long it became apparent that PET Basic was as slow as molasses for moving any reasonable amount of shit around. I had heard that something called "machine language" was supposed to be faster, so I borrowed a book on that, and my first hex program followed. I was amazed at the speed difference - it wasn't like C, the hex version of a loop to plot and

invert the PET charset in video RAM ran around 1000 times faster than the BASIC! So I started writing hybrid Basic games with hex routines to shovel video memory around, eventually leading to my first all-hex game. It was based on Exidy "Star Fire" (when are they gonna finish off the MAME driver?). It was about 5K of hand-assembled hex on the old PET, developed on an 8K system with a cassette drive, Ghu bless it. I only had half an hour PET time a day, so you'd spend the first five minutes loading in your hex poker, twenty minutes actually entering code that you had painstakingly written when everyone thought you were actually making notes in an English Lit class [:-)]. and then the last five minutes trying to figure out why it crashed . You got sound effects in the game by putting an AM radio next to the computer. You could throw the CPU into differently timed loops, and, if you tuned the radio correctly, the RF emissions sounded like some pretty good zaps and explosion noises :-).

Before I left college it got to the point where everyone used to hang around after school and play the games I'd made. But it was only a couple of years later, when more people had computers and games became something you could sell, that I thought about doing games for a living. I got forcibly suspended from the usual course through University to get a degree due largely to illness, and while I was ill, I wrote what was to be Llamasoft's first game, on a Vic-20. I had done a couple of little things on the ZX-80 and ZX-81 prior to that, but I got ripped off something rotten by the people who ran the company that sold it, so I decided to release the Vic game myself, with the help of my mum to run the business side of Llamasoft. A lot of the stuff being sold at that time was unmitigated bollocks badly written in BASIC, so even my somewhat buggy hex code on the Vic got noticed. That was pretty much the start of it.

How have you seen the videogame industry change from the time that you have been involved in it?

Well, back in the early days it was very much individual hackers working out of bedrooms and backrooms who created the code. I'm speaking for the home computer industry of the time, of course - it was different in coin-op and in the likes of Atari, natch, but still there was scope for individuals to put their stamp on a game. You had the likes of Theurer and Huge Euge Jarvis in coin-op, and people like Doug Neubauer on the Atari... nowadays everything is done in teams,

and it is rare that an individual is identified with a game, except in the case of Miyamoto-san. Some of that is inevitably driven by the improving resolution of the medium - you could get away with crappily drawn sprites on the C64, coz the rez was so low that nobody knew any better. But now you better work with a graphic artist or people will notice that you're a better coder than you are an artist :-). 99 percent of my stuff in T3K is algo generated, so that's not so important to me, but I will still need to work with musicians so that the soundtrack is sufficiently kicking, at least for now until we get algo composing a bit more refined. But it is increasingly rare that one guy be actually allowed to define all the real "game" stuff that goes into a project, and I am grateful that VM allow me that freedom.

Games also seem to me to be becoming increasingly genericized. "Doom" comes out, and everybody clones it. Ditto "Quake". Ditto "Tomb Raider". After a while you get overwhelmed by it all. I haven't bought a FPS for my PC for months because I already basically have enough good versions of that genre, I don't need any more. I have a fave racer, a fave FPS, I don't need to spend more money on yet another variant. Occasionally I am surprised, and something good and original does come out, but that tends to be the exception rather than the rule.

What system/platform did you enjoy the most and what game are you most proud of?

Most fun was prolly the c64 - it was easy and fun to program on, there was a large user base of people willing to buy my weirdo games, so I had a lot of fun on the platform and was quite prolific. I think my favourite design on the c64 is probably Hover Bovver - it was actually a joint design between me and my dad, and it's the c64 game of mine that I most frequently dig out for a quick trot down memory lane with an emulator. It's a nice, gentle, semi-strategic kind of a game with a degree of humour. It would have made a great table-top coin-op down the pub, back when they used to have such things - I can just imagine sitting down for a nice game of HB with a mate over a couple of pints :-). Someone emailed me the other day saying they thought it'd make a good colour Game Boy game - I guess it would, the gentle pace and simple graphics would be spot on for the GB. One of these days I'm gonna do an update. I actually started an Intellivision version a couple of years ago, but I haven't had time to work on

that for awhile...

Best overall though, I would have to say T2K on the Jag. Everything fit together nicely in that game - gameplay, trippy graphics, and great tunes. It was just a shame the Jag never sold enough to make the game really mainstream. Oh well, there's always T3K on the Nuon :-)

What is your initial thoughts on game emulation? I've noticed a lot of information on emulation on your homepage so I guess you are in > favor of it.

I think emulation is a most excellent thing. It's really cool for anyone interested in the history of games and computers to be actually able to use the systems and software as well as just reading about them. It's interesting for any game designer to be able to look back on those early games, and see what was good and what's withstood the test of time - although many old games look a lot worse than we remember them when we actually take off the rose tinted specs and play them again, some of them are still great games that stand up well, in terms of gameplay if not in terms of graphical finesse, when measured against the current state of the art. I think it's a great shame that the copyright people are now going so mental trying to prevent people having access to the ROM images of these old games, too - I mean, there is very little chance of anyone actually making any money out of such ancient games, and it seems unnecessarily mean to prevent people having a little fun and nostalgia by playing them on emulators. If there is any money to be made from old game titles, then surely it is by releasing updated versions of the classics, like T2K and other updates such as those released by Activision and Hasbro. And, in that case, it would actually work to the copyright holders' advantage to allow the old, original versions to be floating around - someone might rediscover Asteroids or Centipede on an emu, remember how much fun they had, and then be motivated to go out and buy the all new, spiffy 1999 version for their PC.

I'm quite happy to make all of Llamasoft's old games available freely to emulator users. I'm certainly not selling all that old c64 software any more, and if someone enjoys firing up an emulator and reliving a misspent youth playing Revenge of the Mutant Camels or whatever, then it's no skin off my nose, is it? Sure, I'd be pissed off if someone blagged one of my designs and used it as the basis for a commercial, modern game,

but ten year old code that will never make me any more money, and that will give people a good laugh to play? Why should I deny them the pleasure? It's a shame that the owners of all those old ROM images can't think the same way. It's just petty-minded bollocks trying to hound them off the net.

Do you feel emulation harms or hinders videogame companies or helps to keep older games alive?

See above, basically. I don't think it does any harm - quite the opposite, in fact.

Do you have any other thoughts or plugs you wish to address? =)

hehe... not really... except "Buy Nuon!! T3K is gonna be great!!" (hehehe)

Thank you again for allowing me the pleasure of interviewing you.

no problem, sorry it took me awhile!

1505. Re: Rescue on Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: -Deletethis-artieroo@usa.net
Message-ID: <790qm5$h90$1@talia.mad.ttd.net>
Source record: 55271

In article <L_Ks2.160$1w4.661@news.indigo.ie>, "Richard" <richardgo@bigfoot.com> wrote:
>I have an Atari 8 bit emulator for my PC, and would love to play a game I
>used to have on my 8 bit.
>
>Anyone know where I can download a copy of 'Rescue on Fractulus'???
>
>Please e-mail me at cfarrell@the18thhole.com
>
>Thank you,
>Colm

You ought to try this page: http://homepages.ihug.co.nz/~aaronat/atari1.html
by the way, it's name in there is "Behind Jaggi Lines" :)

Enjoy!

Artie Roo

1506. Re: Keyboards I have known

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: pg@sff.net
Message-ID: <36b3ff1e.20687071@news.newsguy.com>
Source record: 55272
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

aarona@/REMOVE/localnet.com (Aaron) wrote:

> Membrane style keyboards are ideal in exceedingly dirty environments
> (automotive repair companies, manufacturing, etc). The only
> alternative is to have a rubber "safe skin" over a standard keyboard.
> Unfortunately, the latter is the less desirable of the two because:
> (A) the keyboard is still a mechanical device and, therefore, more
> likely to fail, and: (B) "safe skins" have a tendency of ripping apart
> in very little time.

There are companies selling dust-proof and water-proof keyboards on
the Web. I found them in my quest for the Best PC Keyboard In The
Universe. Their everything-proof keyboards are all membrane-style.

I call safe-skins "keyboard condoms". They provide some security,
but you just can't get the same satisfying tactile feedback when
you use one.

Paul Guertin
pg@sff.net

1507. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: pg@sff.net
Message-ID: <36b40167.21272401@news.newsguy.com>
Source record: 55273
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

sjudd@kc.trail.com (Steve Judd) wrote:

> >But your retinas are exactly that, a couple of 2D surfaces. Any "3D"
> >you see is something your brain made up.
>
> Exactly right. The brain constructs an image based on a number of
> sensory inputs. So how do we know the world is actually three
> dimensional, that this perception is not merely an artifact of
> the brain?

Well, we can touch things, make knots in pieces of strings, and
so on. Maybe the world really doesn't have three spatial dimensions
at the quantum level, but it's a close enough approximation for
all macroscopic purposes.

> Regarding the 2D retinas, one could imagine standing in front of
> a very large window, and looking out at the world. If the window
> were a very detailed painting, however, how would we perceive any
> difference?

To be nitpicky, one would need two slightly different paintings, one
in front of each eye, to account for parallax.

> My feeling is that the sensation of 3D isn't as great
> with a computer because the brain sees the monitor as a small object
> in a large surrounding, and adjusts the image accordingly.

Indeed. People who got motion sickness from games such as Doom and
Descent usually played in full-screen mode on a large monitor, in a
darkened room.

Paul Guertin
pg@sff.net

1508. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b3f887.11203470@news.localnet.com>
Source record: 55274
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 30 Jan 1999 07:26:52 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>Hola Aaron,
>
>In article <36ae64ea.4742797@news.localnet.com>,
>Aaron <aarona@localnet.com> wrote:
>>>
>>>This depends on the system. The C128 Kernal has the PRIMM function:
>>>
>>> JSR PRIMM
>>> .ASC "text"
>>> .BYT null
>>>
>>>Which prints an embedded string following the JSR, null-terminated.
>>>
>>
>>And the string has to follow the JSR? Sounds like an inflexible
>>cludge.
>
>First, it is probably the simplest and most effective possible routine
>(I use my own version all the time).
>
>Second, that's why it has been around for so many years on 6502
>computers -- example code is on the original Merlin disks, for
>example. I wonder how far back the routine actually goes?
>
>Third, it is spelled "kludge" (and pronounced klooj).
>
>-Steve

Oops. I guess you could say my cludge was a kludge!! =-)

1509. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b3f8dd.11289413@news.localnet.com>
Source record: 55275
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 30 Jan 1999 06:32:30 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>Hola Curt,
>
>In article <36AC894F.65236DBD@worldnet.att.net>,
>Curt Vendel <cvendel@worldnet.att.net> wrote:
>>The Atari Hardware Release Notes were released in 1980 along with The OS
>>specifications. These notes were released within 8 months of the release
>>of the 400/800 series.
>
>Although I don't doubt your statement per se... are you sure of the
>above? Is there some additional part to the story? The reason I
>ask is that not only is Atari documentation still fairly sparse and
>difficult to come by, but for years I have heard persistant anecdotes
>about early developers who were unable to find detailed hardware
>specifications, and were even told by Atari that certain known
>features didn't exist!
>
>-Steve

I tend to agree. As I mentioned in a previous article, during the mid to late 80's I attempted to look for info on the Atari's hardware/OS programming methods. My major source (at the time) was in Creative Computing microfiche back-issues from '82-'84. The articles tended to specify how hard it was to obtain such information and the magazine had to rely on programmers that actually wrote some of the earliest commercial programs.

1510. FS - PRISTINE Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <36B479E7.648E797D@midamer.net>
Source record: 55276
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I have an Atari Portfolio I am considering selling. I have the boxes, manuals, cables, card drive (w/card for pc) tutorial and driver disk for your computer. I am not desperate to sell it so I will consider "SERIOUS" offers only. This machine could be put on a shelf in any store and sold as new. It looks that good. Please include shipping in your offer.

Tony

1511. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: matchalot@aol.com
Message-ID: <19990131095413.13706.00001893@ng24.aol.com>
Source record: 55277

>4. If you want a Tank! then the 800 is best can be upgraded to 256k and
>up axelon compatable but, may crap out with the upgrade putting
>componets to the test.

Let me tell you all the truth, I'm only 10, I don't know if any computer stores in Fort Wayne, IN will upgrade my atari 800 if I buy it. Anyone know a good Atari store in Indiana?

1512. trying to sell 800xl and components

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: rnl91998@aol.com
Message-ID: <19990131102340.01188.00001602@ng-fu1.aol.com>
Source record: 55278

I currently have (2) 800XL computers (one of which is missing the letter 'M' on the keyboard), a 1050 disk drive, 1010 recorder, 410 recorder, and okidata10 dot-matrix recorder which I am trying to sell. I also have severeal games (including many titles from Infocom, including the Zork trilogy), and several copies of Antic. If anyone is interested, please email me at RnL91998@aol.com

1513. Re: A new subject line (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36B499CF.1C98@netmagic.net>
Source record: 55279
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Steve Judd wrote:
>

> Correct so far. Since the two do exactly the same thing -- generate
> an interrupt on a raster line -- I think you'll agree that your
> characterization of DLIs as being more "sophisticated" is rather
> silly :).
Maybe premature since we don't know everything a C64 can do.

Not sure if you have a handle on this, but the Atari ANTIC chip was a processor with its own instruction set. Very limited in terms of it only did things a graphics processor would do, no floating point to say the least.

I should look it up to make sure, I believe the processor type was Harvard vs Nueman<?>. That is, the 8 bit data was divided such that you had both the instruction & the data in the same byte.

This is one of the reasons why the Atari was limited to 16 graphics modes, that is the graphics modes were encoded into the lower 4 bits while the instruction was in the higher nibble.

The Atari Display Lists were actually instructions. That is, things like: Display this line as 5 color 8X8 chr mode and interpret the next to two bytes as an address in the 64k range of memory to start retrieving your next set of display data.

Of course you are limited to 16 instuctions as well as the 16 graphics mode, but 16 is enough to do just about anything you would want a graphics chip to do. Branching, allowing/having interupts to the 6502, changing display retrieval location. All of this without 6502 intervention unless you allow it.
>
> A 64 programmer would never generate an interrupt on every raster
> line, incidentally (on a stock machine at least) -- it's much easier
> and more efficient to simply time the code appropriately (65 cycles
> per NTSC raster line, you know...).
>
> Finally, regarding efficiency, considering that the display list requires
> 1 DMA cycle/byte... well, you can set up an awful lot of raster interrupts
> in 200 cycles.
This is accurate for a C64 maybe, but just plain wrong as far as efficency goes for what goes on in an Atari. You can't and I repeat, you can't beat a Harvard processor for cycles per punch. All the stuff they are doing now with pipelining etcetera on complex processors is an

attempt to try and be equal.
>
> Incidentally, while I think display lists are neat, and certainly have
> their uses, I always felt they were inspired by the Atari 2600, where
> the CPU has to generate every line of the display. Instead of making
> the programmer generate every line of the display, it seems more
> reasonable to me to generate every line the same way unless the
> programmer specifies otherwise, since that is how most programs
> operate.
This would imply they are a derivation of the technique vs a silicon solution that employed a completely novel approach to solving the same problem. We will have to agree to disagree on this. I say coming up with your own processor that uses high & low nibbles to encode both instructions and data in a byte is just so off the wall different, it isn't even in the same ball park.

>
> One thing I'm sure we can agree on is that the lack of any sort of
> raster-based interrupt mechanism on a typical PC card is quite lame.
>
> -Steve
I think they are getting better, but comparitively lagging to where we should be. Damn mouse pointers *should* be a P/M or Sprite damn it!

1514. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Michael Terrell <terrell@cde.com>
Message-ID: <36B49E25.62708CA2@cde.com>
Source record: 55280
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron wrote:

> On Fri, 22 Jan 1999 07:49:07 -0800, Richard Cortese
> <ricortes@netmagic.net> wrote:
>
> >Ronald A. Laski, Jr. wrote:
> >
> >> Nooo.. i didn't say that... I (as an Atari person) am only 'hearing'
> >> arguments that aren't convincing me that the c64 is 'better' than the
> >> atari (which, if i've gleaned my info correctly, was 3 years older
> >Does kind of give the impression that if as part of your comparision you
> >said, "The Atari 800 weighed more then the C64" someone would comment
> >how they used to fill their C64 with lead fishing weights to the point
> >where it was 10 times heavier then an Atari.
>
> Atari users are smarter than that Commodore trick of lead fishing
> weights. All they had to do is screw the Atari to the table and it
> becomes much heavier than the C64 ever could. (the C-64 couldn't
> easily achieve this trick because of the slit air vents running
> throughout the bottom of the case. This was probably a cost cutting
> measure to reduce the amount of plastic used in a C-64.)
>
> Of all the Atari vs. Commodore messages, this has to be the by far the
> dumbest! AND I LIKE IT!!!!!

I guess you've never picked up a Commodore SX64? Aluminum case, built in
drive and color monitor, an I believe they weigh 26 pounds. I have two
working units in storage, and they were great. I used one for a character
generator a WMRX TV in Destin Fl while I was building the station, an people
were shocke by the video quality

1515. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Michael Terrell <terrell@cde.com>
Message-ID: <36B4A073.85EC5B34@cde.com>
Source record: 55281
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Don't forget the Rockwell AIM. It was 6502 based, had a hexidecimal keypad an
a thermal printer, but no case. I have one I removed for an old piece of
medical equipmet, and it had a custom expansion board to hold its operating
system in EPROM's

Andre Fachat wrote:

> In comp.sys.cbm Aaron <aarona@localnet.com> wrote:
> > On Sun, 24 Jan 1999 00:59:12 +0000, Jason <tmr@cosine.demon.co.uk>
>
> > Really, considering the long staying power of the 8-bit processor in
> > computers/consoles, the 8-bit era should be broken down into
> > subsections. Here's a quick (not very thought out) proposal.
>
> > EARLY: 8-bit computers/consoles introduced when the price of 64K of
> > RAM and significant amount of ROM made it impractical for initial
> > incorporation into the device.
> > (Apple II series, Atari VCS/2600, Atari 800/5200 series, Commodore VIC
> > 20, Odyssey II, Texas Instruments TI99/4, Radio Shack COCO,
> > Colecovision)
>
> Thou shall not forget the KIM-1 as one of the first 6502 experimental
> boards (by MOS technolgies, later CBM) and of course the first PET
> models, with 2k ROM chips, 2k static RAM chips (8k in total))
>
> > MIDDLE: period when the price of significant RAM/ROM was cheap enough
> > for initial incorporation into the device.
> > (C-64/128, Nintendo)
>
> > LATE/TRANSITIONAL: 8-bit computers/consoles that also contain 16 bit
> > support processors (NEC's PC ENGINE, Atari LYNX,)
>
> --
> Email address may be invalid. Use "fachat AT physik DOT tu-chemnitz DOT de"
> ------Fight SPAM - join CAUCE http://www.cauce.org------Thanks, spammers...
> Andre Fachat, Institute of physics, Technische Universitï¿½t Chemnitz, FRG
> http://www.tu-chemnitz.de/~fachat

1516. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36B4A21C.401E@netmagic.net>
Source record: 55282
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Steve Judd wrote:
>
> Hola Richard,
>
>
> It looks to me like you are, in essence, multiplexing the PMs vertically,
> which the 64 can also do. But I don't see how the above will duplicate
> a 21x24 sprite, let alone eight of them (let alone 10s to 100s of them,
> multiplexed).
Not multiplexed. Not sure if a C64 can do this, but...
let's say you have one of your 21X24 sprites, each * represents 7 bits
so the *** means 21 bits wide.
***
***
***
***
Can you change that into:
***
***
***
***
with the sprite shift, one pixel or better yet one scan line high?
>
> Because more colors in the horizonal are quite a bit more useful than
> more colors in the vertical. For example, which looks better -- an
> Amiga 320x200 64-color picture, or an Atari 320x200 128-vertical-colors
> picture? Which is more useful?
Far and away, the pictures I have seen using the technique on the Atari
have looked better then the pictures I have seen on the C64, the Amiga
of course is much better. I am even happy with the Atari's 16 shade in
80X192 bitmapped mode. Turns out this was more then enough to do some
fairly nice black and white digitized photo reproduction.

But then, it depends on what you are looking at. For me, give me the
subtle transition of a sunset going from from shades of dark blue sky,
to light blue, to orange in 30-40 transitions.

Subjective.
>
> I reckon I'm beating a dead horse here, but, as a programmer, I have
> all kinds of practical uses for the color ram, but I think the most
> I could do with vertical splits is make some pretty demo effects.
> Not only is the former more valuable for serious programming, but
> it makes all the advanced 64 graphics effects like FLI possible.

>
> Anyways, I just apply my test -- pick 10 programs (e.g. games) out
> of the disk box, and see what they do. Do they use lots of vertical
> splits, or is Rescue on Fractalus more emblematic of the feature
> (2 or 3 screen divisions)? Does it feature tiles? Background
> images? Any place sprites could be used? Is the screen divided into
> different areas? Finally, how would the program differ if the
> hardware feature were removed? Then apply the same test to 10
> C64 games, and see what happens.
Frogger is Frogger. It uses the Atari redefined 5 color mode chr sets
for most of the objects, some player missle graphics, Antics Load Memory
Scan instructions and fine scrolling in hardware to do what it does. I
have seen it on the C64 & don't think it is better or took less effort
to program. Game play is absolutely the same too.

Played some Choplifter on my nephew's C64. I didn't think it was that
much worse or that much better then the Atari version. Certainly nothing
to write home about i.e. "Sell your Atari & buy a C64! I just played
Choplifter!". Honestly, I thought the Atari version of Choplifter was a
bit better then the C64 anyway, but then both versions didn't exactly
push the machines.
>
> Since I mentioned Hacker perviously, I went ahead and took a look at
> it this morning. The screen is divided into four separate windows,
> three upper ones and one large lower one. The upper ones display
> text, graphics, and a compass, and the lower a map. The same graphics
> window displays black tunnels, brown tunnel walls, outdoor scenes,
> and nighttime infrared scenes. Without the 64's hardware features,
> I believe the game would be significantly diminished. The program is
> colorful, detailed, and enormously enjoyable -- in short, a typical
> example of what the 64 is and was capable of.
Biggest 'bitch' I have about it is C64 got Pools of Radiance which used
that format, but then, Alternate Reality is probably my favorite RPG of
all time & it resided quite happily on the Atari. It is a classic
example of an implementation that took advantage of the Atari's features
was at least equal too if not superior to the C64 version. Of course, I
like the 8bit version of The City better then the ST version, so it is a
matter of taste.

In general, I don't play adventure games so it does have the effect of
blinding me to Hackers. That is, first impression is, "That is an
Adventure game, who cares?" which isn't the point of the debate. Maybe
someone that has played Hackers on both the Atari & C64 can comment as
it would be more useful. I know it came out on the Atari, just have
never even had the desire to even look at a screen shot.

Just that they only sold a couple of million at best Ataris, so not many
cared enough to do a good job.

1517. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Michael Terrell <terrell@cde.com>
Message-ID: <36B4A392.BDE784CD@cde.com>
Source record: 55283
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

The "PET" stood for Personal Electronic Transactor, with an eye on using it for online banking and E-Mail services. I have collected most models from the 4016 to the 2001, and most work. They also had a IEEE-488 port (HPIB or GPIB) to connect the intelligent peripherials, as well as thousands of pieces of test and automation equipment, and out preformed the HP 85 comuter (A real dog! I'm glad the last one is dying at work) It also cost 1/10th of the HP85 (which used data carts with a couple hundred K of memory) With inteligent pereperials you didn'd need a lot of memory to support them. No device drivers were needed, and at the time, a 32k X 8 ram board for the S100 buss could run well over $1000, and some of those only had 256 BYTES of ram, not Kbytes. The software was modular, but with fast and reliable IEEE drives (The 8050, 4040, and SFD1001) the weren't too bad for their day. Also remember the old IBM mainframes (IBM360) had a clock rate under 1 MHZ, and usually had 256K to 512K to run a whole business through slow dumb terminals

Aaron wrote:

> >Thou shall not forget the KIM-1 as one of the first 6502 experimental
> >boards (by MOS technolgies, later CBM) and of course the first PET
> >models, with 2k ROM chips, 2k static RAM chips (8k in total))
> >
> No wonder Commodore called it the PET. With it's paultry amount of
> RAM/ROM inclusion, you couldn't get past the "PETTING" stage. :-)

1518. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36B4A42D.277D@netmagic.net>
Source record: 55284
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Aaron wrote:

>
> I tend to agree. As I mentioned in a previous article, during the mid
> to late 80's I attempted to look for info on the Atari's hardware/OS
> programming methods. My major source (at the time) was in Creative
> Computing microfiche back-issues from '82-'84. The articles tended to
> specify how hard it was to obtain such information and the magazine
> had to rely on programmers that actually wrote some of the earliest
> commercial programs.
I default to what John Harris said, that is ~reverse engineering of programs was not really done since the Technical Refernce came out shortly after the computers.

As a side note, one of the oldest Atari shops around, B&C Computer Visions, still has a lot of the the Tech Ref & De Rey Atari manuals. One day I was in the shop doing my normal gadfly/BSing & the owner said something along the lines of ~I just sold 3 tons<thousand pounds? pallets? been to long> of Tech Ref manuals to a paper recycler. Couldn't even get rid of them at $10 each.

I say something along the lines of "Kind of a waste".

He says, "Don't worry, I still have another ton of them".

1519. Re: Game comparing (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Michael Terrell <terrell@cde.com>
Message-ID: <36B4A579.6E1C81F1@cde.com>
Source record: 55285
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

The C!28 can also be switched to different pages in the video memory. I believe the standard 64K memory allowed 12 pages, byt the ones with 256K could do an extra 48. It was great for displying help screens and menues, and would leave other work screens unchanged. There was also software to use the extra memory as a RAM Disk

Daniel Morrow wrote:

> I doubt the 8-bit atari's could do better graphics than the Commodore 128 -
> thousands of apparent colors on the screen at the same time and at a 640 by
> 400 screen resolution, indeed full use of the 64k video ram for video
> information alone.

1520. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Michael Terrell <terrell@cde.com>
Message-ID: <36B4A856.309288BA@cde.com>
Source record: 55286
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

A serial cable is easy! a piece of five conductor cable with a shield, and two standard 6 pin DIN plugs(Radio Shack?) Use a meter to find the ground pin at the drive. Connect the shield to the ground pin and wire the other five pin for pin (1-1, 2-2 etc)
I found some surplus five conductor CB mike cables (Remember that fad?) and made coiled drive cables. (The Central Florida Commodore Users Group loved them!) They made it easy ro keep your desk neet, and to move equipment

"Ronald A. Laski, Jr." wrote:

> In article <Pine.BSI.4.02A.9901221249530.6609-100000@onyx.southwind.net>,
> natedac@southwind.net says...
> >
> > > Here's a question, Did anyone ever program a (for a lack of a better
> > > term) multiplex sound channel song for either computer? (you know, 8
> > > voices on the atari instead of 4, w/o the Gumby or other stereo upgrades?
> > > or 6 voices on the c64? can it even be done or not?)
> >
> > This is routine today. most C64 music has atleast 6 voices, some have even
> > more.
> >
> > I heard a song recently, from our 1998 4K-compo, that sounded like it had a
> > good 8 or more voices in it.
> >
> > Of course one can also add hardware such as the SID Symphony cartridge,
> > which gives 6 actual voices.
> >
> > A good music programmer could pull off a cool 12-15 voices out of a 6-voice
> > machine.
> >
> >
> >
> something like that i'd like to see, i do have a c64 (borrowed) and a
> 1541 disk drive (bought w/ a semi-working c64) at a garage sale for $1
> but i don't have the drive cable, nor a method of xferring data to a 1541
> (yet) i do have an sio2pc cable built tho...
>
> --
> Ron
> rlaski@midwest.net

1521. Re: Atari 800XL keyboard question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36B4A98F.3BB9@netmagic.net>
Source record: 55287

Paul Nurminen wrote:
>
> I was just wondering...
>
> I've had many Atari 8-bits over the years (my first being an 800XL back in
> 1983/1984). Anyway, I still have most of my collection, and I recently picked
> up another 800XL and 1050 (and several cables) at a Goodwill for $10.
>
> Well, the keyboard in the Goodwill 800XL had a stuck letter "I", so I opened
> it up, and replaced the bad keyboard with my original (the one I've had since
> the beginning) 800XL keyboard - since my original 800XL only shows a bright
> green screen when powered up [any ideas what's wrong?]
>
> Anyway, the point is, my original 800XL keyboard was simply connected with the
> ribbon cable to the mother board. That's it.
>
> The Goodwill 800XL was also connected with the ribbon cable, but had 2 wires
> soldered to the screws that hold the cartridge port "doors" on, and they were
> also soldered together, and then 1 wire went to a screw on the keyboard
> assembly itself, and the other to the mother board. What are these for
> anyway!?
>
> BTW: The keyboard swap worked fine.
>
Just my op. I am not really a hardware guy. But of your 40 pin LSI
devices, green screen or any screen for that matter, means at least your
clock signals are working so your GTIA & probably Antic are fine.

Blue screen with noise probably means your Pokey is kaput.

The XLs IIRC will boot fine even with a broken PIA, just they won't read
joysticks, etcetera.

I am thinking a green screen may mean a broken 6502C. At least that is
where I would start. It is a special 6502, not an off the shelf part, so
you have to substitute if you can.

I am also the purveyor of a slightly goofy theory. Chemist by trade so I
have a tendancy to look for that as a solution.

I think slightly different compositions in the tinning on chip leads &
the sockets they go into has a tendancy to produce oxides/galvonic
cells, that kind of thing.

Try leaving the computer on overnight, then cycling the power a few
times. That should get rid of any inadvertant 'cells' that could have

formed.

1522. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Michael Terrell <terrell@cde.com>
Message-ID: <36B4ADBE.CC5FB1E4@cde.com>
Source record: 55338
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

That sounds like the old man who asked at every meeting how to format a disk, so I gave him a formatting program, and he couldn't even figure out that the message "Press any key to forat a disk" meant! In all seriousness, I only used the C64
manual to show new members the basics, but I do have seeral programers refernce guides for th 64 and 128, as well as on the 1541 dos. By the way, neither the Commodore or Atarir DOS's "load" They execute from the ROM's, and that's why you couldn't have a virus damge your DOS, but they could damage program or user files, on a disk.
I've repaired Commodore equipment since 1982, and I saw the first C128 at the Dayton Ohio Hsmfest and talked to the marketing people, and I think I still have the original data sheets on the C128, the 1571, and a 1572 (Dual 1571) disk drive that was never relased in th US because software companys were screamiing they were only good for pirating software, and CBM caved in and didn't release it. Istill have one of my C128D's on my computer desk with a built in 1581 drive. (A little modification!) If enough people are interested, I'll see about writing a conversion article for the existing 1571 controller in the C128D

Aaron wrote:

> On 23 Jan 1999 07:14:39 GMT, Jason Compton <jcompton@xnet.com> wrote:
>
> >In comp.sys.cbm Aaron <aarona@localnet.com> wrote:
> >
> >: Not really. The Atari's DOS load occured AUTOMATICALLY. No "ARCANE"
> >
> >The 64's DOS loads automatically, too, as soon as you turn on the disk
> >drive.
>
> That's not my experience
>
> >: program. Of course, you could say they should have read the
> >: manual...but who wants to be forced to read the manual just for the
> >: rudiments of something that should happen AUTOMATICALLY! One of these
> >: families actually thought the C-64 was damaged and returned it for a
> >: replacement.
> >
> >I want to point out something here. I own an Atari 800 and have used one
> >emulated as well, and despite an "autoloading DOS" I have no freaking idea
> >what to DO with the options in SpartaDOS or MyDOS or AtariDOS. So, I need
> >to look it up...which is what someone who wants to learn how disk
> >operations work on a 64 has to do, too.
> >

> The manual was unnecessary for getting started with the Atari. For
> copying disks, I briefly read the necessary part of the manual for a
> total of ONE TIME throughout my initial 5 years of use on the Atari.
> In comparison, I was always referring to the Commodore manuals for the
> simplest of tasks. This was, to say the least, DAMN ANNOYING!

1523. Re: Cartridge Pinout question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36B4AC0B.1F6B@netmagic.net>
Source record: 55339

Tony wrote:
>
> Hey Guys,
>
> It seems like the Atari cartridge board# C060052 rev 1 is missing traces
> on Pin 15
> and Pin S.
>
> 15 is 'cartridge control' what does it do?
This is a line from the memory mapper chip in there. Decodes the
hardware space into the $D000 to $D7FF area into 8 chunks as full pages.
>
> 'S' is B0Z Phase 2 clock what is it for?
This is a sync line used for use with the 6502 family of chips. Same
type of thing is used on the 68xx chips, 'cept there they call it a
B<something like that VME?> line.

The two lines are so you can add chips directly to the cartridge port.
For instance, you could add another 6520, 6551, or 256 bytes of ram to
the hardware region. The S would be tied to the phase 2 clock of the
68xx/65xx family of chips while the CARTCTRL would be tied to the !CS
pin of any chips/memory you would add.
>
> thanks
> tony
You are welcome.

1524. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Michael Terrell <terrell@cde.com>
Message-ID: <36B4B30F.9E567D85@cde.com>
Source record: 55340
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Fungus wrote:

> > Remember, when the Atari 8-bit was new, most people only had
> > experience with cartridge (or was it CD? JOKE) based game machines
> > where one would pop in a cartridge, turn on the power, and,
> > subsequently, only be bothered with the Carpal-tunnel inducing
> > joysticks. The original Atari 8-bits (before the advent of the OPTION
> > key befuddling XL machines) allowed people to easily migrate to a
> > "real" computer in just seconds without throwing up their hands in
> > disgust. The C-64s just DID NOT HAVE THIS ADVANTAGE!!!!! PERIOD!!!!!
> >
>
> True yes, advantageous(?), well that's up to opinion... not a fact.
>
> also, are you implying the 64 is not a "real" computer? I think I shall
> leave that one up to someone else...
>
> /Fungus

Remember that a lot of C64 games were on cartridges, too. Just like the
Atari or the game machines

1525. APE/Pro sys Transfer Questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Tony <ARudzki@sgi.net>
Message-ID: <36B4B181.F2CA9634@sgi.net>
Source record: 55341

I have a bit of a problem with the APE / ProSystem

Why can the Atari see my laptop with APE running as a disk drive, and can LOAD programs FROM it, (even on Mega .ATR 'disks') but I can't copy from mega .ATRs.

I get ERROR 164, file # errors.

My goal is to make 'collection disks' for myself that are single or double density, but a Mega .ATR is like 1.02 Megabytes.

How can I do this?

Thanks in advance. Tony

1526. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Michael Terrell <terrell@cde.com>
Message-ID: <36B4B220.654CE651@cde.com>
Source record: 55342
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron wrote:

> >> You must boot DOS in order to use disks. It
> >> doesn't actually run a application though unless it is called
> >> AUTORUN.SYS or STARTUP.BAT in case of SpartaDOS.
> > >
> > >Yuck! That would be a pain in the arse for me...
> >
> > I would assume that, with the cartridge version of SpartaDOS, one
> > could bypass the need for disk booting.
> >
> > Did any versions of the 1541's internal ROM contain bugs to prevent
> > the drive from being usable with certain functions? (requiring the
> > need to upgrade the ROM?)
> >
> > >> The C64 also needs
> > >> to load in a DOS in order to use disks, it's just that it loads it in
> > >> from ROM inside the drive?
> > > >
> > > >Of course it does not need to *load* any Dos. The C64 has all routines it
> > > >needs for peripheral access in the C64's Rom, and the Serial devices used
> > > >with the C64 have all the routines they need to operate on thier own in
> > > >their own ROM.
> > > >Pure Plug and Play.
> >
> > Except that it works! :-)
> >
> > > >You could even program 2 drives to copy a disc from one drive to another
> > > >and pull out the serial cable that connects the Floppies with the
> > > >computer.. and they still did the job on their own (..done in one Copy-
> > > >Program of the Fast Hack'em series, btw.).
> >
> > Just imagine, If the C-64's drives had autobooting capability, a
> > special copying utility could automatically be placed from disk into
> > the 1541's RAM for easy disk duplication without any need to *EVER*
> > hook up the C-64! Now, wouldn't THAT be powerful?!!

You're forgetting the 1541 only had 2k of RAM. And their were three versions of the ROM one for the VIC20, a early one for the C64, and the final version that was supposed to eliminate a bug I never could duplicate. If you want to copy 1541 disks find a copy of Fasthacken 6 or 7 and a second drive. load the program into the first drive, turn on the second, load it, unplug the cable from trhe first drive to the computer and shove both disks in at the same time and quickly clse the doors. About 21 seconds later you have formatted and

copied the original disk. Just remember to write protect the original, and to remove both disks at the same time. It uses the write protect sensor to detect disk changes and will get out of sync if you try using it any other way. By the way, Version 7 was never officially released. I got mine after the software house decided not to handle the program and a few people got it directly from the programmer.

1527. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b44fc9.6009632@news.localnet.com>
Source record: 55343

On 30 Jan 1999 21:10:04 GMT, matchalot@aol.com (MatchALot) wrote:

>What's the best Atari 8-bit computer?

(NOTE: for the quick suggestion, look at the last paragraph of this message)

First, here's a list of all the Atari 8-bits (that I remember) and their general age (NOTE: I'm not going to list versions that had a very limited release or were canceled before release):

1979 Atari 400 Atari 800
1982 Atari 1200XL
1983 Atari 600XL Atari 800XL
1985 Atari 65XE Atari 130XE
1987 Atari XE Game System

Of the above computers, the Atari 400 & Atari 600XL are the least desirable because of the extremely limited amount of included RAM (only 8-16K)

The Atari XE Game Machine is an oddity. It's the only one with a separate keyboard. It also has huge pastel colored buttons. It's also tough to find. However, unless you're a collector, I wouldn't recommend it.

The most desirable Atari 8-bits (in my opinion) were the Atari 800, 1200XL, 800XL, & Atari 130XE. Each of these 4 computers had various strengths and problems as listed below:

The Atari 800 is pretty much the granddady of them all. It looks as ancient as the original Apple II line. Here are the following advantages and problems:

ADVANTAGES
* Can be easily upgraded to a full 48K (if it hasn't already)
* 4 hidden slots (located behind the cartridge ports) which allows one to easily diagnose a RAM problem (via switching the RAM cards around) and replace faulty RAM chips (by popping out the individual 16Kit DRAM chips). Another benefit of these RAM slots is the ability to easily add an 80 column card (if one can be found).
* The only Atari 8-bit with two cartridge slots (right & left). Most cartridges (games & programming languages such as BASIC) were inserted into the left cartridge slot. These same cartridges would be placed in the only cartridge slot of later models (XL & XE series). A small number of utility cartridges (Monkey Wrench) took advantage of the right cartridge slot. This slot is unavailable in later models. This

advantage should not be considered very important.
* 4 joystick ports which a small number of games (MULE?) take advantage of. Beginning with the XL series, the number of joystick ports were reduced to only 2.
* Second best keyboard (1200XL being the best)
* disk based programs can be loaded up without the need to hold down the OPTION key (an annoyance introduced in the XL series and continued in the XE series)
* built like a tank with lots (and I mean LOTS) of shielding which produces a rock steady picture.
* Splits the composite video into separate Chroma/Luma output for monitors that can handle it.
* a simple power supply connector. (if the original power supply dies and another "official" power supply can't be found, one could be kludged without two much difficulty...although I've never needed to do it).

PROBLEMS
* will not run software specifically designed for the XL/XE series of computers (ie those that require more than 48K of RAM)
* some older 800 models contained an older video chip called CTIA (as opposed to the later GTIA). The following special modes are: 16 colors of one luminance on any single horizontal scan line (producing a pastel rainbow effect), 16 luminances of a single color on any single horizontal scan line (for incredible 3 dimensional shading effects) and 9 freely definable colors on any single horizontal scan line . NOTE: few programs take advantage of these special modes (one being Lucasfilm's excellent KORONIS RIFT).

The Atari 1200XL's are hard to find. The Atari 800XLs are much easier to locate. Here are their advantages/problems:

ADVANTAGES
* can run *most* Atari 400/800 software (more, but not all, can be forced to run properly via a special TRANSLATOR disk which substitutes the newer OS with the 400/800's OS).
* They were the best looking 8-bit computers (beige, brown, & silver).
* 1200XL had the best keyboard.

PROBLEMS
* 800XL's had variable keyboard quality (at least three separate types were manufactured).
* most do not contain separate Chroma/Luma video output for monitors that allow for it.
* forced to hold down the OPTION key when loading most programs (on the 400/800 series, the BASIC programming language is on a separate cartridge. the XL & XE series contain BASIC built into the computer. Unfortunately, the internal XL/XE BASIC ROM prevents the much needed underlying RAM from being available to programs that require it. Holding down the OPTION key disables BASIC).

The Atari 130XE's advantages/problems

ADVANTAGES
* the first (and only) ATARI computer to come with a full 128K as standard (although few programs take advantage of it).
* can run all Atari XL series and *most* Atari 400/800 software (more, but not all, can be forced to run properly via a special TRANSLATOR disk which substitutes the newer OS with the 400/800's OS).
* reasonable keyboard (although a bit mushy for some users).
* very little weight.
* reintroduced the separate Chroma/Luma video signal.

PROBLEMS
* forced to hold down the OPTION key when loading most programs
* cheap looking and felt flimsy when it was held (would make crunching sounds).

For the most flexibility, I'd suggest getting both an Atari 800 & an Atari 130XE.

1528. Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Tony <ARudzki@sgi.net>
Message-ID: <36B4B33E.C13C985A@sgi.net>
Source record: 55344
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> A 64 programmer would never generate an interrupt on every raster
> line, incidentally (on a stock machine at least) -- it's much easier
> and more efficient to simply time the code appropriately (65 cycles
> per NTSC raster line, you know...).

What if they wanted to do a shaded title text? Like if you had the letter 'A' , 8 scan lines (or pixels high) each scan line would be a shade lighter than the one above it.

I thought of this because thats what they do in the game 'Fort Apocalypse', on the title text.

Actually a cool effect.

Tony

1529. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990131115149.6776A-100000@vtn1>
Source record: 55345

Excellent summary.
John

On Sat, 30 Jan 1999, Bob Klaas wrote:

> If you want an Atari Computer that will be
>
> 1. easy to upgrade the 130 XE it the best
>
> 2. If you want a kyebaord that is gteat then the 1200XL is best
>
> 3. If you want a general use computer then the 800XL is best
>
> 4. If you want a Tank! then the 800 is best can be upgraded to 256k and
> up axelon compatable but, may crap out with the upgrade putting
> componets to the test.
>
> 5. If you are a diehard then the 400 is the best with a 48k upgrade and
> a keyboard upgrade
>
> 6. Depends upon your needs, computer preference and availability of the
> product
>
>
>

1530. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Michael Terrell <terrell@cde.com>
Message-ID: <36B4B486.98F0D037@cde.com>
Source record: 55346
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

spectral@hangar18.campus.luth.se wrote:

> On Sat, 23 Jan 1999, Aaron wrote:
>
> > For the very first time, a little kid walks up to a Commodore 64
> > system with a disk containing games and no label.(He's had a very
> > brief, but successful, experience with both Apple II and Atari
> > computer games.) He puts the disk into the disk drive, turns
> > everything on and gets...a static light and dark blue screen!!!
> > Nothing loaded up!! Maybe there's something wrong with the disk?
> > Perhaps the disk drive is bad? Could it be the computer is fried?
> > Noooooooo! COMMODORE 64'S ARE NORMALLY UNABLE TO
> > A-U-T-O-L-O-A-D!!!!!!!!!!!!!!!!!! Who whouda' thunk!?
> >
> For HEAVENS sake get a grip!!
> If he has some kind of brain in his head he would study the manual to the
> diskdrive (or for the computer itself..) and then he would see 'load
> "$",8' yeah.. and that's it.. Or maybe people who come from the atari are
> too stupid to read manuals? :) don't take that last sentence too serious..
>
> /Jonas

Smart users always lable their disks, and almost every commercial Commodor
program I have has the load instructions printed on the label. I have only a
couple "work" disks without labels, but I try to keep EVERY disk labeled (I
just bout another 2000 blanks) because I can't think, "It was a red disk", and
find it that way. Also. kids usually are more willing to read the manuals
than adults.

1531. Re: Cartridge Pinout question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Tony <ARudzki@sgi.net>
Message-ID: <36B4B64C.B76B3AFB@sgi.net>
Source record: 55347

> > 15 is 'cartridge control' what does it do?
> This is a line from the memory mapper chip in there. Decodes the
> hardware space into the $D000 to $D7FF area into 8 chunks as full pages.
> >
> The two lines are so you can add chips directly to the cartridge port.
> For instance, you could add another 6520, 6551, or 256 bytes of ram to
> the hardware region. The S would be tied to the phase 2 clock of the
> 68xx/65xx family of chips while the CARTCTRL would be tied to the !CS
> pin of any chips/memory you would add.
> >

So if I used CARTCTRL, with the additional address lines I would be
remapped to the $Dxxx area. If I used SD4 (?) or SD5 (?) where would
that put me? They seem to go to the CS lines of the EPROMS (27C32)
that are in there.

Thanks again.

Tony

1532. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Michael Terrell <terrell@cde.com>
Message-ID: <36B4B7E4.6DFC171A@cde.com>
Source record: 55348
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Greg Menke wrote:

> <spectral@hangar18.campus.luth.se> writes:
>
> > >
> > For HEAVENS sake get a grip!!
> > If he has some kind of brain in his head he would study the manual to the
> > diskdrive (or for the computer itself..) and then he would see 'load
> > "$",8' yeah.. and that's it.. Or maybe people who come from the atari are
> > too stupid to read manuals? :) don't take that last sentence too serious..
> >
>
> Yeah well, if we MUST have a religious war, at least the Atari had a decent
> device I/O subsystem.. plus it looked better- the Vic20 and C64 both looked
> like toys- and the keyboards sucked too. Yeah, I know the 400's keyboard
> was a mess, but any serious Atari person got an 800 REAL FAST- or rolled their
> own keyboard.
>
> load "$",8'
>
> what in the world is that???? Sheesh,
>
> run "d:neato.bas"
>
> or
>
> dos
>
> is MUCH more civilized.
>
> ;)
>
> Gregm

Don't blame Commodore for load"$"8 or for load"*",8,1" They used a HP
standard, agreed on by hundreds of lare electronics companys, and developed by
Hewlett Packard. The Load is comon sense, the $ sign was used as a reserved
symbol for a directory, the quote marks allowed you to use spaces and other
characters for file names.. The 8 was the device numer on the buss wher a drive
was located, and ran from 0 to 15. (0 was the computer itself) and you could use
up to eight drives, three printers and address the screen as a perpherial at the
same time. The (,1) tells the comupter, not the drive, that the program is
machine language and has to be loaded at the address specified in the header of
the program. A very efficent and useful design. I've had to run three printers

and four drives for a job one time, and the Commodre out preformed the IBM 286/386 machines of their day

1533. Re: Atari vs. Commodore (keyboards)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Michael Terrell <terrell@cde.com>
Message-ID: <36B4C4E0.952D21A7@cde.com>
Source record: 55349
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Paul Guertin wrote:

> Daniel Morrow <videoman@cdsnet.net> wrote:
>
> > Also - the c64 keyboard had a far better key layout than the apple
> > (1,2 series) keyboard.
>
> Um, what layout do you think the Apple I used?
>
> Paul Guertin
> pg@sff.net

The Apple I? Oh yeah! that thing they threw together with no case, and I think they only ordered 1000 blank circuit boards and may have been sod as a kit. It only used a cassette interface if my old files are right, and was only built to to raise capital to design the Apple II. By the way, a lot of people make fun of the Commodore drive, but several of it's ideas gave it a fairly reliable capacity on a single side single density drive 170K vs 70 K for other machins, plus their 5 bit GCR error checking code it took two extra bits per byte, but didn't use any codes that would allow errors to slip through. Also, the variable sector size is used on some large hard drives, along with a lookup table to squeezee a lot more storage into the center and outer tracks that would go to waste with the coding other companies used. I keep seeing people comparing the "touch" of different computer keyboards, but most Commodore, some Atari, and TI keyboards were made by Mitsumi, and I've used stems, springs and pads between brands to rebuild a lot of keybords, sibnce they used all the same parts

1534. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Michael Terrell <terrell@cde.com>
Message-ID: <36B4C77F.CE79C937@cde.com>
Source record: 55350
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron wrote:

> On Mon, 25 Jan 1999 00:19:41 GMT, jmelbo@pressenter.com (Jon Melbo)
> wrote:
>
> >On Sun, 24 Jan 1999 01:44:05 -0800, Fungus <fungus@eskimo.com> wrote:
> >
> >>different versions of the same thing. At least we weren't submitted to
> >>only having 100k or so... that's 3-4 programs disk side... atari dos
> >>really wasted the disk space...
> >
> >It wasn't so much that it wasted the space (though it did by
> >comparison to SpartaDOS (which is godly efficient)), it was more that
> >there just wasn't much space on the format the drives did on the disk.
> >Atari's original drives only formatted 90K of space on a single side
> >of a floppy! How crappy can you get?
>
> In the context of when Atari drives first came out (late 70's), it was
> quite an unGodly amount of storage space. In comparison to Commodore's
> 1541 (over 2 years later) it sucked snake spit. The older Atari drives
> could only accomplish FM (Frequency Modulated) data storage, whereas
> the 1541 could (I believe) accomplish both MFM(?) (Modified Frequency
> Modulation) and GCR (Group Code Modulation).
>
> And remember, both Commodore and Atari DOS couldn't handle nested
> directories. Apple's newer DOS could (PRODOS). (NOTE: I'm assuming
> that the C64 and Atari DOS was later modified by third party
> manufacturers to accomplish this).

The 1581 supports subdirectories, and has 808K storage on 2D/2S 3.5" disks

1535. Re: Atari vs. Commodore (DOS Comparision)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Michael Terrell <terrell@cde.com>
Message-ID: <36B4C9F0.A8258BAC@cde.com>
Source record: 55351
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron wrote:

> On 25 Jan 1999 16:16:09 GMT, Curt Vendel <cvendel@worldnet.att.net>
> wrote:
>
> >It wasn't until Atari released DOS-XE that it had nested directories so it
> >was up to DOS' like MYDOS and Spartados to allow nested directories on the
> >Atari's.
> >
>
> I forgot to mention that the original IBM DOS couldn't handle nested
> directories, either.

IBM dos 1.0 didn't do much of anything. That's why the original IBM PC had a cassette port. Also, the PC was built in a IBM word processor case because their "Market research" told them the whole world market was under 1000 machines! Somewhere I have a picture of the original wirewrap motherboard. The original PC used the 8088 8bit processor instead of the 8086 16 bit so they could use existing video and printer cards and monochrome monitors, and whe're stuck with a 25 pin printer interface because it was 25 cents cheaper than a 36 pin Amphenol Blue Ribbon (the standard "Centronics" connector)

1536. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Michael Terrell <terrell@cde.com>
Message-ID: <36B4CE53.141A7ECF@cde.com>
Source record: 55352
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron wrote:

> >MIME-Version: 1.0
> >Content-Type: TEXT/PLAIN; charset=US-ASCII
> >
> >> READ MY OTHER NEW POST!
> >>
> >> UNLIKE COMMODORE, ATARI ATTEMPTED TO COME OUT WITH A COMPUTER THAT
> >> COULD BE AS SIMPLE AS TURNING ON A LIGHT! THIS DOES NOT AT ALL MEAN
> >> THAT THE ATARI'S WERE MORE POWERFUL...JUST A LITTLE BIT EASIER FOR A
> >> NEWBIE (ie. a 7 year old kid who can't read manuals) THAN THE C-64!!!!
> >>
> >> I can't understand the need to argue on a point that, I thought, was
> >> simple to understand. Maybe this (stupid?) analogy would help:
> >>
> >>
> >> When purchasing paper to feed into one's laser printer, would a person
> >> usually get paper cut to the necessary size (9.5 x 11) or get poster
> >> size sheets that they then cut to the proper size? END-USER SIMPLICITY
> >> IS THE KEY!
> >>
> >>
> >
> > Well it is my opinion computers should NOT be simple enough for
> >everyone to use without reading at least SOME type of manual... it then
> >ceases to be a computer, and becomes an appliance... something the big
> >wigs are really pushing for... and it's totally wrong... I want a
> >computer, not an appliance!
> >
> You're right. Pentium based computers must be an appliance. After all,
> it acts as a heater, toaster, and fire alarm :-)
>
> Computers should be designed as a series of layers. The upper layer
> should be absolutely idiot proof. Lower, successive layers should give
> more control to the experienced users.
>
> I can't even imagine how my above explanation could ever be argued
> against. But I'm sure it'll happen.

That's strange My printer uses 8.5X11. And you know what happens if you
make somthing idiot proof? The world breeds bigger idiots.

While I'm at it, what do you expect on the net when all you need is a mouse
and enough brains to remember where you wrote down your login password?

Windows! guarnteed to make users dumber and lazier. After all, you have little say as to how or where a program installs, and it's wide open to hackers and the Virus Creeps to destroy your hard work. I still use Dos on my PC, and plug in a drive with 95 when I go on line (Thank God for plug-in drive adapters) Ihave four, and auto id on my motherboard

1537. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Michael Terrell <terrell@cde.com>
Message-ID: <36B4D056.80B491FE@cde.com>
Source record: 55353
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Patrick/RPG wrote:

> Aaron <aarona@localnet.com> wrote:
>
> > On 23 Jan 1999 16:56:54 GMT, Jason Compton <jcompton@xnet.com> wrote:
> > >
> > > >In comp.sys.cbm Aaron <aarona@localnet.com> wrote:
> > > >
> > > >:>The 64's DOS loads automatically, too, as soon as you turn on the disk
> > > >:>drive.
> > > >
> > > >: That's not my experience
> > > >
> > > >The disk operating system is fully loaded once the drive turns on. It
> > > >doesn't have a menu, but the drive is fully "alive" as soon as it's
> > > >switched on. That's because it has its own ROM and CPU.
> > > >
> > > For the very first time, a little kid walks up to a Commodore 64
> > > system with a disk containing games and no label.(He's had a very
> > > brief, but successful, experience with both Apple II and Atari
> > > computer games.) He puts the disk into the disk drive, turns
> > > everything on and gets...a static light and dark blue screen!!!
> > > Nothing loaded up!! Maybe there's something wrong with the disk?
> > > Perhaps the disk drive is bad? Could it be the computer is fried?
> > > Noooooooo! COMMODORE 64'S ARE NORMALLY UNABLE TO
> > > A-U-T-O-L-O-A-D!!!!!!!!!!!!!!!!!! Who whouda' thunk!?
> >
> Well, no, Commodore's do have a type of autoload. There are three
> variants.
>
> Stock C64:
>
> - AS all people should know, if a key has two things printed on it, the
> upper thing printed indicates use of the SHIFT key. There is a little
> key on the extreme left of the keyboard, second from the bottom, that
> says: hey, whaddya know, RUN. It also says STOP under neath, so press
> SHIFT+RUN/STOP, and VOILA! It works.
>
> Of course, this is for TAPE. Commodore didn't make the feature for
> drives, but you could type:
>
> LOAD "*",8,1:<shift+run/stop>
>

> And it would also work. Remember, Commodore was very tape based at the
> beginning. (Someone correct me if I'm wrong).
>
> C64 with Addition:
> SuperSnapShot allows autoloading from disc. Just let the menu sit there
> for a few seconds, and it gets the idea. Granted, the disc has to be
> "prepared" to autoload, there is a second read into memory I believe.
>
> C128:
> D'uh, BOOT. Put a disc in the drive, turn on the C128, and it boots
> itself.
>
> Of course, there are also CARTRIDGES. They "AutoLoad" as it is, just
> plug in and play. It depends on your medium. I for one do not like
> CD-ROM's autobooting once I put them in my Macintosh. I would dislike
> the feature even less on the CBM. It takes away control from the user,
> which I don't like.
>
> -Patrick
>
> --
> Cyberad/RPG aka Patrick M Pritchard * http://www.interlog.com/~cr
> PLUR- Peace Love Unity Respect -Live It, Love It, Be It, BELIEVE!
> RENEGADE PROGRAMMING GROUP IN 1999 -- Taking It To The Next Level

The SX64 replaced the SHIFT/RUN tape routine to run the first program on a disk. I always had a menu on my disks, and two keystrokes loaded my menu. If you can find the SX64 rom it will work with a standard 64, but it might be in a 128k rom instead of two 64K roms

1538. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <792k9e$9sl$1@flood.xnet.com>
Source record: 55354
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Michael Terrell <terrell@cde.com> wrote:

: The 1581 supports subdirectories, and has 808K storage on 2D/2S 3.5" disks

It's not nested, though. It's pretty hackish overall--it takes something
like a CMD device to have "regular" subdirectory trees.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

1539. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Nate / DAC <natedac@southwind.net>
Message-ID: <Pine.BSI.4.02A.9901311616520.1553-100000@onyx.southwind.net>
Source record: 55355
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> Not multiplexed. Not sure if a C64 can do this, but...
> let's say you have one of your 21X24 sprites, each * represents 7 bits

24 x 21 - each sprite is 24 pixels wide and 21 rasters tall.

> Can you change that into:
> ***
> ***
> ***
> ***
> with the sprite shift, one pixel or better yet one scan line high?

Sure you can. You can shift it just one pixel, or across the entire width of the screen if you want to. Raster by raster, line by line.

This technique, when done less than 8 pixels wide, is just a wave or sinus. More than 8 pixels worth of shift and it is called a "tech tech" in Commodore circles. I guess the 8-pixel crossover comes from using character maps instead of sprites for waves and such. Sprites have a crossover point at 256, where they need a second register to supply one more bit of X-position information.

Characters crossover every 8 pixels, corresponding to the 3-bit X-scroll register at $D016.

I believe you can change the vertical position of a sprite as well, for example with a sprite stretcher routine. This allows one to stretch a single sprite up to the entire height of the screen. Granted it just expands the 24x21 image, but so what. If you need more resolution, multiplex that sprite, to give you a 24x200 sprite.

Such multiplexed and stretched sprites can still be waved and scrolled sideways in a simple sinus or tech-tech pattern.

Hardware required? Any dusty old C64.

> Far and away, the pictures I have seen using the technique on the Atari
> have looked better then the pictures I have seen on the C64, the Amiga

Take a look at some of the C64's IFLI or UIFLI formats. These change color cell pointers every raster line and interlace the screen as well. The result is 320x200 with a maximum of 136 colors. The two formats differ in the way they handle the actual bitmapped data, with UIFLI riding on the leading edge of Commodore graphics capabilities.

Hardware requirements? Any dusty old C64.

> of course is much better. I am even happy with the Atari's 16 shade in
> 80X192 bitmapped mode. Turns out this was more then enough to do some
> fairly nice black and white digitized photo reproduction.

MCMLace displays are good for this type of work - 320x200 in 16 greys using
interlaced pseudo-grey mode. It takes some trickery to do it, I7ll admit
that, but it looks good.

See also my URL below for another option for digitized video.

--


```
_____________________________________________________________________
| . . | * http://www2.southwind.net/~natedac/ * |
| _ _ _|_ _ _| _ _ |-----------------------------------------|
| |/ \`_| | /_)/ |`_|/ ` | GCS d- s++:++ a-- C++ UB>++ P+ L>++ !E |
| | |(_| \_ \_ \_|(_|\__ | W++ N++ K- w--- M- V? PS PE Y+ PGP- t++ |
| at southwind dot net | 5 X+ R tv@ b+ DI(++) D+ G++ e+ h+ r- y- |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1540. Re: assembler cart question

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-oBRIU08PI2yF@draco>
Source record: 55356

> Well, Mac/65 was released in a disk version, and also DDT was released
> in a disk form as Extended DDT (which is more powerful than DDT). Get
> both of those. Or try Bug/65 cuz it ain't bad. EXDDT is best though.
>

would you have exddt? if so why not post to atari8 binary group, we
could all use good tools.

Ken

1541. Re: Off Topic Apple III?

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Alex Taylor <Alex.Taylor@zeem.demon.co.uk>
Message-ID: <917823362.6961.0.nnrp-06.d4e49a43@news.demon.co.uk>
Source record: 55357

Talking of Apple ///'s, I got one for free from my school's English dept. a few years back. It was working but had a few disks missing, and the single floppy drive was faulty, so I only managed to boot it up a couple of times. It came with a huge external hard drive which was probably about 10Mbs, but I think you had to boot from floppy to see the hard drive. I broke to whole machine trying to fix the floppy drive, so I sold it for about 5 UKP.

I wish it worked and I still had it, since I think it's quite a rare machine.

Alex Taylor

1542. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990131141208.18544D-100000@vtn1>
Source record: 55358

On 31 Jan 1999, MatchALot wrote:

> Let me tell you all the truth, I'm only 10, I don't know if any computer stores
> in Fort Wayne, IN will upgrade my atari 800 if I buy it. Anyone know a good
> Atari store in Indiana?
>
>
I doubt you'll find a store anywhere that supports Atari, especially the
8-bit line. Your best bet is right here (decide what you want and start
with a message to Bob Klaas re. price and feasiblity).

Welcome to the wonderful world of Atari 8-bits.

John

1543. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: matchalot@aol.com
Message-ID: <19990131185255.12930.00002139@ng19.aol.com>
Source record: 55359

>Welcome to the wonderful world of Atari 8-bits.

Actually, I started when I was 2.

1544. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990131203646.19248A-100000@vtn1>
Source record: 55360

On 31 Jan 1999, MatchALot wrote:

> >Welcome to the wonderful world of Atari 8-bits.
>
> Actually, I started when I was 2.
>
>
The same age when one discovers that carrots will not fit into disk drives
but slip quite easily into your old man's VCR :)

1545. Updated my Atari 8bit Page

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: netrunnr <netrunnr68@yahoo.com>
Message-ID: <36B536E7.AC33557@yahoo.com>
Source record: 55361

http://homepages.infoseek.com/~mrnukem/index.html

thanks

1546. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36B5557A.1ABA@netmagic.net>
Source record: 55362
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Michael Terrell wrote:
>
> Aaron wrote:
>
> > On Fri, 22 Jan 1999 07:49:07 -0800, Richard Cortese
> > <ricortes@netmagic.net> wrote:
> >
> > >Ronald A. Laski, Jr. wrote:
> > >
> > >> Nooo.. i didn't say that... I (as an Atari person) am only 'hearing'
> > >> arguments that aren't convincing me that the c64 is 'better' than the
> > >> atari (which, if i've gleaned my info correctly, was 3 years older
> > >Does kind of give the impression that if as part of your comparision you
> > >said, "The Atari 800 weighed more then the C64" someone would comment
> > >how they used to fill their C64 with lead fishing weights to the point
> > >where it was 10 times heavier then an Atari.
> >
> > Atari users are smarter than that Commodore trick of lead fishing
> > weights. All they had to do is screw the Atari to the table and it
> > becomes much heavier than the C64 ever could. (the C-64 couldn't
> > easily achieve this trick because of the slit air vents running
> > throughout the bottom of the case. This was probably a cost cutting
> > measure to reduce the amount of plastic used in a C-64.)
> >
> > Of all the Atari vs. Commodore messages, this has to be the by far the
> > dumbest! AND I LIKE IT!!!!!
>
> I guess you've never picked up a Commodore SX64? Aluminum case, built in
> drive and color monitor, an I believe they weigh 26 pounds. I have two
> working units in storage, and they were great. I used one for a character
> generator a WMRX TV in Destin Fl while I was building the station, an people
> were shocke by the video quality
I saw one of those puppies! I thought it was a good idea, but then the
rest of the public does not always share my views.

I think monitor in those, though I grant you it was small, was up to the
typical excellence of Commodore monitors. I still have an 1702 hooked up
to my Atari & have owned 3-4 Commodore monitors at one time or another.
One of these days I will snag a 1034<#?>.

1547. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36B553DE.73BB@netmagic.net>
Source record: 55363
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Tony wrote:
>
> > A 64 programmer would never generate an interrupt on every raster
> > line, incidentally (on a stock machine at least) -- it's much easier
> > and more efficient to simply time the code appropriately (65 cycles
> > per NTSC raster line, you know...).
>
> What if they wanted to do a shaded title text? Like if you had the
> letter 'A' , 8 scan lines (or pixels high) each scan line would be a
> shade lighter than the one above it.
>
> I thought of this because thats what they do in the game 'Fort
> Apocalypse', on the title text.
>
> Actually a cool effect.
>
> Tony
I am just about positive they used a bit map mode with the text drawn vs generated with Antic/GTIA.

I am pretty sure that is one of the limits in using chr graphics/redefined chr sets on the atari. Character set graphics on the Atari are limited in that once you chose something like the 5 color mode, you are limited to those 5 colors for the next 8 scan lines before Antic fetches its next instruction and you only get 24 instructions in the display list.

I think I may have actually took a look at the DL for some Lucas Flims games like Rescue on Fractilius<sp> & it turned out to be graphics 7.

It's that vertical thing again<grin>. 5 colors x 24 lines or 120 colors on screen at once, but only 5 on any horizontal line.

You can fool the graphics chips into thinking the chr modes are the 16 shade or 4 color or what have you mode, but I never really bothered to work with it. I think for the 16 shade mode, you are limited to 20 chrs per line of redefined chrs. Much easier to just use the bit map mode.

I think the maximum a human eye can percieve is about 16 shades of grey. Thousands of colors of course, but our grey scale doesn't use enough bits.

1548. Re: APE/Pro sys Transfer Questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990131231736.23165A-100000@vtn1>
Source record: 55364

On Sun, 31 Jan 1999, Tony wrote:

>
>
> I have a bit of a problem with the APE / ProSystem
>
> Why can the Atari see my laptop with APE running as a disk drive, and
> can LOAD programs FROM it, (even on Mega .ATR 'disks') but I can't copy
> from mega .ATRs.
>
> I get ERROR 164, file # errors.
>
> My goal is to make 'collection disks' for myself that are single or
> double density, but a Mega .ATR is like 1.02 Megabytes.
>
> How can I do this?
>
>
> Thanks in advance. Tony
>
>

Error 164 is a DOS-specific code. First off, file numbers are only used by Atari DOS 2.0 and its clones (with straight single or double density disks MYDOS can be considered a "clone" as it does use file numbers there to maintain maximum Atari DOS compatibility). With other FMS, Error 164 might mean something different--SpartaDOS for example, uses it to signal a "locked" file.

If you're trying to use DOS 2.x to copy files from a large MYDOS-produced .ATR, you're going to get file number errors because there just aren't any file numbers in the sector links. Atari DOS will be able to read the directory but won't be able to read the files. You run into the same problem using Atari DOS with MYDOS-formatted enhanced (1050) density disks or TopDOS-format disks.

The solution: use MYDOS (better) or SpartaDOS (best) and copy your files to single or double density disk images (720 sectors in straight DOS 2 format). That way, any DOS 2 clone will be able to read and safely write them except that the horrible kludge known as DOS 2.5 can't handle double density. Do not use enhanced density except possibly with Sparta format--the various DOS 2 clones each handle enhanced density differently resulting in various degrees of incompatibility with each other.

By the way, "DOS 2 clones" includes the FMS built into PaperClip
and SynFile.

Hope this helps.

John

1549. Re: Atari vs. Commodore (DOS Comparision)

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990131234147.27184B-100000@vtn1>
Source record: 55365
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 31 Jan 1999, Michael Terrell wrote:

> IBM dos 1.0 didn't do much of anything. That's why the original IBM PC had a
> cassette port. Also, the PC was built in a IBM word processor case because
> their "Market research" told them the whole world market was under 1000
> machines! Somewhere I have a picture of the original wirewrap motherboard.
> The original PC used the 8088 8bit processor instead of the 8086 16 bit so they
> could use existing video and printer cards and monochrome monitors, and whe're
> stuck with a 25 pin printer interface because it was 25 cents cheaper than a 36
> pin Amphenol Blue Ribbon (the standard "Centronics" connector)
>
>
Actually, I think the reason for the cassette port was, as it was on other computers, the incredible cost of disk drives (along with all other computer hardware). My original TRS80 cost $1000 (1979 dollars) and came with a whopping 16k RAM, a cassette tape recorder and a cheap B&W TV with no tuner. Adding a disk drive to save a whole 80 or 90k per disk would have come close to doubling the cost. I believe the early 256k IBM's with 80k floppies cost over $3000 (US).

The 8088 is not an 8-bit processor--it is a 16-bit processor with an 8-bit data buss. The 8086 is essentially an 8088 with a 16-bit data buss. I think IBM's choice of the 8088/8086 was based on its ability to address past 64k and to run CP/M software which was based around another 16-bit by 8-bit processor, the Z80. Cutting data buss width to cut cost cannot be blamed on IBM--the chip manufacturers were responsible and not just Intel, Motorola did the same sort of thing with the MC68000 i.e. an Atari S(ixteen)T(hirty-two) or an IBM 386-SX both have 32-bit CPU's with 16-bit data busses. The trend continues to this day where you see 64-bit CPU's with 32-bit data busses.

Why would one ever need a "Centronics"connector anyway? Assuming the IBM uses an Intel-compatible equivalent to a 6520 or 6820 chip you have, at most, 16 data lines, a +5v and a ground line, and the rest of the lines are available for control (the 6520 only has 4 of these). I would opine that IBM made the right choice with the DB-25; it was Centronics who engaged in pin "overkill"--if you check the parallel hookup data for a "Centronics-compatible" printer, you find that only 17 lines are used for anything other than ground.

It's fun to knock IBM for a lot of things such as requiring 8-bit compatibility and thereby to some extent crippling their later machines, but they do make good and reliable hardware; so good that the original

Power Mac's used an IBM-designed CPU which was licenced to Motorola.

John

1550. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-01-31 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36B55B84.3BFA@netmagic.net>
Source record: 55366
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Nate / DAC wrote:
<snip>
> > Can you change that into:
> > ***
> > ***
> > ***
> > ***
> > with the sprite shift, one pixel or better yet one scan line high?
>
> Sure you can. You can shift it just one pixel, or across the entire width
> of the screen if you want to. Raster by raster, line by line.
Thanks, that is exactly what I wanted to know.
>
> This technique, when done less than 8 pixels wide, is just a wave or sinus.
> More than 8 pixels worth of shift and it is called a "tech tech" in
> Commodore circles. I guess the 8-pixel crossover comes from using character
> maps instead of sprites for waves and such. Sprites have a crossover point
> at 256, where they need a second register to supply one more bit of
> X-position information.
Yeap, Ataris have problems with enough bits on several occasions. For
instance, fine scrolling on an Atari involve 7 individual single bit
scrolls, followed by a full chr. Sort of makes sense in that case, but
having an larger register would have made it a little easier.

Ather minor annoyance is the limits of the Antic in that it needs
another load of memory location after 4k chunks. That is, the internal
counter for the Antic chip rolls over. 1/2 way through the Display List
instructions for an 8k screen, you have another load screen memory
location that is exactly where the previous 4k left off. Would have been
nice, particularily in Antic's case to add another bit here or there.

> Take a look at some of the C64's IFLI or UIFLI formats. These change color
> cell pointers every raster line and interlace the screen as well. The
> result is 320x200 with a maximum of 136 colors. The two formats differ in
> the way they handle the actual bitmapped data, with UIFLI riding on the
> leading edge of Commodore graphics capabilities.
I don't doubt this, I just am not a real fan of some of the techniques
used & the results I have seen on the Atari. For example, I think people
have done at least 4096 colors on the Atari, but by using techniques
like interlacing several screens worth of data. They look ok, but kind
of shimmer a bit too much. I kind of suspect these images have the same
problem on the C64 as they do on the Atari. For instance, uncompressed
file length is usually over 24k!
For me, trying to cram all of your resources into something like number

of colors is like spending so much on your car that there is no money left over for you to buy gas.

What it all boils down to 8k max of display memory on either the Atari or the C64, each with their own styles of displaying it.

Sprites are a stronger then P/M graphics, but Atari can produce some prettier playfields.

1551. Re: Atari vs. Commodore (DOS Comparision)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b59aca.12368335@news.localnet.com>
Source record: 55188
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

```
>> Also, the PC was built in a IBM word processor case because
>> their "Market research" told them the whole world market was under 1000
>> machines!
>
>Do you have a cite for this? When the IBM PC came out, there were *a lot*
>more than 1000 Apples, PETs, etc. on the market.
>

I'd hazzard a guess that one of the IBM marketting people with
computer experience spent some time on an original IBM PC and assumed
the public was too smart to pay that price for a brain dead system.
:-)
```

1552. Help me in the game "Hacker"

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: Marceau Mallard <MMallard@hemisphere.fr>
Message-ID: <36B5D92E.11488E00@hemisphere.fr>
Source record: 55189
Cross-posted to: comp.sys.atari.8bit,fr.comp.sys.atari

Hi folks!

Since i've discovered a good emu for 800xl a few days ago, I've tried
to solve that game but
before the end (i just have to go to whashington) i die because of a
"lack of time".
Can anyone help me ? (if needed i can provide savegames for Atari800Win
for this game)

Here is my complete solution and map

Regards,
Marceau

1553. Hercules & Xena CCG's FT: 4 atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <JQIt2.6413$QU6.50590036@c01read10.service.talkway.com>
Source record: 55190

Greetings programs.
Any of you atari people CCG collectors/players and interested in some
sealed hercules and xena ARC system starter decks? They retail for 5.99
and I would trade for 8 bit atari carts or just about anything else
video game related.
Please email any questions.
Thanks.
Mark
--
Surf Usenet at home, on the road, and by email -- always at Talkway.
http://www.talkway.com

1554. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <794qbm$fi8@journal.concentric.net>
Source record: 55191
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

aarona@/REMOVE/localnet.com (Aaron) writes:

>Ooooh WOW!!! a full 12 colors and 3 gray shades running down the
>screen. An Atari could certainly not achieve that level of coloration.
>NOT! =-)

That's fifteen colours. You do mean thirteen colours and three grey shades,
don't you?

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1555. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <X%lt2.5000$md2.28693@newse2.tampabay.rr.com>
Source record: 55192

YOU FORGOT:

7. If you want the best, most versatile game machine, including simultaneous
4- and even 8-player capability, the 800 is best!

1556. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <794qdn$82j@chronicle.concentric.net>
Source record: 55193
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Jason <tmr@cosine.demon.co.uk> writes:

>For an improved effect, the C64 can quite happily do different sets of
>colours per character line simply by going into extended colour mode and
>splitting $D021 to $D024. This means that it's possible to have a text
>line with a blue fade, brown fade and rolling rainbow colours with each
>character using any of the effects.

Extended colour? Is this like extended background mode or no? And what do
you mean by "splitting $d021 to $d024"?

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1557. FS: Software & Accessories

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <794qp1$1ub$2@ramp2.tir.com>
Source record: 55194

```
Accessories
-----------
4-Button Joystick $2.00
Atari Paddles $3.50
Atari Trackball $8.00
Paperclip Protection Key $3.00
SVI Quickshot I Joystick $3.00

Software
--------
Assembler Editor Cart. (w/Atari Assember Book by Inman & Inman) $10.00
BASIC Cart. $2.00
BASIC Cart. (w/ orig. box) $2.50
Basketball Cart. $3.00
Blue Max Cart. $6.00
Bug Hunt Cart. $3.00
Bug Hunt Cart. (w/manual) $4.00
Bug Hunt Cart. (w/o case) $1.00
Centipede Cart. $3.00
Congo Bongo Cart. $5.00
Defender Cart. $3.00
Dig Dug Cart. $3.00
E.T. Phone Home Cart. (unopened) $4.00
Eastern Front (1941) Cart. $3.00
Eastern Front (1941) XE Cart. $4.00
Flight Simulator II Cart. $5.00
Football Cart. $4.00
Frogger Cart. $4.00
One On One Cart. $3.00
One On One Disk (w/manual) $5.00
Pac-Man Cart. $3.00
Qix Cart. $3.00
Star Raiders Cart. $3.00
Super Breakout Cart. $2.50

Buyer pays shipping costs.
--
The Collectaholic's Page - http://www.tir.com/~mkusz/
Sports Memorabilia, Non-Sports Cards & Other Collectibles
```

1558. 800XL & Various Bits FS UK Only

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: "Russell J. Satterley" <russell.satterley@eclipse.co.uk>
Message-ID: <917896304.780334@talita.eclipse.net.uk>
Source record: 55195

Hi

I have got a 800XL, Tape Drive and Disk Drive, for sale. I am open to any resonable offers and buyer pays postage. There is quite a few bits of software to go with it as well. I would rather sell it all as one unit rather than split it all up. It all works fine, I just need the space that it is taking up!

Anyone interested email me on : russell.satterley@eclipse.co.uk

1559. Re: Cartridge Pinout question

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <36b5f7c8.0@news.iglou.com>
Source record: 55196

On 1999-01-29 ARudzki@sgi.net said:
>15 is 'cartridge control' what does it do?
>'S' is B0Z Phase 2 clock what is it for?
>thanks
>tony
Cartridge Control is an address decoder output for, I think, addresses
$D500-D5FF. Some bank selected cartridges used it to address more than
16K. Phase 2 Clock is the 1.79 mhz CPU clock, and it isn't needed
for most cartridges, which only contain ROM or possibly some static RAM.
The clock signal might be used by more complex devices such as the MIO or
Black Box. An 80 column video interface might use it, but it would
probably have to multiply the frequency by 2 or 4.

Net-Tamer V 1.08X - Test Drive

1560. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b5bf0e.21653907@news.localnet.com>
Source record: 55197
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 01 Feb 1999 10:04:38 PST, Cameron Kaiser
<cdkaiser@delete.these.four.words.concentric.net> wrote:

>aarona@/REMOVE/localnet.com (Aaron) writes:
>
>>Ooooh WOW!!! a full 12 colors and 3 gray shades running down the
>>screen. An Atari could certainly not achieve that level of coloration.
>>NOT! =-)
>
>That's fifteen colours. You do mean thirteen colours and three grey shades,
>don't you?

Actually, the C-64 supports 12 colors, 2 gray shades, white, and black
(believe it or not, most computers support the last two =-))

1561. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b5c00e.21909465@news.localnet.com>
Source record: 55198
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Mon, 1 Feb 1999 17:23:29 +0000, Jason <tmr@cosine.demon.co.uk>
wrote:

>Tony:
>> What if they wanted to do a shaded title text? Like if you had the
>> letter 'A' , 8 scan lines (or pixels high) each scan line would be a
>> shade lighter than the one above it.
>
>Cameron:
>> A program for the 64 called Metallix (I think, appeared in Compute's
>> Gazette) was simply well-timed. The character set was reversed out.
>> Then, interrupts disabled, the program sets the background colour for
>> one screen line, waits out the full 65 cycles, sets the background
>> colour for the next line, waits out the full 65 cycles, etc.
>
>Sadly the version on my site isn't NTSC, but check my game Reaxion. It
>uses the same trick to do what Tony was talking about (running on a
>raster) and, using a 2x2 character font, does a nice chrome effect too.
>=-)
>
>For an improved effect, the C64 can quite happily do different sets of
>colours per character line simply by going into extended colour mode and
>splitting $D021 to $D024. This means that it's possible to have a text
>line with a blue fade, brown fade and rolling rainbow colours with each
>character using any of the effects.

I assume $D021-$D024 are the playfield color registers? (I'm currently
unable to locate my MAPPING THE C-64 book.)

1562. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36B61A29.438@netmagic.net>
Source record: 55199
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Aaron wrote:
<snip>
> >You can fool the graphics chips into thinking the chr modes are the 16
> >shade or 4 color or what have you mode, but I never really bothered to
> >work with it. I think for the 16 shade mode, you are limited to 20 chrs
> >per line of redefined chrs. Much easier to just use the bit map mode.
>
> WRONGO!! On the Atari, iIt's just about as easy to create shading
> effects in text mode as it is in graphics mode.

I was with you up to here, but no.

IF you really want to, you can even mix different display modes on the same line just by banging the registers really hard. That is *IF* I wanted too, I could mix several type of graphics mode on the same text line bye having the 6502 handle the display vs letting Antic GTIA do all the work.

Pretty trivial to do the DLI thing for a bit map mode. Maybe 4-5 intructions, no loops, no cycle counting. Just push any registers you use, store the new shade in the color registers, pop & RTI.

When you start to get into redefining chr sets for the huge 3d effects like Rescue On Fractilus intro screen, shading, changing chrset pointers multiple times as you go down the screen, etcetera, it just plain gets to be much more hassle then it is worth. That is, not easy. I can't even concieve of someone thinking it is.

But then if you can post an example of shading like is done with the Lucas games, I will concede the point. I may even let you throw a 1k redefined chr set in there to give you some room to compete.
>
> >I think the maximum a human eye can percieve is about 16 shades of grey.
> >Thousands of colors of course, but our grey scale doesn't use enough
> >bits.
>
> ABSOLUTELY WRONG!!! I worked in the special GTIA 16 luminance mode and
> could definitely see the color contours created between two
> luminances. Heck, on the MAC I could see the same contour effect with
> 256 shades of one color!!!!
I can't. Heard other people can't either. I think I even saw this in print somewhere, maybe about the ST though. I can't run a 10 flat 100 yard dash, maybe you can. Doesn't exactly make me feel bad.

1563. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36b62441.67928110@news.pressenter.com>
Source record: 55200
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 31 Jan 1999 16:13:40 -0500, Michael Terrell <terrell@cde.com>
wrote:

>> And remember, both Commodore and Atari DOS couldn't handle nested
>> directories. Apple's newer DOS could (PRODOS). (NOTE: I'm assuming
>> that the C64 and Atari DOS was later modified by third party
>> manufacturers to accomplish this).
>
>The 1581 supports subdirectories, and has 808K storage on 2D/2S 3.5" disks

The owners of Apple and Atari didn't need to buy new drives to get
that capability, simply get a new DOS disk. That's what I keep trying
to make some people understand about the flexability of a disk based
DOS.

1564. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36b828dd.69108128@news.pressenter.com>
Source record: 55201
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 31 Jan 1999 14:23:58 -0500, Michael Terrell <terrell@cde.com>
wrote:

>guides for th 64 and 128, as well as on the 1541 dos. By the way, neither the
>Commodore or Atarir DOS's "load" They execute from the ROM's, and that's why
>you couldn't have a virus damge your DOS, but they could damage program or user
>files, on a disk.

Actually, the Atari does NOT load DOS from ROM (except SpartaDOS X and
the like). The Atari generally loads DOS from disk. The Atari does
have a core OS in ROM. It is similar to the idea of BIOS in the PC
and DOS loading from disk. The Atari OS is very similar in function
as BIOS on the PC. The Atari's OS only acts to let the computer be
smart enough to be able to load in the DOS and provide a common
interface to the hardware of the machine (just like INT calls to BIOS
on a PC). The Atari can also totally discard or replace the OS ROM
routines (XLs and later) by banking them out and using 100% disk
loaded routines for Disk OS or plain OS. That in fact is precisely
what a "translator" disk for the XL/XEs does to give it an OS like the
400/800.

>I've repaired Commodore equipment since 1982, and I saw the first C128 at the
>Dayton Ohio Hsmfest and talked to the marketing people, and I think I still
>have the original data sheets on the C128, the 1571, and a 1572 (Dual 1571)
>disk drive that was never relased in th US because software companys were
>screamiing they were only good for pirating software, and CBM caved in and
>didn't release it. Istill have one of my C128D's on my computer desk with a
>built in 1581 drive. (A little modification!) If enough people are interested,
>I'll see about writing a conversion article for the existing 1571 controller in
>the C128D
>
>Aaron wrote:
>
>> On 23 Jan 1999 07:14:39 GMT, Jason Compton <jcompton@xnet.com> wrote:
>>
>> >In comp.sys.cbm Aaron <aarona@localnet.com> wrote:
>> >
>> >: Not really. The Atari's DOS load occured AUTOMATICALLY. No "ARCANE"
>> >
>> >The 64's DOS loads automatically, too, as soon as you turn on the disk
>> >drive.
>>
>> That's not my experience
>>

>> >: program. Of course, you could say they should have read the
>> >: manual...but who wants to be forced to read the manual just for the
>> >: rudiments of something that should happen AUTOMATICALLY! One of these
>> >: families actually thought the C-64 was damaged and returned it for a
>> >: replacement.
>> >
>> >I want to point out something here. I own an Atari 800 and have used one
>> >emulated as well, and despite an "autoloading DOS" I have no freaking idea
>> >what to DO with the options in SpartaDOS or MyDOS or AtariDOS. So, I need
>> >to look it up...which is what someone who wants to learn how disk
>> >operations work on a 64 has to do, too.
>> >
>> The manual was unnecessary for getting started with the Atari. For
>> copying disks, I briefly read the necessary part of the manual for a
>> total of ONE TIME throughout my initial 5 years of use on the Atari.
>> In comparison, I was always referring to the Commodore manuals for the
>> simplest of tasks. This was, to say the least, DAMN ANNOYING!

1565. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: brix@DELETETHIS.plush.de
Message-ID: <MPG.111e679c734235bd989866@news.uni-x.net>
Source record: 55202
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36b356de.128328938@news.pressenter.com>,
jmelbo@pressenter.com says...

> I have a few things to say.
> 1) The notion of viruses is irrelevant to the value of software
> bootable DOS vs. locked in ROM DOS.

Not irellevant. You can't put a virus into a ROM, but you can install one
under the camouflage of a "bootable" DOS.

> 2) Viruses do not need to be boot sector types

Didn't say there were no other kinds of viri, but this is one more gap
for a virus to hide.

> 3) There is not even one reported case of a virus (boot sector or
> otherwise) for the Atari8 that I am aware of.

..what does not mean there is none. I'm in the C-64 world for over 12
years now and I've only heard of 3 viri and I actually SAW one only (that
one was a bitch!). I know a LOT of people who haven't ever seen or heard
of a virus on the C-64 until I showed them the facts. You're not
omnicient. The fact you don't know of a virus does not prove non-
existence.

On the other hand I could say I saw a man walking over water and you
could never prove a non-existence.. (the kind of argumentation militant
chistians use). In this case It was up to me to prove the existence of a
boot-block virus on Atari.
I won't try this, but I can tell it is a common technique to hide a Virus
in anything that is booted. Like a software-DOS, booting apps, device
drivers (on PC), etc.
Of course this is not the only place to hide viri - I never said it was.

> 4) A software based DOS is superior to a locked in ROM one, because it
> is easier to upgrade or replace altogether with something totaly
> different.

Is it so hard to unplug and replace a ROM-chip that's in a socket?

-Brix-

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

Personal HP: http://www.plush.de/brix

GO64!magazine
CSW-Verlag
Goethestr.22
71364 Winnenden
Deutschland
Tel:/Fax: +49(0)7195/61120
GO64!magazine: http://www.go64.c64.org

1566. NEW!!! The "Break Movie" Warehouse's new JAVA atascii player!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: lm@home.org
Message-ID: <7957io$t8_002@ambrosia.flash.net>
Source record: 55203

Yes, it's true! Remember those fantastic Atari 8-bit "text movies" popular on BBS's long ago? They were called "Break Messages". Long before there was an Internet or even ANSI, you could do fastictic animated online graphics on your 8-bit with nothing but a simple text editor! Many of us even made "full-length" movies that were a couple of minutes long.

Well, my website, The "Break Movie" Warehouse, is dedicated to those old movies, but until now the only way to play them was to download them and watch them offline using a 400/800/XL/XE or emulator.

Now, see the ONLY online java Atascii player on the web! FIFTEEN MOVIES for your viewing pleasure! And if you don't have java, they are available in animated GIF format as well!

Drop by, then tell your friends! The ULTIMATE 8bit movie site... of course... it's the ONLY 8-bit movie site. :) -*- Tom -*-

The "Break Movie" Warehouse
http://atascii.atari.org

1567. I have MULE for SALE!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <ospt2.5027$md2.29043@newse2.tampabay.rr.com>
Source record: 55204

I have Atari MULE for sale (COMPLETE), and will be auctioning it on eBay
soon.
--Mark

VINNIE5757 wrote in message
<19990201080524.01193.00002371@ng-fw1.aol.com>...
>OK..... I'll admit I've been an 'Atarian' since about 80/81... always
heard of
>MULE, never actually saw it.. never played it...
>
>what is it.. where can I get it!
>
>thanks!
>B'rgds,
>Vinnie
>
>"Can't means don't want to!"

1568. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36b725e6.68348420@news.pressenter.com>
Source record: 55205
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 30 Jan 1999 19:27:34 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>In article <36b45810.128635541@news.pressenter.com>,
>Jon Melbo <jmelbo@pressenter.com> wrote:
>>On 30 Jan 1999 07:06:32 -0700, sjudd@kc.trail.com (Steve Judd) wrote:
>>
>>>>4-5% would be equivalent to "MILLIONS?"
>>>
>>>Well, what is 4-5% of 25 million?
>>
>>At 5% of 25 million (which is best case here for you) that would be
>>1,250,000 or one and a quarter million. In order to have plurality,
>>such as in the word MILLIONS, it requires TWO or MORE million to get
>>there. Still, that's a lot of folks (just aint millions).
>
>Well, first of all, "millions" is commonly used to denote "a lot",
>e.g. millions of cars on the road.
>
>However, plurality in general implies not "two or more", but "more
>than one". Thus 1.25 million surely qualifies as "more than one million".
>
>Bascially, if only you had color ram and some decent sprites, you'd
>understand this complex technical issue.

I'm a nit pickin anal retentive bastard sometimes but I have to say
that you're wrong. When one says "millions" the unit referenced is
million. Fractional parts of that are not the referenced unit. The
reference unit must be considered in terms of integers when used in
general speech like that. For example there was a computer club
meeting and 14 people attended, would you reply to someone asking you
how many were there with an answer like "DOZENS?" Hell no. It would
be an untruthful statement. I submit to you that in natural
language, plural is defined by two or more, not simply greater than
one. Better think before you defend stuff like that because you only
make yourself look funny.

1569. S: Whistler´s Brothers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: Andreas.Mischka@t-online.de
Message-ID: <79593q$2cs$1@news08.btx.dtag.de>
Source record: 55206

Hi,

ii¿½m looking for "Whistleri¿½s Brotheri¿½s". Could anyone tell me where i can find this great game as a ATR ?

Andy

--
Member of A.B.B.U.C.

1570. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: brix@DELETETHIS.plush.de
Message-ID: <MPG.111e6ba09dc1cc2c989867@news.uni-x.net>
Source record: 55207
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <78v3l8$6c7$1@kc.trail.com>, sjudd@kc.trail.com says...

> Actually, in my experience, when it comes to mathematics, most programmers
> are dumber than a bag of hammers.

Gosh, you got me by the balls.. :)
All my friends can't believe that I'm good at physics and computerstuff
like programming in weird languages like "assembler" and a math-loser at
the same time.

-Brix-

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

Personal HP: http://www.plush.de/brix

GO64!magazine
CSW-Verlag
Goethestr.22
71364 Winnenden
Deutschland
Tel:/Fax: +49(0)7195/61120
GO64!magazine: http://www.go64.c64.org

1571. Re: Atari 800XL keyboard question

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36b92acf.69605736@news.pressenter.com>
Source record: 55208

On Sun, 31 Jan 1999 11:05:51 -0800, Richard Cortese
<ricortes@netmagic.net> wrote:

>I am also the purveyor of a slightly goofy theory. Chemist by trade so I
>have a tendancy to look for that as a solution.
>
>I think slightly different compositions in the tinning on chip leads &
>the sockets they go into has a tendancy to produce oxides/galvonic
>cells, that kind of thing.
>
>Try leaving the computer on overnight, then cycling the power a few
>times. That should get rid of any inadvertant 'cells' that could have
>formed.

You are certainly correct about different metals in contact,
especially with a current flow present causing stuff like that. I
think the best cure for that is to remove chips from their sockets and
put them back in. It helps to spray electrical contact cleaner in and
on before putting the chips back too. The mechanical friction of
removing and reinserting the chips tends to scrub off some of that
crud and also seats chips which may have "crept" loose due to thermal
cycling.

1572. Re: Atari vs. Commodore (keyboards)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36ba2e40.70486703@news.pressenter.com>
Source record: 55209
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 31 Jan 1999 16:02:40 -0500, Michael Terrell <terrell@cde.com>
wrote:

>By the way, a lot of people make fun of the Commodore drive, but several
>of it's ideas gave it a fairly reliable capacity on a single side single
>density drive 170K vs 70 K for other machins, plus their 5 bit GCR

Actually Apple used the different sector size thing long before CBM
did, if my info is correct.

Atari of course had lame 90K per disk side.

1573. Re: assembler cart question

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36bb2ef9.70671705@news.pressenter.com>
Source record: 55210

On 31 Jan 1999 22:33:45 GMT, kenames@earthlink.net wrote:

>
>> Well, Mac/65 was released in a disk version, and also DDT was released
>> in a disk form as Extended DDT (which is more powerful than DDT). Get
>> both of those. Or try Bug/65 cuz it ain't bad. EXDDT is best though.
>>
>
>would you have exddt? if so why not post to atari8 binary group, we
>could all use good tools.
>
>Ken
>
Yes I have it. Because I haven't converted all my stuff over to the
PC yet. Be patient.

1574. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36bc3021.70968197@news.pressenter.com>
Source record: 55211

On 31 Jan 1999 14:54:13 GMT, matchalot@aol.com (MatchALot) wrote:

>>4. If you want a Tank! then the 800 is best can be upgraded to 256k and
>>up axelon compatable but, may crap out with the upgrade putting
>>componets to the test.
>
>Let me tell you all the truth, I'm only 10, I don't know if any computer stores
>in Fort Wayne, IN will upgrade my atari 800 if I buy it. Anyone know a good
>Atari store in Indiana?

I say get an 800XL though.

1575. Re: Atari vs. Commodore (keyboards)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <795d5f$25k@journal.concentric.net>
Source record: 55212
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

jmelbo@pressenter.com (Jon Melbo) writes:

>>By the way, a lot of people make fun of the Commodore drive, but several
>>of it's ideas gave it a fairly reliable capacity on a single side single
>>density drive 170K vs 70 K for other machins, plus their 5 bit GCR

>Actually Apple used the different sector size thing long before CBM
>did, if my info is correct.

"Different sector size" thing? If you mean differing speeds at different
tracks/distance from the drive head, that was a Commodore invention, and they
guarded that patent jealously.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1576. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <Tmqt2.5032$md2.28814@newse2.tampabay.rr.com>
Source record: 55213

How can I tell whether my Atari 800 contains the CTIA chip (as
opposed to the later GTIA chip)?

--MB

1577. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: cr@interlog.com
Message-ID: <1dmk70z.t64v8p104nmtcN@ip203-86.cc.interlog.com>
Source record: 55214
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Michael Terrell <terrell@cde.com> wrote:

> The 1581 supports subdirectories, and has 808K storage on 2D/2S 3.5" disks

Uh, no. The 1581 supports partitions. A crummy "type" of SD, if you
wanted to look at it that way.

When I think of an SD, I think of something that is controlled by the
DOS itself. Not by a bunch of direct access commands by the user, IE:
Sending the actual binary numbers to the drive to specify start/end
track's for the partition.

-p

--
Cyberad/RPG aka Patrick M Pritchard * http://www.interlog.com/~cr
PLUR- Peace Love Unity Respect -Live It, Love It, Be It, BELIEVE!
RENEGADE PROGRAMMING GROUP IN 1999 -- Taking It To The Next Level

1578. Re: APE/Pro sys Transfer Questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <795dl4$8lm@freenet-news.carleton.ca>
Source record: 55215

Tony (ARudzki@sgi.net) writes:
> I have a bit of a problem with the APE / ProSystem
>
> Why can the Atari see my laptop with APE running as a disk drive, and
> can LOAD programs FROM it, (even on Mega .ATR 'disks') but I can't copy
> from mega .ATRs.
>
> I get ERROR 164, file # errors.
>
> My goal is to make 'collection disks' for myself that are single or
> double density, but a Mega .ATR is like 1.02 Megabytes.
>
> How can I do this?

Are you trying to use DOS 2.x for this? To access very large
hard disk images, you will need Spartados or MyDos.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1579. FOR SALE: Atari 8bit software/books

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: TSICRDSX@mu3.millersv.edu
Message-ID: <182D810C04S86.TSICRDSX@mu3.millersv.edu>
Source record: 55216

OOOPS, forgot to add Avalon Hill software.

If you see anything you want, need, etc MAKE an offer. (I prefer not to
set prices.)

If anyone wants to make an offer on the lot, go ahead....
people won't laugh at you (though even your pet anaconda may
shun you!)

BUYERS will be responsible for all shipping/handling charges.
Sales to contiguous US only. (No, you don't have to spread a
disease...) On second thought, if you're willing to pay for this
stuff and you live in Botswanna or Brigadoon or Mogadishu or
wherever, yeah you can buy it. I draw the line at selling to the
White House... at least until I see the color of its $3-dollar Bills.

Atari Games for Sale

(All complete with boxes and documentation, unless otherwise noted)

CARTRIDGES
~~~~~~~~~~

**Atari

c Centipede Zap the worm and all his parts. Arcade
game.

**Imagic

c Atlantis Missile Command under water.

c Demon Attack Space Invaders with flapping wings.

**Spinnaker (once again, nice but heavy premium plastic packaging)

c Fraction Fever Shouldn't 98.6 be 98 3/5 ?

c Story Machine Kind of a "mad lib" for your kids.

**Thorn EMI (Once again, neat little BETA boxes)

c Kickback A soccer-like breakthru game.
Did I mention soccer is like unto
great gasping intakes of air!

c Jumbo Jet Pilot Take your seat at the controls of
a jumbo jet. Fly it upside down...
see passengers grab for Gravol...
~~~~~~~~~~

mess up the President's $200 haircut..
console Bobby because they shot his
dog before boarding.... JUST KIDDING!

DON'T TELL *ME* YOU HAVEN'T HEARD 5-1/4" FLOPPIES MAKE GREAT VALENTINE
GIFTS!!!!

5-1/4" diskettes
~~~~~~ ~~~~~~~~~
**Activision

d Master of the Lamps Riddles of music memory and color,
album type packaging

**Atari

d Caverns of Mars Primitive Zaxxon in a Martian cave

**Atari Program Exchange

d Seven Card Stud Monty Webb's poker game. Ziplock
packaging.

**Avalon Hill

d Divex Another darned "teach your kid" number
stuff... don't YOU ever sit down with
him??

d Midway Campaign Win the naval battle in the Pacific

**CBS Software

d Success With Math: Math for grade levels 5-8
Fractions

d Success with Math: Grade levels 7-11
Linear Equations

d Success with Math: Grade levels 9-12
Quadratic Equations

**Cosmi

d The E Factor Save your planet against mimes, aliens
and asteroids!! Sorry, Marcel, oops,
that's "Mines"

**DataMost

d The Tail of Beta Lyrae Lyrae is blow up the spaceships you
missed before. Ziplock

**EPYX
~~~~~~

d Temple of Apshai Base for other DUNJONQUEST games.
Includes both cassette version and
5 1/4" disk.

d Upper Reaches of Apshai Another expansion module for Temple of
Apshai. Book of Lore missing.

**Spinnaker (Heavy plastic box packaging...nice, but probably
expensive to mail !)

d Kinder Comp Collection of six educational games.
Boy, are your kids going to be smart !!

**Thorn EMI

d Home Financial Management If you buy all the above, this will
help tell you how much over budget you
are!!

**Walt Disney PC Software

d Mickey & the Great Outdoors If your kid can only learn from a
mouse, this is the one to do it.
More math and literacy skills.

DID YOU REALIZE THERE IS A RUMOUR CASSETTE TAPES MAKE EXCELLENT KINDLING!

Cassette Tapes
~~~~~~~~ ~~~~~

**Avalon Hill --- I really liked some of these!!!!

t Andromeda Conquest Multi-player game for the control
of the galaxy(Commodore & TRS versions
also on tape)

t Computer Football Strategy ATARI version wasn't at all like
board game... I thought it was better.
(Comm. & TRS also) Nice review of
early Super Bowl teams in rulebook.

t Empire of the Overmind I do remember loving this game...
but times were simpler and so was I
Includes great 'parchment' poem
(Apple & TRS also)

t GFS Sorceress SF adventure game. Nice production
Attractive Mission Manual and a
Storybook were game aids. (Apple &
TRS versions too)

t Legionnaire Perhaps my favourite game of all Atari.
The background book on the Romans and
Barbarians alone is worth reading.
The drone of Roman drummers will either
inspire you or drive you to fall on
~~~~~~~~

your sword. Designed by Chris Crawford
of Eastern Front fame. Maybe I still
don't want to sell this one!!!!

t Midway Campaign cassette version of same as listed
above with diskettes(Apple,PET, & TRS
included on tape)

t Voyager I Really early monster maze game.
Laughable, but it's value is to
remind us of the primordial cyber
ooze from which we were spawn.

**Cosmi

t Aztec Challenge Seems to be "Mountain King" type game.

t Caverns of Khafka typical cavern-tomb danger graphics
game

t The Crypts of Plumbous A lot like "Defender", as I recall.

t Forbidden Forest Find your way out of a deadly graphic
forest

t Galactic Avenger "Space Invaders" type game

t Slinky You've played with the springs, now try
them on the screen!!

t Spider Invasion Destroy deadly spider mutations, their
eggs and nest. Are you getting as
itchy as I am?

**Edu-ware Services

t Compu-read 3.0 Tool for improving reading speed and
comprehension. NOT boxed, but in it's
own folder including docs.

**EPYX

t Curse of Ra Expansion module for "Temple of Apshai"
adventure game. Book of Lore missing.

**Program Design, Inc.

t Addition with Carrying Math games for the young. In clear
plastic sleeve.

**Thorn EMI -- love their packaging....beta-like plastic containers
(and we all know where beta is)

t Compute 4 & Reversi Connect-4 game and "Go" type game

t Cribbage & Dominoes Cribbage & Dominoes...get the idea?

t Darts So safe, you can even throw them at
your Mother-in-Law

t European Scene Jigsaw Like those plastic toys where you
Puzzles Vol2 slide the tiles to get the picture
together.

t Figure Fun Two games to teach multiplication,
division, etc. Five levels, cover most
ages

t Pool Everybody in the Pool !! No, not that
kind -- tournament and eight-ball,
practice included.

t Snooker & Billiards Pool with fewer balls and no numbers.

t Super Cubes and Slip Rubik's Cube and marble maze in
computer form.

Books and miscellany
~~~~~ ~~~ ~~~~~~~~~~
b Atari Games and Recreations by Kohl, Kah, Lindsay and Cleland

b Atari Programming with 55 Games Schreiber

s Atari Student PILOT Reference Guide Includes Cartridge for Atari
Pilot

s Atari Speed Reading **MASSIVE**, looseleaf bound, six
cassette "Learn to Read Faster"
course. Weighs a ton.

b Kids & the Atari Would a kid know what an Atari was?
Still in its time it was a good
introductory primer.

Now the following are not necessarily Atari, but are books on Basic...
Much of which could be modified to Atari, and certainly all of it is
composed of atoms.

25 Exciting Computer Games in Basic for All Ages David Chance
33 Adult Computer Games in Basic David Chance
34 MORE Tested, Ready-to-Run Game Programs in Basic Delten T. Horn
67 Ready-to-Run Programs in BASIC Wm Scott Watson
1001 Things to Do With Your Personal Computer Mark Sawusch
Basic Fun - Games, Puzzles, Problems for Children Lipscomb & Zuanich
Compumath Magic (a kid's book) M.J. Winter
Dragon Magic Your First Programming Book Richard Wadman
Games, Graphics and Sounds Curran & Curnow
How to Write an Apple Program Ed Faulk
How to Write a Program II - Advanced Programming Techniques Ed Faulk
Stimulating Simulations (Second Edition) C.W. Engel
Your First Steps in Basic Curran & Curnow
~~~~~

If you need any further info, heck I don't have much to say.
Haven't played most of these more than once or twice, and
certainly not in the last 3000 years!

"No, I did not... no, I never... not once, not ever..." W.J.B. Clinton

"tomorrow we shall discover what our God in Heaven has in store..."
---Les Miserables

1580. Re: Atari vs. Commodore (DOS Comparision)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: Michael Terrell <terrell@cde.com>
Message-ID: <36B65C70.8AFEB455@cde.com>
Source record: 55217
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

I got a lot of my information from a retired IBM engineer a few years ago. I was in one of the the local computer shops when the owner told him"NOBODY" in the world would have parts to repair his original five slot PC, so I offered to help him. When he gave it to me he told me he was on the design team, and it was out of the first production run, and they gave it to him when he retired. I changed the floppy controller card and charged him $10, and he had tears as he picked it up, then sat and told me a lot of the history behind the project. I've seen a few of the IBM products using the bords that ended up in the PC, including the sheet metal (I worked a place that recycled tractor trailer loads of mainframe and business equipment for a couple years)

An old issue of BYTE magazine had some pictures of the prototype motherboard, and it think I still have it boxed up somewhere.

CPM was written by Gary Kildall (not sure of the spelling) when he worked at intel, and was for the 8080 family of 8bit processors. He left Inte and started Digital rResearch to develop CPM into a widwly accepted OS. Then IBM wanted him to ignore his other contracts to port CPM to other manufactures machines to develop CPM16 for them. He sent them to Microsoft who had bought MSDOS for a programmer in the northwest US, but it had limited commands and didn't support hard drives

More later, if anyone is interested

Paul Guertin wrote:

> Michael Terrell <terrell@cde.com> wrote:
>
> > IBM dos 1.0 didn't do much of anything. That's why the original IBM PC had a
> > cassette port.
>
> DOS 1.0 was pretty much a variant of CP/M, which isn't much compared
> to modern operating systems, but it wasn't unusable. The reason the PC
> had a cassette port was because disk drives were still expensive in
> the early 80s.
>
> > Also, the PC was built in a IBM word processor case because
> > their "Market research" told them the whole world market was under 1000
> > machines!
>
> Do you have a cite for this? When the IBM PC came out, there were *a lot*
> more than 1000 Apples, PETs, etc. on the market.
>
> Paul Guertin
> pg@sff.net

1581. Re: Cartridge Pinout question

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <36b65d74.0@news2.uswest.net>
Source record: 55218

This looks like the appropriate thread so I'll throw in my question. I would like to replace a rom in a socketed cartridge with a dram. What kind of dram will work best with the fewest modifications except for the read/write line, etc? I'm going to cut the ram package down the side to expose the chip, which will allow me to use it as a crude digital camera. That's why I need to use a dram but I won't need to refresh it when I'm done getting the image.

Thanks,

Patrick Robbins

1582. FA Various Atari + Commodore + TI

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: Paul Pereira <nospam.ppereira@ix.netcom.com>
Message-ID: <795okk$esu@dfw-ixnews4.ix.netcom.com>
Source record: 55219
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.marketplace,comp.sys.ti

http://members.ebay.com/aboutme/ppereira

1583. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: Tony <ARudzki@sgi.net>
Message-ID: <36B66E2D.DDF4836D@sgi.net>
Source record: 55220
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Heh Heh...

Yes, you guys are right... If a basic Gr. mode 1 was used, the entire character would be a display line, so you couldn't sub-divide it and use DLIs to shade it.

OOPs

tony

1584. VCS & 2600

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: Mika Lindblad <mika.lindblad@bbbs.net>
Message-ID: <f84356.42032c@tbf.dyn.ml.org>
Source record: 55221

IL> From: ilaskey@cix.compulink.co.uk ("Iain Laskey")

>> What are the differences between Atari VCS and Atari 2600?
IL> The VCS was the original name for it when it had that crap faked wood look

A VCS with real wood casing would be nice. :)

IL> that Americans seem to love. Later versions were called the 2600 and had
IL> different casing.

Were there any technical differences?

~~~ SkyReader/Linux v1.00
~~~

1585. Re: Atari vs. Commodore (keyboards)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: Darren Spiteri <Spit@spam-free.UUCP>
Message-ID: <iec397.j14.ln@bucket>
Source record: 55367
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 27 Jan 1999 18:20:25 PST, Cameron Kaiser wrote:
> Carlos Bragatto <amazin@zaz.com.br> writes:
> >BTW, ALL unixes work this way...
> >VI is an editor and it works with this key/cursor assignment

> No, vi uses hjkl. Also, you don't have to go llllllll all the way to the
> end of a line if you're just inserting or typing over to keep the end of
> the line. Trust me -- this article was written in vi.

VIkeys are the only way to go. I use VIkeys for command line editing in bash,
great if you know VI, bad if you don't. :)
--
+-___ ___ ______ __ __/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\-+
: / __)| _ \||_ _| /__/_/ NOTE: Above email address is fictitious. :
|:__ \: _:: :: : @# '') "Bunch of savages in this town..." - Dante |
`(____/|_|><|_||_|><><__3- - -*(at)hempseed(dot)com><><><><><><><><><><>'

1586. Atari800xl Power supply [help please]

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: Edwin <cmx45@hotmail.com>
Message-ID: <01be4db8$66bf8020$ce00020a@AHM01529.ahm-nl.akzonobel.nl>
Source record: 55368

Can someone tell me if i can use a powersupply af a commodore64 (model 1)
with an atari800xl?
-
Since i cannot read the newsgroup most of the time please reply to
cmx45@hotmail.com
-
Thanx
-
Edwin Blees
The netherlands

1587. Re: Cartridge Pinout question

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36B56D14.4436@netmagic.net>
Source record: 55369

Tony wrote:
>
Arrggh!! I kind of need someone else to jump in here or at least make a
trip down to my basement for my docs.

From foggy memory.
> So if I used CARTCTRL, with the additional address lines I would be
> remapped to the $Dxxx area.
Not exactly, CARTCTRL is a line that goes low on any access to the
$D500-$D5FF area in the hardware region. I think I have that right,
Pokey is $D200, PIA is $D300, yeah, what the hell, $D5xx sounds
right<grin>.

That is, when every you do anything in the address range of $D1xx, that
line goes low. [STA $D51F, LDY $D5FF, LDA $D590] would all cause this
line to go low.

The Atari memory map has holes in it. I mean everyone can accept in a
16k Atari, there are some areas between the bottom of memory & the end
that have zilch there. Doesn't matter if you think it is a good idea or
pie in the sky future expansion, but Atari has several areas with holes
in it in the hardware region. I like it myself. Holes IIRC are $D1xx,
$D6xx, $D7xx with the $D1xx used by the devices like the MIO.

>If I used SD4 (?) or SD5 (?) where would
> that put me? They seem to go to the CS lines of the EPROMS (27C32)
> that are in there.
I think these are just equivalent to !CS lines to get the full 16k you
can put in a cart addressed. That is, SD4 is would be tied to the !CS
pin EPROM you want to be enabled from $8000-$9FFF, SD5 would be tied to
the equivalent pin for the EPROM that goes from $A000-$BFFF. I will have
to check if they are active high<CS> or active low<!CS>.
>
> Thanks again.
>
> Tony
What is done with bank switching carts is they employ a couple of 74LSxx
chips. I believe the OSS Super Carts just used a 74LS74 to latch the
equivalent of bank select lines.
In practice, you just combine the CARTCTRL line with the Phase 2 clock
signal with something like a NOR<?> gate, & use that to generate a clock
pulse for the latch. The latch then supplies the extra address bits. I
have a circuit I designed around here somewhere. I will dig it up.

So, let's say you have enough lines to address 16k w/o any tricks in the
Atari. Let's also say you want to put 32k worth of rom in the cart. One

way of doing it would be to combine the CARTCTRL & Phase 2 clock lines to generate a clock pulse for a 74LS174. The '174 is a 6 bit flip flop, ability to latch 6 bits of data. You would tie the D inputs of the '174 to the data lines 0-5. The outputs of the '174 would be tied to your extended carts Address lines.

Something like:

data buss =>74LS174 =>ROM address lines above the 1st 16k
Address buss =>ROM address lines in the first 16k
S4 & S5 tied or combined OR fashion if need be to the appropriate CS lines of the ROM.

Write a 0 to the hardware region, like LDA #0, STA $D500 and the rom addresses for the first 16k will appear in the memory wind of the cart i.e. $8000-$BFFF.

Write a 1 to the hardware region & this will toggle the first address line above the ROMs first 16k such that now you will see ROM locations 16k to 32k in the cartridge address space of $8000-$BFFF.

1588. FREE Atari Catalogs by E-Mail, FTP & the Web! Free Atari stuff!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7945ei$88r$1@user2.teleport.com>
Source record: 55370
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,pnw.forsale,rec.games.video.atari,

Please direct all replies through E-Mail to bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I do not regularly read NewsGroups.

I have some stuff to unload. I have a lot of Atari Magazines. For the person who takes the whole lot. Some including disks. I don't want to have to go through them or sort them out. I just want someone to take them off my hands for the cost of Shipping. Classic Atari 8 Bit & Atari ST. I also have some Atari Hardware that doesn't work that someone can have for spare parts or tinker with to try to repair.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my Desk-Top Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

<h3>Click for WebSite!</h3>

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can load them into your text editor or Word Processor and view them, edit them or print them out! It would make things easier if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend. Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

1589. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: pino+comp_sys_cbm@dohd.cx
Message-ID: <slrn7bb80t.nmn.pino+comp_sys_cbm@mud.stack.nl>
Source record: 55371
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

It occurred to me that Michael Terrell wrote in comp.sys.cbm:

> Remember that a lot of C64 games were on cartridges, too. Just like the
> Atari or the game machines

A lot?

A couple, but definately not 'a lot'

<rant> DudeZ, someone h4v3 a c0py of da Fort Apocalypzah R0M </rant>

--
Fight Spam! Join CAUCE! == http://www.cauce.org/
Martijn van Buul, martijnb@stack.nl, pino@dohd.cx, pienjo@c64.org
Pienjo on #c-64 and #dohd (when I'm in the mood)
Tijntje@OuterSpace - 131.155.141.166 3333

1590. MULE?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990201080524.01193.00002371@ng-fw1.aol.com>
Source record: 55372

OK..... I'll admit I've been an 'Atarian' since about 80/81... always heard of MULE, never actually saw it.. never played it...

what is it.. where can I get it!

thanks!
B'rgds,
Vinnie

"Can't means don't want to!"

1591. Re: Atari800xl Power supply [help please]

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990201051956.5759A-100000@vtn1>
Source record: 55373

On Mon, 1 Feb 1999, Edwin wrote:

> Can someone tell me if i can use a powersupply af a commodore64 (model 1)
> with an atari800xl?
> -
> Since i cannot read the newsgroup most of the time please reply to
> cmx45@hotmail.com
> -
> Thanx
> -
> Edwin Blees
> The netherlands
>
>
>
Depends on what the C64 power supply puts out. The Atari eats +5vdc and
needs up to 1.5a.

The power port on the Atari is a 7-pin DIN. Looking into the port, the
pins are:

7 6 Imagine this is a circle with a groove at the top
3 1 Pins 1, 4, and 6 are +5vdc
5 4 Pin 2 is shield (ground)
2 Pins 3, 5, and 7 are ground

If you learned the real "Queen's English", "ground"="earth" :)

John

1592. Re: Atari vs. Commodore (DOS Comparision)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <794cqv$p4n$2@flood.xnet.com>
Source record: 55374
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm John K. Picken <yg473@victoria.tc.ca> wrote:

: It's fun to knock IBM for a lot of things such as requiring 8-bit
: compatibility and thereby to some extent crippling their later machines,
: but they do make good and reliable hardware; so good that the original
: Power Mac's used an IBM-designed CPU which was licenced to Motorola.

Ummmm, that's a weird way to look at the real history of the PowerPC,
which was a cooperative design between Apple, Motorola, and IBM.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

1593. electronics advice...

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990201090639.01192.00002408@ng-fw1.aol.com>
Source record: 55375

I hear there's a mod to clean up the 600xl's video? (ghosts.. not crisp...)
Anyone know of it? My 600's output is no where as clean as my 800...

Also...
I have a stereo simulator... works where it takes the line audio and splits it into 2 signals.... simulating a left and a right channel... consists of:

one diode (I think!) and 2 resistors...

Genius over here took it apart.... cannot remember how to put it back together... I have the parts.. can't figure how to re-assamble...advice?
Thanks...!!!

B'rgds,
Vinnie

"Can't means don't want to!"

1594. BBS THE ATARI INSIDE ONLINE!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: "Marius Diepenhorst (pokey)" <pokey@dds.nl>
Message-ID: <01be4dec$5d1488c0$47e79fc2@default>
Source record: 55376

Joh!

Back online: BBS the ATARI Inside, 0:00 am - 08:00 am Central European Time
(so please make the right time-calculation! It's 23:00-07:00 GMT !)

Real atari 8bit bbs running on a real atari 8bit computer. Running bbs pro
x_476 network node.

+31-182-352755

It's in the Netherlands!

Are there still any readers from Holland here? (those who know I already
know them don't need to reply....)

Greetz Marius

/s
oeps

1595. Re: Atari vs. Commodore (DOS Comparision)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: pg@sff.net
Message-ID: <36b5bf02.8448994@news.newsguy.com>
Source record: 55377
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Michael Terrell <terrell@cde.com> wrote:

> IBM dos 1.0 didn't do much of anything. That's why the original IBM PC had a
> cassette port.

DOS 1.0 was pretty much a variant of CP/M, which isn't much compared
to modern operating systems, but it wasn't unusable. The reason the PC
had a cassette port was because disk drives were still expensive in
the early 80s.

> Also, the PC was built in a IBM word processor case because
> their "Market research" told them the whole world market was under 1000
> machines!

Do you have a cite for this? When the IBM PC came out, there were *a lot*
more than 1000 Apples, PETs, etc. on the market.

Paul Guertin
pg@sff.net

1596. Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: jack <jackaloy@ix.netcom.com>
Message-ID: <36B5D26D.5842@ix.netcom.com>
Source record: 55378

In the continuing process of simplification (i.e., cleaning the basement) I have found the following manuals for Atari software that I offer to anyone who wants them. They are all in very good condition. All I ask is that you pay for sending them to you.

Magic Dump (v1.0) User's Manual for the Atari 800
Snooper Troups Case #1 The Granite Point Ghost
KINDER Comp
Delta Drawing
Atari Disk Operating System Reference Manual DOS 3

1597. Re: Atari vs. Commodore (keyboards)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <794k6q$23f@chronicle.concentric.net>
Source record: 55379
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Darren Spiteri <Spit@spam-free.UUCP> writes:

>VIkeys are the only way to go. I use VIkeys for command line editing in bash,
>great if you know VI, bad if you don't. :)

bash, ick! tcsh rules. :-)

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1598. Re: Atari vs. Commodore (DOS Comparision)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <794ka4$9e3@journal.concentric.net>
Source record: 55380
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

"John K. Picken" <yg473@victoria.tc.ca> writes:

>8-bit processor, the Z80. Cutting data buss width to cut cost cannot be
>blamed on IBM--the chip manufacturers were responsible and not just Intel,
>Motorola did the same sort of thing with the MC68000 i.e. an Atari
>S(ixteen)T(hirty-two) or an IBM 386-SX both have 32-bit CPU's with
>16-bit data busses. The trend continues to this day where you see 64-bit

So did Texas Instruments. The 9995, the successor to the 9900, also
multiplexed its eight datalines into 16 bits internally.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1599. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <794mkt$c1e@journal.concentric.net>
Source record: 55381
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Tony <ARudzki@sgi.net> writes:

>What if they wanted to do a shaded title text? Like if you had the
>letter 'A' , 8 scan lines (or pixels high) each scan line would be a
>shade lighter than the one above it.

A program for the 64 called Metallix (I think, appeared in Compute's Gazette)
was simply well-timed. The character set was reversed out. Then, interrupts
disabled, the program sets the background colour for one screen line, waits
out the full 65 cycles, sets the background colour for the next line, waits
out the full 65 cycles, etc., all the way down the screen. Since the font is
reversed, the background colour appears to be the text colour of the letters.
Net result, individual colour per scan line. No sweat.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1600. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b58e09.9102851@news.localnet.com>
Source record: 55382
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

>
>It looks to me like you are, in essence, multiplexing the PMs vertically,
>which the 64 can also do. But I don't see how the above will duplicate
>a 21x24 sprite, let alone eight of them (let alone 10s to 100s of them,
>multiplexed).

You'll get no argument from me. The Atari sprite system is just plain
primitive (in relation to C64 sprites).

>>OK, this is where I disagree. I will say it is a straight trade off.
>>That is, C64 users say "16 colors on a scan line" while Atari users say
>>"256 colors in vertical"
>>
>>See my point? Why are more colors in the horizontal plane more important
>>then 16 times as many colors in the vertical? I say it is a straight
>
>Because more colors in the horizonal are quite a bit more useful than
>more colors in the vertical. For example, which looks better -- an
>Amiga 320x200 64-color picture, or an Atari 320x200 128-vertical-colors
>picture? Which is more useful?

Few Amiga programs (ie. games) take advantage of 64 color mode because
it slows the system too much (I believe effectively making the
processor run at <4 Megahertz). In fact, a large chunk of Amiga games
use only a 16 color screen (for the speed) and use Copperlist fiddling
to change the colors in midscreen. Also, use of the Amiga's sprites
increases the number of apparent colors on the screen (Atari ST's
don't have sprite capability).

>I reckon I'm beating a dead horse here, but, as a programmer, I have
>all kinds of practical uses for the color ram, but I think the most
>I could do with vertical splits is make some pretty demo effects.
>Not only is the former more valuable for serious programming, but
>it makes all the advanced 64 graphics effects like FLI possible.

Wish the Atari had color RAM...but with the provision that it wasn't
limited to a ludicrously small 16 color palette. YUCK!

>Anyways, I just apply my test -- pick 10 programs (e.g. games) out
>of the disk box, and see what they do. Do they use lots of vertical
>splits, or is Rescue on Fractalus more emblematic of the feature
>(2 or 3 screen divisions)? Does it feature tiles? Background
>images? Any place sprites could be used? Is the screen divided into
>different areas? Finally, how would the program differ if the
>hardware feature were removed? Then apply the same test to 10

>C64 games, and see what happens.

??????????????????

>Since I mentioned Hacker perviously, I went ahead and took a look at
>it this morning. The screen is divided into four separate windows,
>three upper ones and one large lower one. The upper ones display
>text, graphics, and a compass, and the lower a map. The same graphics
>window displays black tunnels, brown tunnel walls, outdoor scenes,
>and nighttime infrared scenes. Without the 64's hardware features,
>I believe the game would be significantly diminished. The program is
>colorful, detailed, and enormously enjoyable -- in short, a typical
>example of what the 64 is and was capable of.

Programs have to take advantage of the hardware they're written on.
Certain C-64 games translated to the Atari would look like shit.
Certain Atari games translated to the C-64 would also look like shit
(especially those that took advantage of GTIA 3D shading modes).

>I think you'll agree, however, that the 64's timers are significantly
>more powerful and flexible. Not a huge advantage, perhaps, but a
>useful feature I wanted to point out.

Don't yet know if the above statement is true.

1601. Emulators for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: mrkenn25@aol.com
Message-ID: <19990201121258.01106.00002299@ng-ca1.aol.com>
Source record: 55383

Hello, I recently found a lot of sites to play Atari games for the pc. AR the city/dungeon to be exact. I am having trouble getting these to run properly, I can start the game fine, once they ask for another disk (City once you walk through the opening portal/Dungeon entering Shop), I do not know what to do. I try to hit all the keys, but to no avail.

I would appreciate all input on this, I accidentally threw out my AR real game, and I curse myself everyday because of this. I thought there was no way to solve it after you arrived at the Gargoyle. I had no answers to give for those silly riddles, but now that I found them on line, I want to finish the game.

I have read rumours about releasing those games again? I wander if that is true.

Thank you everyone in advance

Kenn
Mrkenn25@aol.com
Mrkenn25@yahoo.com

1602. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b5942f.10676812@news.localnet.com>
Source record: 55384
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Sun, 31 Jan 1999 23:12:30 -0800, Richard Cortese
<ricortes@netmagic.net> wrote:

>Tony wrote:
>>
>> > A 64 programmer would never generate an interrupt on every raster
>> > line, incidentally (on a stock machine at least) -- it's much easier
>> > and more efficient to simply time the code appropriately (65 cycles
>> > per NTSC raster line, you know...).
>>
>> What if they wanted to do a shaded title text? Like if you had the
>> letter 'A' , 8 scan lines (or pixels high) each scan line would be a
>> shade lighter than the one above it.
>>
>> I thought of this because thats what they do in the game 'Fort
>> Apocalypse', on the title text.
>>
>> Actually a cool effect.
>>
>> Tony
>I am just about positive they used a bit map mode with the text drawn vs
>generated with Antic/GTIA.

It's been awhile since I looked at Fort Apocalypse. If my memory is
correct, the the shaded text displays were definitely done in a
hardware text mode.

>I am pretty sure that is one of the limits in using chr
>graphics/redefined chr sets on the atari. Character set graphics on the
>Atari are limited in that once you chose something like the 5 color
>mode, you are limited to those 5 colors for the next 8 scan lines before
>Antic fetches its next instruction and you only get 24 instructions in
>the display list.
>
>I think I may have actually took a look at the DL for some Lucas Flims
>games like Rescue on Fractilius<sp> & it turned out to be graphics 7.

Some horizontal strips in LucasFilm games did consist of various
hardware based text modes.

>It's that vertical thing again<grin>. 5 colors x 24 lines or 120 colors
>on screen at once, but only 5 on any horizontal line.
>
>You can fool the graphics chips into thinking the chr modes are the 16
>shade or 4 color or what have you mode, but I never really bothered to

>work with it. I think for the 16 shade mode, you are limited to 20 chrs
>per line of redefined chrs. Much easier to just use the bit map mode.

WRONGO!! On the Atari, iIt's just about as easy to create shading
effects in text mode as it is in graphics mode.

>I think the maximum a human eye can percieve is about 16 shades of grey.
>Thousands of colors of course, but our grey scale doesn't use enough
>bits.

ABSOLUTELY WRONG!!! I worked in the special GTIA 16 luminance mode and
could definitely see the color contours created between two
luminances. Heck, on the MAC I could see the same contour effect with
256 shades of one color!!!!

1603. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <EXidQKARMet2Iwwu@achievements.co.uk>
Source record: 55385
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Tony:
> What if they wanted to do a shaded title text? Like if you had the
> letter 'A' , 8 scan lines (or pixels high) each scan line would be a
> shade lighter than the one above it.

Cameron:
> A program for the 64 called Metallix (I think, appeared in Compute's
> Gazette) was simply well-timed. The character set was reversed out.
> Then, interrupts disabled, the program sets the background colour for
> one screen line, waits out the full 65 cycles, sets the background
> colour for the next line, waits out the full 65 cycles, etc.

Sadly the version on my site isn't NTSC, but check my game Reaxion. It uses the same trick to do what Tony was talking about (running on a raster) and, using a 2x2 character font, does a nice chrome effect too. =-)

For an improved effect, the C64 can quite happily do different sets of colours per character line simply by going into extended colour mode and splitting $D021 to $D024. This means that it's possible to have a text line with a blue fade, brown fade and rolling rainbow colours with each character using any of the effects.
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
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```

1604. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b5969e.11299981@news.localnet.com>
Source record: 55386
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

>>What if they wanted to do a shaded title text? Like if you had the
>>letter 'A' , 8 scan lines (or pixels high) each scan line would be a
>>shade lighter than the one above it.
>
>A program for the 64 called Metallix (I think, appeared in Compute's Gazette)
>was simply well-timed. The character set was reversed out. Then, interrupts
>disabled, the program sets the background colour for one screen line, waits
>out the full 65 cycles, sets the background colour for the next line, waits
>out the full 65 cycles, etc., all the way down the screen. Since the font is
>reversed, the background colour appears to be the text colour of the letters.
>Net result, individual colour per scan line. No sweat.

Ooooh WOW!!! a full 12 colors and 3 gray shades running down the
screen. An Atari could certainly not achieve that level of coloration.
NOT! =-)

1605. Re: A new subject line (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-01 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b5985b.11745040@news.localnet.com>
Source record: 55387
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

>> -Steve
>I think they are getting better, but comparitively lagging to where we
>should be. Damn mouse pointers *should* be a P/M or Sprite damn it!

YEP! Damn blinking Microsoft mouse pointer! ##^#^&^&*(*&&^%&$! Just
saw it blink again! #$^*#$%!&*&@%&!!!

I WANT MY SPRITES BACK!!! PPPLLLELEEEEEEEAAAAASSSEE!!!!

Oh, and let's add some hardware based windowing. And maybe the ability
to display multiple resolutions at the same time. And....

....AWE HECK! I guess I'm just going to have to go in the other room
and turn on my "technically inferior" AMIGA!

1606. Re: Atari 8 and 16 bit Software F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990202100447.01264.00001303@ngol04.aol.com>
Source record: 55088

In article <19990202003427.01217.00002742@ng-ft1.aol.com>, vangelisv@aol.com (Vangelis V) writes:

>I am the last of the Atari Software Vendors ,that still exists so, please
>take
>a look at my web site you might find something interesting.
>
>

I'm pretty sure B&C Computervisions still sells a lot of Atari software. Their web site, www.myatari.com lists quite a few titles.

Bob Stone

badbob1952@aol.com

1607. Re: Atari 8 and 16 bit Software F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <WcFt2.5160$md2.30677@newse2.tampabay.rr.com>
Source record: 55089

I can't access your software list. Please email it to me at
mbowlin1@tampabay.rr.com
--MB

1608. WTB: 600XL memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: Trystan Negus <tnegus@matra.co.uk>
Message-ID: <797a31$84u$1@guardian.matra.co.uk>
Source record: 55090

Wanted: 600XL memory upgrade...or an 800XL with the same best-keyboard-ever
that this 600XL's got!

Failing that, do the differing dimensions of an 800XL and 600XL matter?
Would it be possible to just swap the keyboards over??

Thanks in advance,

Trystan

1609. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b70b17.17436187@news.localnet.com>
Source record: 55091
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Tue, 2 Feb 1999 00:26:44 +0100, brix@plush.DELETETHIS.de (Brix)
wrote:

>In article <36b5bf0e.21653907@news.localnet.com>,
>aarona@/REMOVE/localnet.com says...
>
>> >That's fifteen colours. You do mean thirteen colours and three grey shades,
>> >don't you?
>>
>> Actually, the C-64 supports 12 colors, 2 gray shades, white, and black
>> (believe it or not, most computers support the last two =-))
>
>0 black
>1 white
>2 red
>3 cyan
>4 purple
>5 green
>6 blue
>7 yellow
>8 brown
>9 orange
>a light red
>b dark grey
>c medium grey
>d light green
>e light blue
>f light grey
>
>That's 5 grey shades (including white and black) and 11 colors.
>
>-Brix-

Oops. Forgot about the fifth grey level. Just confirmed it on pages
646-647 in COMPUTE'S MAPPING THE C64.

For some reason, the info in this book switches the colors for numbers
8 & 9 (brown & orange).

1610. Re: WTB: 600XL memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b70931.16950219@news.localnet.com>
Source record: 55092

On Tue, 2 Feb 1999 16:45:36 -0000, "Trystan Negus"
<tnegus@matra.co.uk> wrote:

>Wanted: 600XL memory upgrade...or an 800XL with the same best-keyboard-ever
>that this 600XL's got!
>
>Failing that, do the differing dimensions of an 800XL and 600XL matter?
>Would it be possible to just swap the keyboards over??
>
If memory serves, swapping keyboards between the 600XL and 800XL is
possible.

1611. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b706b6.16314924@news.localnet.com>
Source record: 55093
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 01 Feb 1999 10:05:43 PST, Cameron Kaiser
<cdkaiser@delete.these.four.words.concentric.net> wrote:

>Jason <tmr@cosine.demon.co.uk> writes:
>
>>For an improved effect, the C64 can quite happily do different sets of
>>colours per character line simply by going into extended colour mode and
>>splitting $D021 to $D024. This means that it's possible to have a text
>>line with a blue fade, brown fade and rolling rainbow colours with each
>>character using any of the effects.
>
>Extended colour? Is this like extended background mode or no? And what do
>you mean by "splitting $d021 to $d024"?
>
I believe Jason means the following: (Please note that the following
is bound to have some minor mistakes concerning the specifics of the
C-64 hardware. Therefore, I welcome any corrections.)

The normal C-64 text mode displays each character in an 8x8 grid of
dots. Each character contains two colors: forground and background.
the background color of all the characters on the screen is controlled
by a hardware register ($D020?). The forground color of each character
can be separately defined by a special half kilobyte of color RAM (one
half byte, or nybble, is assigned to each character). To produce an
Atari-like rainbow effect where each individual scanline contains a
separate color, manipulation of the special color RAM is (normally?)
unfeasible. Instead, the characters would have to be reversed (every
"on" dot would be "off" and vise versa) so that the color register
($D020?) would now control the forground color of all the text. This
register can then be manipulated via RASTER INTERRUPTS to produce the
necessary scanline color changes. The unfortunate aspect of this
technique is that the coloration of the characters cannot be
individually defined. The technique in the following paragraph
circumvents this problem.

By selecting MULTICOLOR MODE, the C-64 video hardware can support a
way of being able to have three separate rainbow effects at the same
time. In this mode the resolution of the character cells is cut in
half (4x8 grid instead of an 8x8 grid). Now each double-width dot
within the character cell can be any one of 3 forground colors which
are controlled by three of the color registers between $D021-$2024. A
redefined character set (requiring 2K of RAM memory) can now be set up
to produce 3 sets of letters, each controlled by a separate color
register.

A fourth forground color can also be displayed by setting another register in the $D0xxx range (don't know which). Unfortunately, there's a trade off. Only half the number of separate characters (128 instead of 256) can now be displayed. Why? Normally a character is represented in video RAM by one entire byte. In this special mode the high bit (of each byte) is used for flipping on a fourth forground color which is controlled by the fourth color register in the $D021-$2024 range. The 7 remaining bits (having 128 distinct combinations) now control which character should be place on the screen. Now we have the ability of having 4 separate rainbow effects.

The Atari's also support the above methods for displaying rainbow text.

1612. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: pino+comp_sys_cbm@dohd.cx
Message-ID: <slrn7ben3s.u4t.pino+comp_sys_cbm@mud.stack.nl>
Source record: 55094
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

It occurred to me that Aaron wrote in comp.sys.cbm:
> I believe Jason means the following: (Please note that the following
> is bound to have some minor mistakes concerning the specifics of the
> C-64 hardware. Therefore, I welcome any corrections.)
>
<snip>
> By selecting MULTICOLOR MODE, the C-64 video hardware can support a
> way of being able to have three separate rainbow effects at the same
> time. In this mode the resolution of the character cells is cut in
> half (4x8 grid instead of an 8x8 grid). Now each double-width dot
> within the character cell can be any one of 3 forground colors which
> are controlled by three of the color registers between $D021-$2024. A
> redefined character set (requiring 2K of RAM memory) can now be set up
> to produce 3 sets of letters, each controlled by a separate color
> register.
Euhm... Not really.

In addition to multicolour mode, the C64 also supports "extended
character background mode", which only works in textmode. Basicly,
the two uppermost bits of the respective byte in video memory describe
which of the 4 possible backgrounds is selected. Ofcourse, this means
that you're stuck with only 64 possible characters.

These 4 backgroundcolours are stored in $D021-$D024.

Now, if you reverse the font, the background peeps through. If you
change those 4 colours every scanline (Not with a raster interrupt -
timing the darn thing works better), you can change the colour of
the characters every scanline. Note that you're actually changing
the background colours, but since the font is reversed, you end up
with a shaded character.

Since you can select 4 different backgrounds for each character, you
can have 4 different shades on one line.

No need to lower the resolution.

Tradeoff: Only 64 possible characters.

--
Fight Spam! Join CAUCE! == http://www.cauce.org/
Martijn van Buul, martijnb@stack.nl, pino@dohd.cx, pienjo@c64.org
Pienjo on #c-64 and #dohd (when I'm in the mood)
Tijntje@OuterSpace - 131.155.141.166 3333

1613. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b70e3b.18241050@news.localnet.com>
Source record: 55095
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Tue, 2 Feb 1999 01:48:29 +0000, Jason <tmr@cosine.demon.co.uk>
wrote:

>Jason =-)
>> For an improved effect, the C64 can quite happily do different sets of
>> colours per character line simply by going into extended colour mode
>> and splitting $D021 to $D024...
>
>Aaron:
>> I assume $D021-$D024 are the playfield color registers? (I'm currently
>> unable to locate my MAPPING THE C-64 book.)
>
>No, they're the standard and extended background colours. In ECM each
>char can have one of sixteen colours as usual and one of four background
>colours set by $D021 (the normal background colour) and $D022 to $D024.
>All four can be split every rasterline.
>
>Cameron:

In the C-64's normal text mode, all 8 bits of each byte in the text
display buffer is used for character definitions. This means a total
of 256 possible characters can be displayed. The background color for
all characters is the same (this color being defined by color register
$D021).

In the C-64's Extended Color Mode (ECM), 2 of every byte (in the text
display buffer) are used for changing the background color of the
character (these four colors being defined by what's been placed in
the color registers $D021-$D024). Since only 6 bits are left for
character definitions, then only 64 characters can be displayed
(without using Raster Line hocus pocus).

Is this correct?

1614. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <797nc9$5o1@journal.concentric.net>
Source record: 55096
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

aarona@/REMOVE/localnet.com (Aaron) writes:

>In the C-64's Extended Color Mode (ECM), 2 of every byte (in the text
>display buffer) are used for changing the background color of the
>character (these four colors being defined by what's been placed in
>the color registers $D021-$D024). Since only 6 bits are left for
>character definitions, then only 64 characters can be displayed
>(without using Raster Line hocus pocus).

Well, yes. I assume by "hocus pocus" you mean turning ECM on and off. There
are some VIC-II settings that don't work this way; bit 4 in $d011 comes to
mind.

Because of the 64-character restriction, ECM is rarely used. The only thing
I've seen it in is COMPUTE's old menu system, and now, Retrograde (since I
know what it is now).

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1615. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b71283.19337303@news.localnet.com>
Source record: 55097
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

>Since he's referring to those colour bars - it's extended background mode
>allright. What you basicly do is this:
>
>Invert your character set (the lower 64 characters are 'plain', you
>need the reversed set), and store the respective colour for each
>of the 4 bars to $d021 through $d021 (background #0 to #3). Use
>a black foreground colour, and you can have a textline with 4 different
>shades.

I assume you mean that the bits within the character definitions are reversed (ie. 1's become 0's and vise versa) so that the background color registers are now "tricked" into becoming forground color registers. Now the color nybbes (which control the forground color of each character on the screen) are "tricked" into controlling the background color of each character.

Now, through the use of color registers $D021-$D024, a maximum of 4 different character color sets can be manipulated via RASTER INTERRUPTS (for 4 different rainbow/shade effects per horizontal band of text).

Is this correct?.

>The only 'difficult' part is the timing - you'll have to update those
>4 registers every rasterline.
>
>Martijn (having written such a routine not too long ago)(and spending
>half an afternoon searching for a bug wich wasn't there - page borders
>suck)
>

Page boarders? As in 256 byte boundaries? ($100,$200,$300,etc?) What "bug" are you referring to?

1616. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: pino+comp_sys_cbm@dohd.cx
Message-ID: <slrn7beosi.1li.pino+comp_sys_cbm@mud.stack.nl>
Source record: 55098
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

It occurred to me that Aaron wrote in comp.sys.cbm:
>
> Page boarders? As in 256 byte boundaries? ($100,$200,$300,etc?) What
> "bug" are you referring to?
Indeed.

My carefully designed timing went beserk because LDA bla,x had to cross
a boundary. Needs an extra cycle.

--
Fight Spam! Join CAUCE! == http://www.cauce.org/
Martijn van Buul, martijnb@stack.nl, pino@dohd.cx, pienjo@c64.org
Pienjo on #c-64 and #dohd (when I'm in the mood)
Tijntje@OuterSpace - 131.155.141.166 3333

1617. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b71575.20091014@news.localnet.com>
Source record: 55099

On Mon, 01 Feb 1999 23:01:07 GMT, "Bowling" <mbowlin1@tampabay.rr.com>
wrote:

>How can I tell whether my Atari 800 contains the CTIA chip (as
>opposed to the later GTIA chip)?

The easiest way is to find a LucasFilm game (KORONIS RIFT, RESCUE ON
FRACTALUS, BENEATH JAGGI LINES, EIDOLON, & BALLBLAZER). All these
games contain an intro display saying "LUCASFILM GAMES." If this
screen is displayed with verying shades of gold, then you've got the
GTIA chip.

Sometimes, if the game is pirated, this initial display screen is
missing. If so, then try the next tip.

Another way (to check for a GTIA chip) is to find LucasFilm's KORONIS
RIFT game, which almost exlusively uses GTIA modes.

The display screen in Koronis Rift is split into two sections: upper
and lower. Check the lower section. It contains a holding area for
collected items. The background of this holding area should be shaded
with multiple gray levels. If it is, then the computer has the GTIA
chip.

If this doesn't help, then respond again and I'll come up with another
way to check for the GTIA chip.

1618. Re: Whistler´s Brothers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: Andreas.Mischka@t-online.de
Message-ID: <797o76ngi1@news00.btx.dtag.de>
Source record: 55100

> >iï¿½m looking for "Whistlerï¿½s Brotherï¿½s".
> I've just posted the ATR to alt.binaries.comp.atari8bit.
Thanks, but my provider doesnï¿½t transmit this Newsgroup. Is there another way
to get this game ?

Andy

--
Member of A.B.B.U.C.

1619. Re: Whistler´s Brothers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: Andreas.Mischka@t-online.de
Message-ID: <797o76ngh1@news00.btx.dtag.de>
Source record: 55101

> >iï¿½m looking for "Whistlerï¿½s Brotherï¿½s".
> I've just posted the ATR to alt.binaries.comp.atari8bit.
Thanks, but my provider doesnï¿½t transmit this Newsgroup. Is there another way
to get this game ?

Andy

--
Member of A.B.B.U.C.

1620. Re: Atari vs. Commodore (DOS Comparision)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: brix@plush.DELETETHIS.de
Message-ID: <MPG.112172872f960b53989875@news.uni-x.net>
Source record: 55102
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36B65C70.8AFEB455@cde.com>, terrell@cde.com says...

> CPM was written by Gary Kildall (not sure of the spelling) when he worked at
> intel, and was for the 8080 family of 8bit processors. He left Inte and started
> Digital rResearch to develop CPM into a widwly accepted OS. Then IBM wanted him to
> ignore his other contracts to port CPM to other manufactures machines to develop
> CPM16 for them. He sent them to Microsoft who had bought MSDOS for a programmer in
> the northwest US, but it had limited commands and didn't support hard drives

Not exactly true.
Kildall wasn't in his office as IBM-people showed up to license CP/M. His
mate refused to sign a "keep secret about everything said here"-Contract
that IBM required before discussing anything, as he thought he wasn't
authorized to do this. So the IBM Guys went off and the first company
they found that SAID they had an OS was Microsoft, who (for real) had no
OS at that time. Gates bought the QDOS (Quick and Dirty Operating System)
and relabeled it MS-DOS and sold it to IBM... the rest is history I have
to deal with at the moment ..grrr..

At least this is what the Book "inside Intel" says.
-Brix-

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

Personal HP: http://www.plush.de/brix

GO64!magazine
CSW-Verlag
Goethestr.22
71364 Winnenden
Deutschland
Tel:/Fax: +49(0)7195/61120
GO64!magazine: http://www.go64.c64.org

1621. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: brix@plush.DELETETHIS.de
Message-ID: <MPG.112170289bc2aecd989874@news.uni-x.net>
Source record: 55103
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <fB3IPjAtllt2Ew6k@cosine.demon.co.uk>, tmr@cosine.demon.co.uk
says...

> Cameron:
> > Extended colour? Is this like extended background mode or no?
>
> Well, that's the other name for it but I've always referred to it as
> extended colour mode 'cos the guy who showed me how it worked called it
> that. =-)

As far as I know Commodore calls it "Extended Background Color Mode (EBC
mode)".. so both of you are right.. but a bit lazy :)

-Brix-

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

Personal HP: http://www.plush.de/brix

GO64!magazine
CSW-Verlag
Goethestr.22
71364 Winnenden
Deutschland
Tel:/Fax: +49(0)7195/61120
GO64!magazine: http://www.go64.c64.org

1622. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <19990202162025.28491.00003350@ng09.aol.com>
Source record: 55104

There is a much easier way to find out if your machine contains the GTIA or CTIA chip. In BASIC, type the following:

POKE 623,64 (RETURN)

If the screen stays blue, you have the older CTIA chip. If the screen turns black, you have the GTIA chip. Simple, really.

-Scott Wozniak

aarona@/REMOVE/localnet.com wrote:
<<The easiest way is to find a LucasFilm game (KORONIS RIFT, RESCUE ON FRACTALUS, BENEATH JAGGI LINES, EIDOLON, & BALLBLAZER). All these games contain an intro display saying "LUCASFILM GAMES." If this screen is displayed with verying shades of gold, then you've got the GTIA chip.

Sometimes, if the game is pirated, this initial display screen is missing. If so, then try the next tip.

Another way (to check for a GTIA chip) is to find LucasFilm's KORONIS RIFT game, which almost exlusively uses GTIA modes.

The display screen in Koronis Rift is split into two sections: upper and lower. Check the lower section. It contains a holding area for collected items. The background of this holding area should be shaded with multiple gray levels. If it is, then the computer has the GTIA chip.

If this doesn't help, then respond again and I'll come up with another way to check for the GTIA chip. >>

1623. UK8 8-bit Convention 26th September 1999

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <917991950.27007.4.nnrp-03.9e98ea3a@news.demon.co.uk>
Source record: 55105
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.oric

More information, as promised last week:

Event: The 1999 UK 8-bit Convention UK8

Where: The Saddlers Club, Walsall, Nr Birmingham, England

Date: Sunday, September 26th 1999

Times: 9.30 - 5 (bar open from 12 - 3.30)

Cost: £2 per person admission (by ticket only).

Tables bookable (*probably* up to 40/50 available): £5 each. Priority will be given in the following order; (1) clubs and magazines (2) commercial suppliers/supporters (3) individuals.

Any profit left over at the end will be put back into another event next year. Nobody is getting a wage out of it!

Awards will be made to the best exhibitors in various categories on the day.

We expect it to be a sell-out, but send *no* money yet, bookings will open at the end of March (NB: this is *not* an April Fool!)

Food facilities available: various, including a McDonalds, are nearby. Or bring your own food. There will be a comfy sit-down and chat area.

For a further information as it becomes available e-mail uk8@spheroid.demon.co.uk or write, enclosing an A4 stamped addressed envelope, to Brian Watson, Harrowden, 39, High Street, Sutton, ELY, Cambs CB6 2RA, England.

It would be appreciated if this information could be passed to any user groups, fanzine editors or commercial supporters who might be interested in attending.

--
Brian

1624. Re: UK8 8-bit Convention 26th September 1999

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: nsss@thepentagon.com
Message-ID: <36b8c7f6.1651120@news.clara.net>
Source record: 55106
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.oric

On Tue, 2 Feb 1999 21:16:11 -0000, "Brian Watson"
<brian@spheroid.demon.co.uk> wrote:

>Event: The 1999 UK 8-bit Convention ?UK8?
>
>Where: The Saddlers Club, Walsall, Nr Birmingham, England
>
>Date: Sunday, September 26th 1999
>
>Times: 9.30 - 5 (bar open from 12 ? 3.30)
>
>Cost: ?2 per person admission (by ticket only).

The above show sounds like an excellent event, and we will certainly
be publicising it as an ideal show before our next show.

However, before that - it's the 6th NSSS - and for more details: see
the url in the .sig below - or email at the above.

Regards

M.E.A

For more information about the 6th Northern SAM
& Sinclair Show - see: www.thepentagon.com/nsss
27th Feb. 1999. Horwich RMI Club Horwich Bolton
Email: nsss@thepentagon.com for more details.

1625. Re: UK8 8-bit Convention 26th September 1999

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <917996875.833.0.nnrp-03.9e98ea3a@news.demon.co.uk>
Source record: 55107
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.oric

nsss@thepentagon.com wrote in message <36b8c7f6.1651120@news.clara.net>...
>On Tue, 2 Feb 1999 21:16:11 -0000, "Brian Watson"
><brian@spheroid.demon.co.uk> wrote:
>
>>Event: The 1999 UK 8-bit Convention UK8
>>
>>Where: The Saddlers Club, Walsall, Nr Birmingham, England
>>
>>Date: Sunday, September 26th 1999
>>
>>Times: 9.30 - 5 (bar open from 12 3.30)
>>
>>Cost: 2 per person admission (by ticket only).
>
>The above show sounds like an excellent event, and we will certainly
>be publicising it as an ideal show before our next show.

We hope it'll be a good "do", and the first in a series if it works.
Nobody's taking a cut of the takings above and beyond properly accounted
legitimate expenses, so there should be a surplus to carry forward into next
year.

If it does fall flat on its face, and that doesn't seem likely as I've
already got thirty people on the e-mailing list before news has got into any
of the printed or disk magazines, the IEBA and WACCI are co-underwriting it.

There's plenty of room for fanzines, clubs, and small publishers to take a
table and we hope the prices are sufficiently attractive to ensure an event
that makes a day out to it worthwhile.

Nearer the time, I'll open a "lifts wanted/offered" service for those who
want to use it.

--
Brian

1626. Re: Whistler&#65533;s Brothers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36bc8517.25802243@news.demon.co.uk>
Source record: 55108

The other Day Andreas.Mischka@t-online.de (Andreas T. Mischka) wrote:

>
>> >i?m looking for "Whistler?s Brother?s".
>> I've just posted the ATR to alt.binaries.comp.atari8bit.
> Thanks, but my provider doesn?t transmit this Newsgroup. Is there another way
>to get this game ?
>
>Andy
>
Posting it to you direct..
--
Paul..

Emulator megafan, Retro gamer and all round fountain of knowledge.

ICQ No: 105793

1627. Re: Atari vs. Commodore (DOS Comparision)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b746a4.32684529@news.localnet.com>
Source record: 55109
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

```
>More later, if anyone is interested
>
YES!! DEFINITELY!
```

1628. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b74bcd.34005302@news.localnet.com>
Source record: 55110
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 30 Jan 1999 19:27:34 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>In article <36b45810.128635541@news.pressenter.com>,
>Jon Melbo <jmelbo@pressenter.com> wrote:
>>On 30 Jan 1999 07:06:32 -0700, sjudd@kc.trail.com (Steve Judd) wrote:
>>
>>>>4-5% would be equivalent to "MILLIONS?"
>>>
>>>Well, what is 4-5% of 25 million?
>>
>>At 5% of 25 million (which is best case here for you) that would be
>>1,250,000 or one and a quarter million. In order to have plurality,
>>such as in the word MILLIONS, it requires TWO or MORE million to get
>>there. Still, that's a lot of folks (just aint millions).
>
>Well, first of all, "millions" is commonly used to denote "a lot",
>e.g. millions of cars on the road.
>
>However, plurality in general implies not "two or more", but "more
>than one". Thus 1.25 million surely qualifies as "more than one million".
>
>Bascially, if only you had color ram and some decent sprites, you'd
>understand this complex technical issue.
>
>-Steve

You're right. Being an Atarian I couldn't understand such technical
issues. After all, I'm only used to HUNDREDS of colors, DOZENS of
display modes, individual sprites consisting of HUNDREDS of lines of
data and a processor that runs at MILLIONS of clock cycles per second.
Oh, and unlike a C64 user,I don't have to type HUNDREDS of keystrokes
to run a damn program. =-)

1629. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b747d4.32987749@news.localnet.com>
Source record: 55111
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Mon, 01 Feb 1999 22:03:02 GMT, jmelbo@pressenter.com (Jon Melbo)
wrote:

>On Sun, 31 Jan 1999 16:13:40 -0500, Michael Terrell <terrell@cde.com>
>wrote:
>
>>> And remember, both Commodore and Atari DOS couldn't handle nested
>>> directories. Apple's newer DOS could (PRODOS). (NOTE: I'm assuming
>>> that the C64 and Atari DOS was later modified by third party
>>> manufacturers to accomplish this).
>>
>>The 1581 supports subdirectories, and has 808K storage on 2D/2S 3.5" disks
>
>The owners of Apple and Atari didn't need to buy new drives to get
>that capability, simply get a new DOS disk. That's what I keep trying
>to make some people understand about the flexability of a disk based
>DOS.

Yes, a disk based DOS is definitely flexible. But for 64K (and under)
computing, a ROM based solution, which leaves more RAM for apps, still
has major advantages. For example, the Apple's ProDOS operating system
was probably the most powerful DOS for an 8-bit computer.
Unfortunately, on a 64K system, ProDOS ties up almost half the memory.
(28K?)

1630. Re: Atari vs. Commodore (keyboards)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b74f6c.34932446@news.localnet.com>
Source record: 55112
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Mon, 01 Feb 1999 22:46:08 GMT, jmelbo@pressenter.com (Jon Melbo)
wrote:

>On Sun, 31 Jan 1999 16:02:40 -0500, Michael Terrell <terrell@cde.com>
>wrote:
>
>>By the way, a lot of people make fun of the Commodore drive, but several
>>of it's ideas gave it a fairly reliable capacity on a single side single
>>density drive 170K vs 70 K for other machins, plus their 5 bit GCR
>
>Actually Apple used the different sector size thing long before CBM
>did, if my info is correct.

I believe Apple's Mac was the first Apple computer with a disk format
containing varying sectors per track. The first Mac was produced in
1984. The Commodore 1540/1541 disk drive dates back to 1981.

1631. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b74ea3.34731594@news.localnet.com>
Source record: 55113
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Mon, 1 Feb 1999 23:30:44 +0100, brix@DELETETHIS.plush.de (Brix)
wrote:

>In article <78v3l8$6c7$1@kc.trail.com>, sjudd@kc.trail.com says...
>
>> Actually, in my experience, when it comes to mathematics, most programmers
>> are dumber than a bag of hammers.
>
>Gosh, you got me by the balls.. :)
>All my friends can't believe that I'm good at physics and computerstuff
>like programming in weird languages like "assembler" and a math-loser at
>the same time.
>
The Monroe Community College Computer Department consisted of alot of
Mathematics professors that were brain dead computer teachers =-(

1632. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b74ad4.33755860@news.localnet.com>
Source record: 55114
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

```
>> 4) A software based DOS is superior to a locked in ROM one, because it
>> is easier to upgrade or replace altogether with something totaly
>> different.
>
>Is it so hard to unplug and replace a ROM-chip that's in a socket?
>
>-Brix-

The problem is DE-FEET! =-)
```

1633. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b7535c.35939958@news.localnet.com>
Source record: 55115
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 2 Feb 1999 20:42:15 GMT, pino+comp_sys_cbm@dohd.cx (Martijn van
Buul) wrote:

>It occurred to me that Aaron wrote in comp.sys.cbm:
>>
>> Page boarders? As in 256 byte boundaries? ($100,$200,$300,etc?) What
>> "bug" are you referring to?
>Indeed.
>
>My carefully designed timing went beserk because LDA bla,x had to cross
>a boundary. Needs an extra cycle.

BERZERK? I assume crossing a page boundary caused an INTRUDER ALERT!!!
=-)

Why was such stringent timing necessary? Stuffing four color registers
with a new color every scanline shouldn't have caused that much of a
problem. Doesn't the C-64 video hardware give a program a way of
synchronising with the scanlines? The Atari 8-bits have a special
register (WSYNC) which freezes the 6502 until the current scanline is
finished. This allows for a clean color change to occur from one
scanline to another.

1634. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b75620.36648494@news.localnet.com>
Source record: 55116
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 2 Feb 1999 20:12:01 GMT, pino+comp_sys_cbm@dohd.cx (Martijn van
Buul) wrote:

>It occurred to me that Aaron wrote in comp.sys.cbm:
>> I believe Jason means the following: (Please note that the following
>> is bound to have some minor mistakes concerning the specifics of the
>> C-64 hardware. Therefore, I welcome any corrections.)
>>
><snip>
>> By selecting MULTICOLOR MODE, the C-64 video hardware can support a
>> way of being able to have three separate rainbow effects at the same
>> time. In this mode the resolution of the character cells is cut in
>> half (4x8 grid instead of an 8x8 grid). Now each double-width dot
>> within the character cell can be any one of 3 forground colors which
>> are controlled by three of the color registers between $D021-$2024. A
>> redefined character set (requiring 2K of RAM memory) can now be set up
>> to produce 3 sets of letters, each controlled by a separate color
>> register.
>Euhm... Not really.
>
>In addition to multicolour mode, the C64 also supports "extended
>character background mode", which only works in textmode. Basicly,
>the two uppermost bits of the respective byte in video memory describe
>which of the 4 possible backgrounds is selected. Ofcourse, this means
>that you're stuck with only 64 possible characters.
>
>These 4 backgroundcolours are stored in $D021-$D024.
>
>Now, if you reverse the font, the background peeps through. If you
>change those 4 colours every scanline (Not with a raster interrupt -
>timing the darn thing works better), you can change the colour of
>the characters every scanline. Note that you're actually changing
>the background colours, but since the font is reversed, you end up
>with a shaded character.
>
>Since you can select 4 different backgrounds for each character, you
>can have 4 different shades on one line.
>
>No need to lower the resolution.
>
>Tradeoff: Only 64 possible characters.
>
Yeah! I realized my mistake 10 minutes after sending my previous

message.

Did you know that such a thing (high res multiple color text on the same scanline) is possible with an Atari? The technique has some restrictions, though.

The Atari video hardware only supports 1 1/2 colors in high-res text (ie. the forground can be set to a different luminance of the background but both must have the same hue...as in light blue & dark blue or light red and dark red).

Player Missile graphics can be set to quadruple width so that each PM dot is as wide as a text character. Placing all 4 players (at 8 bits each) and 4 missiles (at 2 bits each) in sequence can produce full screen (40 column) coverage. The playfield/PM priorities can then be set so that the Players and Missiles "hide" behind the forground color of text. Now the text can be reversed, the background playfield color register set to zero (for black) and *VOILA*, the color of the individual text characters can contain either the color of the corresponding PM color register or (if the corresponding PM pixel is set to zero) the original background color.

Since each Player has a separate color register, each 8 character "zone" (or 10 if the missiles aren't combined to form a fifth player with its own color register) can contain a different "secondary" color. For more color variation, one can stack two players on top of each other. This later technique limits coverage to only half the screen (20 columns as opposed to 40) but allows for the introduction of 4 complete color variations within an 8 or 10 character zone. (the first color coming from the original background playfield color register, the second and third from the corresponding Player color register, and a mysterious fourth color produced by turning on both Player pixels on top of each other).

DISPLAY LIST INTERRUPTS combined with the WSYNC register can then be used to produce intra-character rainbow effects. Again, if PM graphics are stacked for more colors, the Atari method is more limited than the C-64 method in terms of coverage (half screen as opposed to full screen). However, the Atari's larger choice of colors available for RASTER manipulation (128 minus 16 vs. only 15) should offset the initial shortfall. Another Atari plus is that 128 characters are available (as opposed to the C-64's 64 character limitation).

Lots of variations of the above techniques can produce some interesting effects. The horizontal placement of Players and Missiles can be moved around via DISPLAY LIST INTERRUPTS in order to break the stationary 20 character limit, stacked Players and Missiles can be horizontally offset to produce multicolor effects within individual text characters, and, with exceedingly careful timing, Players can even be re-used within individual scanlines.

The above information is based on my own personal experimentation with an Atari.

1635. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <798c1p$di3@chronicle.concentric.net>
Source record: 55117
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

aarona@/REMOVE/localnet.com (Aaron) writes:

>Why was such stringent timing necessary? Stuffing four color registers
>with a new color every scanline shouldn't have caused that much of a
>problem. Doesn't the C-64 video hardware give a program a way of
>synchronising with the scanlines? The Atari 8-bits have a special
>register (WSYNC) which freezes the 6502 until the current scanline is
>finished. This allows for a clean color change to occur from one
>scanline to another.

You can trigger an interrupt on a specific scan line, but this isn't useful
where you have to trigger the IRQ scanline after scanline. Much more useful
to simply wait out (in Martijn's case) 63 cycles, and then you *know* you're
on the next scan line. For me, I would be waiting 65 on an NTSC unit.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1636. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b786cf.49113756@news.localnet.com>
Source record: 55118
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 02 Feb 1999 18:24:57 PST, Cameron Kaiser
<cdkaiser@delete.these.four.words.concentric.net> wrote:

>aarona@/REMOVE/localnet.com (Aaron) writes:
>
>>Why was such stringent timing necessary? Stuffing four color registers
>>with a new color every scanline shouldn't have caused that much of a
>>problem. Doesn't the C-64 video hardware give a program a way of
>>synchronising with the scanlines? The Atari 8-bits have a special
>>register (WSYNC) which freezes the 6502 until the current scanline is
>>finished. This allows for a clean color change to occur from one
>>scanline to another.
>
>You can trigger an interrupt on a specific scan line, but this isn't useful
>where you have to trigger the IRQ scanline after scanline. Much more useful
>to simply wait out (in Martijn's case) 63 cycles, and then you *know* you're
>on the next scan line. For me, I would be waiting 65 on an NTSC unit.
>
I understand the C-64's additional overhead (in relation to the Atari)
in producing a RASTER INTERRUPT on every line. But blind scanline
timing seems to be a bit too primitive (and inaccurate). If the C-64
doesn't have a hardware method comperable to the Atari's WSYNC then
perhaps a C-64 program could simulate it by constantly reading the
raster register for the raster line change and then immediately update
the color registers. Unfortunately, setting up this testing loop may
consume too many clock cycles to be of importance. =-(

1637. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b78a6c.50038370@news.localnet.com>
Source record: 55119
Body handling: HTML body converted to readable text

On Tue, 02 Feb 1999 23:09:44 -0500, Doug Gaede
wrote:

>
>
>I would just try to change your computer's graphics mode to one not supported
>by the older chip. No utility required. Check your BASIC manual
>or Mapping the Atari to find out what you need to poke or enter in BASIC.
>It has been a long while for me, so I can't tell you off-hand.
>

You'd have to be careful with this method because earlier versions of
BASIC (or was it the OS?) do not contain support for drawing in the
GTIA modes. Also, since the Atari 800 required a separate BASIC
cartridge, you're not guaranteed it will be included.

1638. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: brix@plush.DELETETHIS.de
Message-ID: <MPG.112056a01726b95198986b@news.uni-x.net>
Source record: 55222
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <36b5bf0e.21653907@news.localnet.com>,
aarona@/REMOVE/localnet.com says...

> >That's fifteen colours. You do mean thirteen colours and three grey shades,
> >don't you?
>
> Actually, the C-64 supports 12 colors, 2 gray shades, white, and black
> (believe it or not, most computers support the last two =-))

0 black
1 white
2 red
3 cyan
4 purple
5 green
6 blue
7 yellow
8 brown
9 orange
a light red
b dark grey
c medium grey
d light green
e light blue
f light grey

That's 5 grey shades (including white and black) and 11 colors.

-Brix-

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

Personal HP: http://www.plush.de/brix

GO64!magazine
CSW-Verlag
Goethestr.22
71364 Winnenden
Deutschland
Tel:/Fax: +49(0)7195/61120
GO64!magazine: http://www.go64.c64.org

1639. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <fB3IPjAtllt2Ew6k@cosine.demon.co.uk>
Source record: 55223
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Jason =-)
> For an improved effect, the C64 can quite happily do different sets of
> colours per character line simply by going into extended colour mode
> and splitting $D021 to $D024...

Aaron:
> I assume $D021-$D024 are the playfield color registers? (I'm currently
> unable to locate my MAPPING THE C-64 book.)

No, they're the standard and extended background colours. In ECM each
char can have one of sixteen colours as usual and one of four background
colours set by $D021 (the normal background colour) and $D022 to $D024.
All four can be split every rasterline.

Cameron:
> Extended colour? Is this like extended background mode or no?

Well, that's the other name for it but I've always referred to it as
extended colour mode 'cos the guy who showed me how it worked called it
that. =-)

> And what do you mean by "splitting $d021 to $d024"?

Same as the Compute program you mentioned, set a colour, wait for the
next line and set another. Just do all four registers.

Check the titles page of Retrograde by Apex (the highscore table) for an
example.
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

1640. Zeppelin, "800" Game wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <1Aut2.5091$md2.29945@newse2.tampabay.rr.com>
Source record: 55224

Anybody got this game for Atari 800 (hopefully with docs)...please e-mail me at mbowlin1@tampabay.rr.com , with an asking price...

1641. Re: Atari "Fastloader" (?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36B6870B.2743BCBE@worldnet.att.net>
Source record: 55225

Hi Larry,

Actually Steve Tucker has the APE Warp+ OS rom chips which replace
the XL/XE rom chips and increase the Atari transfer speed on US doubler
and other enhanced Atari disk drives, I'm told the speeds can reach
38,400 but your better off checking with Steve at the Atari Peripheral
Emulator (APE) website, I dont have the link available, but do a search
for Steve Tucker and APE and Atari. I'm sure the link will be found
easily.

Curt

LWhite6497 wrote:

> In the "Atari vs. C64" thread, several
> mentions have been made of C64
> fastloaders for the 1541-type drives
> that load at up to 40X (fastest I've
> seen mentioned). So far, no one
> has responded to my request for
> more info about one of these. The
> request is genuine - I also have a 64 and
> always like to learn about new things
> for it, also.
> Two points about this:
> 1. The fastest "speed-up" that I
> know of for the 64 claims no more than
> 15X, and this uses more than one
> line in the serial cable to transmit data.
> The Atari has more lines in the SIO
> cable than the 64 cable, so even if it took
> a little additional hardware, it seems
> like the same approach could work for
> the A8, but AFAIK no one has done it. (?)
>
> 2. The 40X certainly could still be true,
> but my guess is that the 40X comes about
> this way. Copy protection busters abound(ed)
> for the 64, and some were combined with
> fastloader routines, so if an original game
> on a stock 64/1541 took 120 seconds to load,
> and the fast loading version (minus the
> copy protection) took 6 seconds, then
> you have a 20X fastloader, but much of the
> speed increase is from the copy protection

> removal. When A8 folks think about drive
> speed-ups, I don't think that most of us
> consider it it in this way. It's either 19.2
> or (apx) 55 Kbs (or 84 Kbs on some
> PAL systems), which probably means that
> some 3rd party drives are clocked faster
> e.g. 2 MHz instead of 1 MHz. BTW,
> I can't tell much if any difference
> in drive speed (loading, saving, copying)
> between a (Warp) A8 and a 64@15X.
> Larry

1642. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36B68820.78AAC728@worldnet.att.net>
Source record: 55226

Thats a debate in itself, if you want a great keyboard, the you want a 1200XL, if its memory and then its the 130XE (very mushy keyboard though), if its classic look with expansion slots then its the original Atari 800, if you want a cartridge slot on top with the ability to use interfaces for SCSI and other drives, then you might want to consider the 800XL. Its a tough choice, they are all great machines, its a matter of taste and preference. If your not too familiar with the various models, then stop by the Atari Historical Society website and go to Atari Personal Computers and Atari 8-Bit computers and have a look and the various models designed and sold over the years as well as many that were never released.

www.atari-history.com

Curt

MatchALot wrote:

> What's the best Atari 8-bit computer?

1643. Atari 8 and 16 bit Software F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: vangelisv@aol.com
Message-ID: <19990202003427.01217.00002742@ng-ft1.aol.com>
Source record: 55227

I am the last of the Atari Software Vendors ,that still exists so, please take a look at my web site you might find something interesting.

Just paste this address to your web browser like Explorer or Netscape

http://members.aol.com/VangelisV/Evangelos

If you have problems accessing this site then please let me know and I will make every effort to E-mail you the lists.

thanks
Angelo
Evangelos Atariwares
Elizabeth NJ

1644. Re: Atari vs. Commodore (DOS Comparision)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: John/Lori <henk@spamsuxdoitnow.com>
Message-ID: <36B6A4C2.1C99@spamsuxdoitnow.com>
Source record: 55228
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> Then IBM wanted him to
> ignore his other contracts to port CPM to other manufactures machines to develop
> CPM16 for them. He sent them to Microsoft who had bought MSDOS for a programmer in
> the northwest US, but it had limited commands and didn't support hard drives

Microsoft said 'we don't do OS's' and sent IBM to Digital Research but
Gary Kildal was busy that day, the Digital Research company officers
(Dorothy
Kildal) wouldn't sign IBM's non disclosure agreement which said 'give us
all
your secrets, trust us' so IBM went away. In order to keep the deal
from
going down the gurgler, Microsoft bought Q-DOS, a CPM rip-off, and
turned it
into PCDOS 1.0

1645. Re: Cartridge Pinout question

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36B6B2DE.6ED8@netmagic.net>
Source record: 55229

Patrick Robbins wrote:
>
> This looks like the appropriate thread so I'll throw in my question. I
> would like to replace a rom in a socketed cartridge with a dram. What kind
> of dram will work best with the fewest modifications except for the
> read/write line, etc? I'm going to cut the ram package down the side to
> expose the chip, which will allow me to use it as a crude digital camera.
> That's why I need to use a dram but I won't need to refresh it when I'm done
> getting the image.
>
> Thanks,
>
> Patrick Robbins
6264 would be real close to a 2764 as far as pin out goes. But it may be
a little tougher then you think. Atari wanted to make sure no one
unplugged a cart, so there are checks in there that may crash whatever
you try & do.

1646. Re: Atari "Fastloader" (?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990202060828.17841.00003417@ng34.aol.com>
Source record: 55230

>OS rom chips which replace
>the XL/XE rom chips and increase the Atari transfer speed on US doubler
>and other enhanced Atari disk drives

Hi Curt-
Yes, but this thread is about going beyond
what a 1 MHz drive processor can do using
1 serial line only for transfer. I've actually
always wondered about the figures quoted.
No quest ion that Ape Warp is much faster
than Happy Warp or US, but I've seen quite
a few articles/docs that indicate the SIO speed
of Happy/US is already 55K. Perhaps the
difference lies in that Steve is using more
conservative throughput numbers. (?) The
was an article by Tom Harker some years ago
that went into the stated vs. actual drive
speeds. Back to original idea - some C64
fast loaders use more than one serial line.
There are lines in the SIO cable that look
like they could be used with a little added
hardware (and Rom code change). Also,
as a different approach, I wonder if anyone
has looked at bumping up the drive processor
speed to something faster than 1 MHz. Then
the limiting factor would be 1.79. (and the
attainable speed should be at least 50%
faster.)
Larry

1647. Re: Atari vs. Commodore (keyboards)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: pino+comp_sys_cbm@dohd.cx
Message-ID: <slrn7bdnqf.gsq.pino+comp_sys_cbm@mud.stack.nl>
Source record: 55231
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

It occurred to me that Cameron Kaiser wrote in comp.sys.cbm:
> Darren Spiteri <Spit@spam-free.UUCP> writes:
>
> >VIkeys are the only way to go. I use VIkeys for command line editing in bash,
> >great if you know VI, bad if you don't. :)
>
> bash, ick! tcsh rules. :-)
Sod off ;)

PinoSH! beats everything -- if only I could put myself to finishing it.

(It even beats /bin/sh! It's even less comfortable! Who nees vi-keys..
^H should be enough for everyone!)

--
Fight Spam! Join CAUCE! == http://www.cauce.org/
Martijn van Buul, martijnb@stack.nl, pino@dohd.cx, pienjo@c64.org
Pienjo on #c-64 and #dohd (when I'm in the mood)
Tijntje@OuterSpace - 131.155.141.166 3333

1648. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: spectral@hangar18.campus.luth.se
Message-ID: <Pine.LNX.3.96.990202133909.10554A-100000@hangar18.campus.luth.se>
Source record: 55232
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> Smart users always lable their disks, and almost every commercial Commodor
> program I have has the load instructions printed on the label. I have only a
> couple "work" disks without labels, but I try to keep EVERY disk labeled (I
> just bout another 2000 blanks) because I can't think, "It was a red disk", and
> find it that way. Also. kids usually are more willing to read the manuals
> than adults.
>
True, I always lable my disks carefully. Or rather I use a system with
numbers and characters. like g010 (games disk #10), d010(demos disk #10),
and so on. And I keep a database in a standard ascii-file, and then it's
easy to find what I'm looking for by just searching that textfile.

/Jonas

1649. Re: Atari vs. Commodore (keyboards)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: pino+comp_sys_cbm@dohd.cx
Message-ID: <slrn7bdqqq.hau.pino+comp_sys_cbm@mud.stack.nl>
Source record: 55233
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

It occurred to me that Cameron Kaiser wrote in comp.sys.cbm:

> >Actually Apple used the different sector size thing long before CBM
> >did, if my info is correct.
>
> "Different sector size" thing? If you mean differing speeds at different
> tracks/distance from the drive head, that was a Commodore invention, and they
> guarded that patent jealously.

Mac drives use a similiar technique, with only one difference: Instead
of changing the bitrate, they change the speed of the drive motor.

Very yucky, indeed.

--
Fight Spam! Join CAUCE! == http://www.cauce.org/
Martijn van Buul, martijnb@stack.nl, pino@dohd.cx, pienjo@c64.org
Pienjo on #c-64 and #dohd (when I'm in the mood)
Tijntje@OuterSpace - 131.155.141.166 3333

1650. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: pino+comp_sys_cbm@dohd.cx
Message-ID: <slrn7bdqlm.hau.pino+comp_sys_cbm@mud.stack.nl>
Source record: 55234
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

It occurred to me that Cameron Kaiser wrote in comp.sys.cbm:
> Jason <tmr@cosine.demon.co.uk> writes:
>
> >For an improved effect, the C64 can quite happily do different sets of
> >colours per character line simply by going into extended colour mode and
> >splitting $D021 to $D024. This means that it's possible to have a text
> >line with a blue fade, brown fade and rolling rainbow colours with each
> >character using any of the effects.
>
> Extended colour? Is this like extended background mode or no? And what do
> you mean by "splitting $d021 to $d024"?

Since he's referring to those colour bars - it's extended background mode
allright. What you basicly do is this:

Invert your character set (the lower 64 characters are 'plain', you
need the reversed set), and store the respective colour for each
of the 4 bars to $d021 through $d021 (background #0 to #3). Use
a black foreground colour, and you can have a textline with 4 different
shades.

The only 'difficult' part is the timing - you'll have to update those
4 registers every rasterline.

Martijn (having written such a routine not too long ago)(and spending
half an afternoon searching for a bug wich wasn't there - page borders
suck)

--
Fight Spam! Join CAUCE! == http://www.cauce.org/
Martijn van Buul, martijnb@stack.nl, pino@dohd.cx, pienjo@c64.org
Pienjo on #c-64 and #dohd (when I'm in the mood)
Tijntje@OuterSpace - 131.155.141.166 3333

1651. Re: I have MULE for SALE!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990202075423.21300.00001552@ng98.aol.com>
Source record: 55235

Ok.....
B'rgds,
Vinnie

"Can't means don't want to!"

1652. Re: Whistler&#65533;s Brothers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: Fitzhugh <kfitzhugh@nospam_ea.com>
Message-ID: <36b706f5.0@159.153.58.247>
Source record: 55236

Andreas T. Mischka wrote in message <79593q$2cs$1@news08.btx.dtag.de>...
>Hi,
>
>i&#65533;m looking for "Whistler&#65533;s Brother&#65533;s". Could anyone tell me where i can
find
>this great game as a ATR ?
>
>Andy

I've just posted the ATR to alt.binaries.comp.atari8bit.

Enjoy!

Karl

1653. Re: Atari 520STF ROMS

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-02 00:00:00 UTC
From: Marcus Caesar <julemc@zedat.fu-berlin.de>
Message-ID: <7973kqqsb1@fu-berlin.de>
Source record: 55237
Cross-posted to: comp.emulators.misc,comp.os.msdos.misc,comp.sys.atari.8bit,fr.comp.sys.atari

"Knowles" <tim.knowles@wanadoo.fr> writes:

>Where could I find any ?
>I am actually looking for 1st word + that I used to have on my old STF
>before the floppy got damaged
>Please couls someone send it to me
>Please answer be EMAIL
>
just go to www.emulation.net and follow the atari.st-related links.

or check fatal-design.com/desktop/

they got french roms too :-)

julemc

1654. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36b79570.60501037@news.pressenter.com>
Source record: 55120

On Tue, 02 Feb 1999 15:21:52 GMT, aarona@/REMOVE/localnet.com (Aaron)
wrote:

>On Mon, 01 Feb 1999 23:01:07 GMT, "Bowling" <mbowlin1@tampabay.rr.com>
>wrote:
>
>>How can I tell whether my Atari 800 contains the CTIA chip (as
>>opposed to the later GTIA chip)?
>
>The easiest way is to find a LucasFilm game (KORONIS RIFT, RESCUE ON
>FRACTALUS, BENEATH JAGGI LINES, EIDOLON, & BALLBLAZER). All these
>games contain an intro display saying "LUCASFILM GAMES." If this
>screen is displayed with verying shades of gold, then you've got the
>GTIA chip.

That is a way. Jaggi lines though did not have that Lucas intro.
Another way would be a system check type utility. I have a few of
such somewhere.

1655. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <Ld6NYoAZz5t2Ew54@cosine.demon.co.uk>
Source record: 55121
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Aaron:
> In the C-64's Extended Color Mode (ECM), 2 of every byte (in the text
> display buffer) are used for changing the background color of the
> character (these four colors being defined by what's been placed in
> the color registers $D021-$D024). Since only 6 bits are left for
> character definitions, then only 64 characters can be displayed
> (without using Raster Line hocus pocus).

Cameron:
> Well, yes. I assume by "hocus pocus" you mean turning ECM on and off.

In theory you could split $D018 once every character line to get more
characters but in practise, trying to split $D021-$D024 *and* $D018...
=-)

> There are some VIC-II settings that don't work this way; bit 4 in
> $d011 comes to mind.

That has a few uses though...

> Because of the 64-character restriction, ECM is rarely used. The only
> thing I've seen it in is COMPUTE's old menu system, and now,
> Retrograde (since I know what it is now).

Demos use it a lot and there are other games (check the status line on
It's Magic). And the old Strike Force writer used to pulse the colours
rather than split them.
--
Jason =-)

____
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
____\/

1656. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <798cdupah1@remarQ.com>
Source record: 55122
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

John/Lori (henk@spamsuxdoitnow.com) wrote:
: > No computer invented by man has ever done true 3D.

The world _is_ 3D because objects within our field of awareness are both near and far. Our perception of how near or far an object is from us is judged by its height, width, and depth. What makes such a determination possible is having two eyes. The space between our eyes causes each eye to see the same image but displaced. Ever look through a kid's ViewMaster? Like stereophonic sound (sound for two ears), stereoscopic vision is sight through two eyes - 3D graphics. The ViewMaster shows each eye an image slightly displaced from the other and the pictures are very realistic. Virtual reality images generated by a computer display through a viewer with a tiny monitor screen for each eye. Three dimensional perception, if not tangible, is the result. Or so I've read.

Steve

1657. I need help running emulators

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: mrkenn25@aol.com
Message-ID: <19990202214052.01216.00003192@ng-ft1.aol.com>
Source record: 55123

Hello,

I have always enjoyed Atari's and I used them devotly until 1993. I just recently found my old atari 8 bit, but I lost most of my games. I just found out about emulators, but I have had no luck in getting them to work. I have downloaded xlit20 and all the roms, and still no luck.

I am trying to get AR the dungeon and Return of Hercules to run on my PC. I would be greatful for any and all information.

Is Return of Hercules the multiplayer game where you had to complete the 12 labours of Hercules, and you could use a lot of the greek heros?

Thanks a lot in advance,

Kenn

mrkenn25@aol.com
www.angelfire.com/oh/mrkenn

1658. Re: Atari 8 and 16 bit Software F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: mrkenn25@aol.com
Message-ID: <19990202214422.01216.00003197@ng-ft1.aol.com>
Source record: 55124

I am also having trouble accessing your website.

My email is

mrkenn25@yahoo.com
mrkenn25@aol.com

Thank you

Kenn (wow would you have ever guessed)

1659. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <14Pt2.5236$YP1.7695869@newse3.tampabay.rr.com>
Source record: 55125

SOLVED! THANKS!

I tried both the "Rescue on Fractalus" method, as well as the POKE 623,64 [RETURN] method......(drum roll, please....).....and.....it's.....the GTIA chip!!
Thanks for the help, y'all (I'm happy I got the better chip...I'm such a nut, I'd have had to trade to an 800 with the GTIA chip if I didn't already have it!)
--Mark

1660. Re: Games Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <dbPt2.5230$md2.33024@newse2.tampabay.rr.com>
Source record: 55126

Was the Hercules game maybe called "Ulysses and the Golden Fleece"?

1661. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: pg@sff.net
Message-ID: <36b7a0d8.3854253@news.newsguy.com>
Source record: 55127
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

aarona@/REMOVE/localnet.com (Aaron) wrote:

> For example, the Apple's ProDOS operating system
> was probably the most powerful DOS for an 8-bit computer.

Do you know about Microware's OS-9 for the 6809-based Radio Shack Color Computer? *Much* more powerful than ProDOS. Preemptive, multitasking, and modular. See http://www2.southwind.net/~ewy/Microlith/whatsos9.html for more information.

> Unfortunately, on a 64K system, ProDOS ties up almost half the memory.
> (28K?)

Something like that. I never used ProDOS much, because my Apple II was floppy-based. ProDOS was overkill for such a system.

Paul Guertin
pg@sff.net

1662. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36b8d915.77821360@news.pressenter.com>
Source record: 55128
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Tue, 02 Feb 1999 18:59:40 GMT, aarona@/REMOVE/localnet.com (Aaron)
wrote:

>>> 4) A software based DOS is superior to a locked in ROM one, because it
>>> is easier to upgrade or replace altogether with something totaly
>>> different.
>>
>>Is it so hard to unplug and replace a ROM-chip that's in a socket?
>>
>>-Brix-
>
>The problem is DE-FEET! =-)

No. God you people _STILL_ don't get it. Sure it may be easy enough
to replace a ROM chip _if_ it is socketed and you are the kind of user
who doesn't mind opening up the cases of things (often voiding a
warranty). But some people might want to use an update to a DOS but
not wait until their warranty runs out so they can open their case.
And then there are a lot of people out there who dislike opening up
computer equipment and replacing chips no matter what. Then BESIDES
ALL THAT, where does one get the "ROM" to plug in? The ROM tree in
the back yard? With a modem, you can literally get a new software
based DOS in no time flat with very little hassle, effort or cost.
Plus, software based DOSes are more likely to be updated more
frequently due to the ease of distribution, and along with that there
are more likely to be more of them to choose from available.

It is you who have been defeated. If you can't see it then there's no
help for you. I really don't care about this whole vs. thing, I just
care about the truth. I have readily admitted things about the C64
that I find to be superior to the Atari. Booting capability and
software based DOS & OS capability are definitely a plus for the Atari
over the C64. You live up to the fears of those who think this thread
will turn into a religious thing like the old days by refusing to
acknowledge the obvious.

Yeah, 16 color text is better. Yeah, sprites are better than PMG.
No, ROM based DOS ain't as good as software based DOS. Get over it.

1663. Project: PHOENIX notes

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <CdRt2.641$Si.12113@newsfeed.slurp.net>
Source record: 55129
Body handling: HTML body converted to readable text

Project: PHOENIX

Development by: Timothy B. Kline

Logical development: S.T.I.P. (ST.andard I.nterface P.rotocol) modules

Product Design: Cartidge (256K ROM/128K RAM/dual chipset) (estimation)

Programming Language: 6502 Assembly

Supports: TCP, PPP, HTML (text-based)

Machine Requirements: Atari 800/XL/XE, modem

Optional Components: Disk Drive(floppy/hard),printer,mouse/joystick

Introduction: This is a very generalized overlay of the PHOENIX project that I am presenting to the Atari public from the outset to get feedback. This is also a rough draft of the project and will likely become more refined as PHOENIX is developed. Feedback and questions are welcome, as I am new at some of this and will likely have many mistakes, including in my logic. Let PHOENIX be an Atari Users PUBLIC-INPUT project since you are the ones that will be using it.

Modules:

Modules marked with (*) are required to remain in MAIN memory and cannot be banked!

Modules marked with (+) are cleared from memory after they operate.

1. TCPIP*

A. Provides the tcp/ip stack for user.

2. DIALUP (+)

A. Handles connecting to ISP for user, including login procedures. Used only to connect to ISP. All other matters are handled by TCPIP module.

B. Memory freed up by KERNEL after successful connection. Reconnection requires that module be reloaded to run.

3. KERNEL*

A. Browser kernel (OS).

B. Handles com port activity, calls appropriate modules for action after INIT.

C. Maintains HTML buffer for HTML-IN modules.

D. Frees up memory used by INIT module, DIALUP (after connection returns "success"), DISPSETUP.

E. Monitors user's inputs via joystick/keyboard/mouse.

4. HMTL-IN

1.. HTML interpreter (similar to BASIC interpreter which dismisses w/error any HTML code not supported (HTML 3 so far?)
B. Read in HTML from kernel HTML buffer

C. Convert to PHOENIX' display S.T.I.P. format

D. Send converted code to HTML-OUT S.T.I.P. module for displaying

5. HTML-OUT

A. Receive converted code from HTML-IN module

B. Display page, setup any pop-up boxes containing links on page

1) Determines if display is hi or lo res and formats accordingly

6. DISPSET (+)

A. Initializes custom display according to user's selection (hi/lo res)

7. INIT (+)

A. Runs setup routines, reads in from disk any user preferences/settings

B. Sets variables, checks machine's capabilities (RAM, XL/XE?, etc.)

C. Initializes KERNEL and passes control to KERNEL

8. BUFFER*

A. Stores HTML code for processing

9. POPUP

1.. Provides a pop-up menuing system for user to access certain features such
as page links of a web page.

B. Provides a simple help system to user as an "online" guide.

2.. Provides a means to input manually a URL address, in conjunction with the input box of the web browser.
3.. Provides user with a list of available "favorites" from disk file and ability to select one.
10. HTMLED

A. A simple text-based HTML editor for editing HTML files

Notes:

1. S.T.I.P.

1.. S.T.I.P. is designed for modular use to allow for maximum expandability of PHOENIX and to allow for optimal trapping of errors.
2.. Each module interfaces with the KERNEL by using the KERNEL's unique program STACK. The KERNEL module simply initializes appropriate modules. Each module MUST PERFORM A SINGLE FUNCTION, and may access the following permanent modules: STACK, BUFFER, TCPIP.
1.. C. Additional modules can be interfaced into PHOENIX simply by injecting itself into the STACK's command table or by the designer providing a new COMMAND module for PHOENIX which includes his/her module's call-command.
This gives PHOENIX unlimited potential for all its users and a standardized means of expandability. Modules can be set up to run from any available disk drive (floppy, hard, or RAM).

2. BUFFER

1.. Simply put, this is where all html that is received from the web goes. Now, because there is only so much memory available on the Atari 8bit, this is done in the following fashion:
1) html code is received

2) after each "complete" html segment, it is buffered and HTMLIN module is summoned by KERNEL, which processes the code and passes the processed code onto HTMLOUT for display.

example: KERNEL receives an html segment from web page and buffers it thus:

Received:

text

KERNEL's action:

Upon receiving the closure html code "", KERNEL considers this a complete instruction and sends it on to HTMLIN for processing. If there had been no "" signifying closure, KERNEL would have come to another html code and dismissed the beginning "" command altogether.

Fortunately, most html editors on the market will check for errors in html code, so this is unlikely to happen.

This is similar to how BASIC interprets your typing in a command (such as SETCOLOR) and then reacts. Simple, right? Thus the COMMAND module's importance comes to light. Want a new feature? Add a command to the COMMAND table and KERNEL will call it up when it's needed. HTML definitions are located in the COMMAND module in such a way as to cause HTMLIN to react in an Atari-friendly fashion, and HTMLOUT, too.

Now you may ask, what about web pages that contain straight text, such as a textfile, or text that may be found without html tags? Does that, then, just become ignored? No. The KERNEL is designed to recognize that sometimes this is the case and will respond thus:

If information continues to be received from a website, but without any html tags, then it is fed into BUFFER until it becomes full, and then HTMLIN is flagged to dispose of the BUFFER, treating it as raw text, and it will certainly display it as raw text, too! The BUFFER is then cleared and ready to go again. This process continues until an html tag is found or until the web page finishes loading. Again, though, most people will add a tag to their html, so this will work in an html setting. In the case of a raw textfile, the end will be reached and that is, as they say, that. Flagging HTMLIN to act on the buffer as raw text is the ultimate failsafe that you won't miss any information of a web page that is text-based. However, there is no java support, midi support, etc. in PHOENIX unless someone figures out how to write the S.T.I.P. module for it. Sorry!

3) process returns to step 1.

3. STACK

1.. This is a unique system that will provide a means to access various features of PHOENIX.
2.. It provides numerous factors such as FLAGS, online condition (connected/offline), and more.
C. It is designed thus:

1) STATUS TABLE:

STATUS1 [64] [32] [16] [08] [04] [02] [01]

F E D C B A

A- CONNECT ONLINE=255 OFFLINE=0

B- DISPLAY HIGH=255 LOW=0

C- MACHINE XE=255 XL=0

D- CART YES=255 NO=0

E- MODIFIED YES=255 NO=0

F- PATCHING YES=255 NO=0

RAM [64] [32] [16] [08] [04] [02] [01]

1024 512 320 256 128 64

BANK [64] [32] [16] [08] [04] [02] [01]

7 6 5 4 3 2 1

[Bank 0 = 0, Bank 8=255]

STATUS2 [64] [32] [16] [08] [04] [02] [01]

G F E D C B A

A- BUFFER FULL=255 EMPTY=0

B- CONVERT HTMLIN=255 HTMLOUT=0

C- BUFCOMMAND TAG=255 RAW=0

2) COMMAND STACK:

CMDSTACK1 [64] [32] [16] [08] [04] [02] [01]

CMDSTACK2 [64] [32] [16] [08] [04] [02] [01]

4. COMMAND

1.. This works in conjunction with the KERNEL module in that it will verify that what is in the BUFFER is html code. It examines the buffer's start for an html tag, compares it against its command table and if it doesn't find a match, sets the COMMAND flag to RAW and returns control to KERNEL.
If it matches the html tag with a command, it sends it to HTMLIN for processing, along with setting the CMDSTACK byte to its necessary flags for HTMLIN.

2.. Can be modified by enduser or developer to incorporate additional support, such as music support, or to add additional modules such as ftp/email. Table for COMMAND is loaded during INIT from either the cartridge or a diskfile. If PHOENIX is the cartridge version, the user must have set the flag in his SETTINGS panel to have PHOENIX recognize that the COMMAND table needs to be patched with add-on commands. The appropriate format for patching is as follows (text-only!):
Format for a new COMMAND to be added into table:

128,command-name,command-module-name,0,255

The "128" tells INIT that this is an incoming COMMAND patch.

The "0" designates the end of the patch.

The "255" signifies end of patching sequence, EOF. If there are more COMMANDS to be patched, then there would be another "128," after the "0," until done, and then the "255."

3.. There is no check to assure that the original COMMANDS are not overwritten! However, the flag for MODIFIED is set to high when the COMMAND table is patched, so if PHOENIX starts behaving erratically, check the MODIFIED bit to see if the COMMAND table was modified. If it was, and you want to determine if the patch is at fault, simply set the flag in your SETUP to disallow patching of the COMMAND table and restart PHOENIX.
If the problem stops, then you've discovered the culprit!

4.. Again, this is a wonderful provision of expandability provided to the enduser. By adding a command for KERNEL to access, you can add power to your web browser! Your add-in patch can direct HTMLIN to act in certain ways in response to the code it may have otherwise discarded or shown as raw text, as an example. You could re-direct it to a file on your floppy drive (if you have enough room!) or to a hard disk, even. The possibilities are there, if you have the imagination and motivation to do it. I've made the S.T.I.P. simple enough that you should have little trouble customizing your own copy of PHOENIX or making your add-in patches available on the internet for

others to use. The only draw back is that you must use 6502 ML to write the module. If you don't know ML, there may still be a pseudo-compiler available at one of the Atari archives that takes BASIC and converts it into ML (I used to use one from Analog Magazine years ago!) if you want to write it in BASIC instead.

Again, this is nothing more than my initial notes. Some things will change as the design becomes more firm.

Essentially, PHOENIX will serve as a means for the Atari 8bit user to connect to the WWW, using what I am calling a "in progress" interpreter. Simply put: it will act like BASIC's intepreter does, only you aren't typing in the html it is acting upon (like someone typing in the BASIC program for you).

The S.T.I.P. concept should allow for a centralized KERNEL and companion modules and yet allow for either customization or additional components. The trick will be how to add in new commands in a cartridge setting.

Having established REGISTERS for PHOENIX and aspiring programmers should ease things, too, since various values and settings will be accessible via a table of bytes (with flagged bits as the means of discernment, rather than wasting entire bytes for a particular value).

Conserving memory is vital in the Atari. PHOENIX is being built specifically to utilize not only VBLANK processing, but memory bank switching, too! Add to that that my current scenario is to have the browser burned into a 256K rom cartridge (banked memory), and looking into how 128K of RAM can accompany that for high-speed writes for caching. and this should be a decent little web browser for the Atari 8bit!

The credit list will be intact as well, for all those who have been such a tremendous help with this thus far!

1664. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <798q08mst1@nnrp1.dejanews.com>
Source record: 55130

In article <36b79570.60501037@news.pressenter.com>,
jmelbo@pressenter.com (Jon Melbo) wrote:
> On Tue, 02 Feb 1999 15:21:52 GMT, aarona@/REMOVE/localnet.com (Aaron)
> wrote:
>
> >On Mon, 01 Feb 1999 23:01:07 GMT, "Bowling" <mbowlin1@tampabay.rr.com>
> >wrote:
> >
> >>How can I tell whether my Atari 800 contains the CTIA chip (as
> >>opposed to the later GTIA chip)?
> >
> >The easiest way is to find a LucasFilm game (KORONIS RIFT, RESCUE ON
> >FRACTALUS, BENEATH JAGGI LINES, EIDOLON, & BALLBLAZER). All these
> >games contain an intro display saying "LUCASFILM GAMES." If this
> >screen is displayed with verying shades of gold, then you've got the
> >GTIA chip.
>
> That is a way. Jaggi lines though did not have that Lucas intro.
> Another way would be a system check type utility. I have a few of
> such somewhere.

try this:

```
10 GRAPHICS 9
20 GOTO 20
```

If you get a black screen, you have the GTIA. If you get a blue screen, you
have the CTIA.

-Dan

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1665. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <798pq9$9ua$2@flood.xnet.com>
Source record: 55131
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Jon Melbo <jmelbo@pressenter.com> wrote:

: No. God you people _STILL_ don't get it. Sure it may be easy enough
: to replace a ROM chip _if_ it is socketed and you are the kind of user
: who doesn't mind opening up the cases of things (often voiding a
: warranty). But some people might want to use an update to a DOS but

Commodore drives did not have warranty-voiding stickers.

: computer equipment and replacing chips no matter what. Then BESIDES
: ALL THAT, where does one get the "ROM" to plug in? The ROM tree in
: the back yard? With a modem, you can literally get a new software
: based DOS in no time flat with very little hassle, effort or cost.

One does not go to the ROM tree, one goes to a computer reseller, which is
where people go to buy SpartaDOS, right?

Were many Atari DOSes sold and updated through online services and then
downloaded over a modem?

: Plus, software based DOSes are more likely to be updated more
: frequently due to the ease of distribution, and along with that there
: are more likely to be more of them to choose from available.

An interesting contention. I can name at least 4 third-party Commodore
DOS ROM replacements. How many third-party Atari DOSes were there?

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

1666. Re: Atari 800XL keyboard question

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <798q2b$22s@enews4.newsguy.com>
Source record: 55132

On 31 Jan 1999 11:05:51 , Richard Cortese wrote:

>Just my op. I am not really a hardware guy. But of your 40 pin LSI
>devices, green screen or any screen for that matter, means at least your
>clock signals are working so your GTIA & probably Antic are fine.
>
>Blue screen with noise probably means your Pokey is kaput.
>
>The XLs IIRC will boot fine even with a broken PIA, just they won't read
>joysticks, etcetera.
>
>I am thinking a green screen may mean a broken 6502C. At least that is
>where I would start. It is a special 6502, not an off the shelf part, so
>you have to substitute if you can.
>
>I am also the purveyor of a slightly goofy theory. Chemist by trade so I
>have a tendancy to look for that as a solution.
>
>I think slightly different compositions in the tinning on chip leads &
>the sockets they go into has a tendancy to produce oxides/galvonic
>cells, that kind of thing.
>
>Try leaving the computer on overnight, then cycling the power a few
>times. That should get rid of any inadvertant 'cells' that could have
>formed.

Thanks for the tips. I'll see what happens after leaving the thing on all
night. And if I do decide to swap the CPU (or other chips) does Best or B&C
sell KITS [with several of the 8-bit chips] or do they just sell the
individual chips by themselves?

--

Paul Nurminen (aka Nurmix)

_/ Red Light 6 Studio - El Segundo, California

* SPAM ALERT!
* (If it's there) remove "NO_SPAM_ME" before e-mailing!

1667. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be4f54$46988380$48374382@vidar>
Source record: 55133

Is Beneath Jaggi Lines another version of Rescue on Fractalus ? I have RoF
and Behind Jaggi Lines. Typo or two different versions ? Take Atarian care

Aaron <aarona@/REMOVE/localnet.com> wrote in article
<36b71575.20091014@news.localnet.com>...
> On Mon, 01 Feb 1999 23:01:07 GMT, "Bowling" <mbowlin1@tampabay.rr.com>
> wrote:
>
> >How can I tell whether my Atari 800 contains the CTIA chip (as
> >opposed to the later GTIA chip)?
>
> The easiest way is to find a LucasFilm game (KORONIS RIFT, RESCUE ON
> FRACTALUS, BENEATH JAGGI LINES, EIDOLON, & BALLBLAZER). All these
> games contain an intro display saying "LUCASFILM GAMES." If this
> screen is displayed with verying shades of gold, then you've got the
> GTIA chip.
>
> Sometimes, if the game is pirated, this initial display screen is
> missing. If so, then try the next tip.
>
>
> Another way (to check for a GTIA chip) is to find LucasFilm's KORONIS
> RIFT game, which almost exlusively uses GTIA modes.
>
> The display screen in Koronis Rift is split into two sections: upper
> and lower. Check the lower section. It contains a holding area for
> collected items. The background of this holding area should be shaded
> with multiple gray levels. If it is, then the computer has the GTIA
> chip.
>
> If this doesn't help, then respond again and I'll come up with another
> way to check for the GTIA chip.
>
>

1668. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <2lZd+FAVgBu2IwcX@achievements.co.uk>
Source record: 55134
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Aaron:
> Why was such stringent timing necessary?

Cameron:
> ou can trigger an interrupt on a specific scan line, but this isn't
> useful where you have to trigger the IRQ scanline after scanline.

With housekeeping routines at the end of an IRQ it takes more than one
line anyway.

> Much more useful to simply wait out (in Martijn's case) 63 cycles, and
> then you *know* you're on the next scan line.

And once every eight rasterlines you have to wait 40 cycles for the
badline.
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

1669. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990203014622.20622A-100000@vtn1>
Source record: 55135
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 3 Feb 1999, Jason Compton wrote:

> One does not go to the ROM tree, one goes to a computer reseller, which is
> where people go to buy SpartaDOS, right?
>
SpartaDOS was available direct from ICD, which maintained a BBS with free
updates and new COMs. Later it was released as shareware when FTe bought
the rights and a Y2K compatible version was widely distributed via
Internet and at least 100 BBS in N. America and Europe.

> Were many Atari DOSes sold and updated through online services and then
> downloaded over a modem?
>
See above re. Sparta. The other widely-used DOS is MYDOS which was
released to PD by the authors who continue to support it. It is freely
available on disk through user groups, in the UMich archive, and on
numerous BBS.

> An interesting contention. I can name at least 4 third-party Commodore
> DOS ROM replacements. How many third-party Atari DOSes were there?
>
LJK DOS
OSS DOSXL
OSS OSA+
SuperDOS
SpartaDOS
MYDOS
TopDOS
SmartDOS
Q-DOS
MachDOS
TurboDOS
BiboDOS
BW-DOS
Those are the ones I can think of off-hand. The best common feature of
them all is that if they didn't use Atari DOS 2 format, they at least came
with a utility to access it.

1670. Re: WTB: 600XL memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: Trystan Negus <tnegus@matra.co.uk>
Message-ID: <79960m$3vk$1@guardian.matra.co.uk>
Source record: 55136

Aaron wrote in message <36b70931.16950219@news.localnet.com>...
>On Tue, 2 Feb 1999 16:45:36 -0000, "Trystan Negus"
><tnegus@matra.co.uk> wrote:
>
>>Wanted: 600XL memory upgrade...or an 800XL with the same
best-keyboard-ever
>>that this 600XL's got!
>>
>>Failing that, do the differing dimensions of an 800XL and 600XL matter?
>>Would it be possible to just swap the keyboards over??
>>
>If memory serves, swapping keyboards between the 600XL and 800XL is
>possible.

In that case....does anyone have any hints for taking the keyboard off the motherboard? From what I can gather, it's a bit of a pig to get off. Is it also true that the keyboard cable is very fragile?

Thanks,

Trystan

1671. Re: Games Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7998kp$np1$1@nets3.rz.RWTH-Aachen.DE>
Source record: 55137

Howdy Kenn, folks

>I am looking for either of the Alternate Reality Games and a mythology game
>that had to deal with the 12 labours of hercules. I can not remember the name
>of that game.

AR can be found on the net somewhere. Or if you want the box and paper manual too, try Lance Ringquist at Video61. (I guess his address is Video61 AT webtv.com)

CU Mathy van Nisselroy

1672. Re: Games Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <799993$np1$2@nets3.rz.RWTH-Aachen.DE>
Source record: 55138

Howdy folks

>AR can be found on the net somewhere. Or if you want the box and paper manual
>too, try Lance Ringquist at Video61. (I guess his address is Video61 AT
>webtv.com)

It's Video61 AT webtv DOT net

CU Mathy van Nisselroy

1673. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: pino+comp_sys_cbm@dohd.cx
Message-ID: <slrn7bgcpd.rqd.pino+comp_sys_cbm@mud.stack.nl>
Source record: 55139
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

It occurred to me that Aaron wrote in comp.sys.cbm:

> I understand the C-64's additional overhead (in relation to the Atari)
> in producing a RASTER INTERRUPT on every line. But blind scanline
> timing seems to be a bit too primitive (and inaccurate). If the C-64
> doesn't have a hardware method comperable to the Atari's WSYNC then
> perhaps a C-64 program could simulate it by constantly reading the
> raster register for the raster line change and then immediately update
> the color registers. Unfortunately, setting up this testing loop may
> consume too many clock cycles to be of importance. =-(

The VIC-II doesn't have such a WSYNC-thingy (Could be quite handy, indeed).
Building a loop like

```
ldx #desired_value
loop cpx $D012 ; $D012 contains the lower 8 bits of the raster
; counter
bne loop
```

can narrow things down a bit, but you still have a margin of a couple
of cycles. Since you _know_ how long a screen line lasts (63 cycles
on a PAL machine, 65 cycles on a NTSC machine)(no bad lines assumed),
you can time it -exactly-.

--
Fight Spam! Join CAUCE! == http://www.cauce.org/
Martijn van Buul, martijnb@stack.nl, pino@dohd.cx, pienjo@c64.org
Pienjo on #c-64 and #dohd (when I'm in the mood)
Tijntje@OuterSpace - 131.155.141.166 3333

1674. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_918046092@rtfm.mit.edu>
Source record: 55140
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: December 31, 1998

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: Introduction

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.
```

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection. Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of my more prominent sources:
- Atari Classics, published by Bob Woolley
- New Atari User, published by Page 6 Publishing (Les and Sandy Ellingham)

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4Jays Classic Video Games and Old Computers (Jay Colen)
mailto:4jays@ccnet.com
http://www.ncal.verio.com/~4jays/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

AIMS Lab., Inc.
46740 Lakeview Boulevard
Fremont, CA 94538
USA
Tel: (510) 661-2525
Fax: (510) 252-1572
mailto:sales@aimslab.com / mailto:info@aimslab.com
Developer: JAM!! (The JAM!! is a small purple/lilac colored box made by AIMS Labs that allows an composite or S-video (chroma/luma) output device to connect to and display on a standard VGA or SVGA monitor.)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

American Techna-Vision (Ralph Maddox)
15338 Inverness St.
San Leandro CA 94579-2016
USA
tel: (510) 352-3787
mailto:rmax99@ix.netcom.com
Vendor: new hardware

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

AS
See: Mirage Media

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Clubzentrale: c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
tel/FAX: +49 2366 39623 (0 23 66 / 3 96 23)
PD-Bibliothek: Theo Schwacke
Heinestrabe 17
D-45699 Herten
tel: 0 23 66 / 3 46 96
BBS: +49 5439 92592
mailto:wburger@cityweb.de
http://www.atari-computer.de/abbuc/
Developer: wide variety including: SIO2PC(SIO2ST)-Interface, PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface. also available: QMEG+ 4.0
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)

Repair Shop.

ATARIX (paper magazine)
See: Satantronic

Atari Classics (Bob Woolley, Editor)
1161 Bay St
Alameda CA 94501-3911
USA
mailto:rwoolley@pacbell.net
"Super Video 2.1XL" - http://members.delphi.com/lmcclure/svxl/
some other reprints - http://www.redshift.com/~cdyson/atari.html
Publisher: Atari Classics (print magazine)
Bob writes: "I have altered the format of a 'subscription' somewhat. Send me
your name and address, but no money. I'll send you the next issue and a bill
for your subscription. We'll try that for a while.
$25 for six issues (about six years at the present rate)
$9 additional for a disk that only includes the code in the magazine and
any related data.
higher in other countries due to higher postage costs. (varies)
(The above information was current as of 6/20/98)

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Warehouse
c/o Richard Smith
P.O. Box 71017
16655 Yonge Street
Newmarket
Ontario
L3X 1Y8
Canada
mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299

FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

Laboratorium Komputerowe Avalon (L.K. Avalon)
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja (Mission Shark)+Fred, Neron, Piekielko,
Robbo, Smus, Spy Master, Syn Boga Wiatru, The Last Guardian,
Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum,
Captain Gather, Change, Constellation, Czaszki+Electra, Dagobar, Darkness Hour,
Digi Duck, Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw,
Lorien's Tomb, Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor), RAM Cart

Subject: B

B&C ComputerVisions
5917 Stope Way
El Dorado, Ca. 95623-4716
USA
tel: (530) 295-9270
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Marlin Bates, IV (Fuji-dom)
96 W. Arcade St.

Stockton, CA 95204-4405
USA
mailto:mbates4@gte.net
http://home1.gte.net/mbates4/
Vendor: used hardware, used software

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
150 00 Praha
Czech Republic
Developer: BW-DOS 1.30

Steve Birmanns and Matthias Belitz
Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
Developers: MSC IDE-Harddisk-Controller (available via ABBUC)

Bit Busters Computer Group
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timless Announcement (Demo), Waves (Intro)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902

USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
mailto:bensmith@teleport.com
http://www.atari.benjamin.net
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,
Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card,
ISA<->Atari interface card, Connector for above

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox

2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

James Catalano / Classic 8-Bit Atari / Artacyis Software
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below, Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry, Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard, Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown, Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike, Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner, Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner, The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile, 3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not, Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5, Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mailto:itayc@hotmail.com
http://www.geocities.com/Hollywood/Lot/4205/
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K)

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software

Classic Atari OnLine (online magazine)
See: David Schmudde

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair shop.

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services (CSS)
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
mailto:audioguy@cheerful.com
http://www.nleaudio.com/ (under construction)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,

Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Computer STudio (Sheldon H. Winick)
40 Westgate Parkway Suite H
Asheville, NC 28806
USA
tel: (704) 251-0201 / 800-253-0201
mailto:s.winick@worldnet.att.net
Vendor: hardware and software

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand
monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyber Networking (Nelson Nieves)
1621 Green St Unit 2B
Philadelphia PA 19130-3909
USA
mailto:atari@cybernetworking.com
http://www.cybernetworking.com/atari/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree, xType,
Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls,
TS (Text Search)

Subject: D

Dadgum Games
P.O. Box 1154

Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game Programmers (software for Mac or PC)

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582
mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

Databyte Hard- & Softwareservice
Firma Matthias Faust
Fanny-Lewald-Ring 102
D-21035 Hamburg
Germany
Tel: +49-(0)40-735 21 84
Fax: +49-(0)40-735 57 80
BBS: +49-(0)40-735 57 80 (a lot of XL/XE-Software for download)
mailto:info@databyte.hh.eunet.de
http://databyte.www-discount.de/
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DataQue (NO LONGER REACHABLE???)
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
mailto:dataque.1@genie.com

mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM
Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM,
Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list
options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit,
Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

David M. Deaven
mailto:deaven@ishmael.ameslab.gov
http://www.public.iastate.edu/~deaven/Software/top.html
Developer: Atari IRG (InfraRed Gateway) 0.1 (hardware/software project)

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797

USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer 98, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Raphael James Espino
mailto:rje@co.umist.ac.uk
http://www.co.umist.ac.uk/~rje/8bit/atari.html or
http://www.geocities.com/SiliconValley/Lakes/7953/atari.html
Developer: Ramdrive v1.0

Evangelo's Software (Angelo Vahatouras)
27 Stiles St
Elizabeth NJ 07208-1902
USA
tel: (908) 558-9518
mailto:VangelisV@AOL.com
http://members.tripod.com/eightbits/atari84sale.html
Vendor: commercial software."has over 1,000 titles for the Atari 8 & 16 bit machines. Mailorder ONLY! No Store front. Please E-mail for complete listings"

Subject: F

Far North Atari Computers (attn: Frank)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/david/
Developer: Alien Encounter, Superman, Test Computer Language (TCL), UltraSpeed Copier 2.3, 1050 Menu - MultiBoot Variety, Atari800 Emulator 0.8.6

Flashback Classic Video Games
See: Games + (Games Plus)

Friedland Computer Systems, Inc. (Nolan Friedland)
tel: (612) 689-0880
mailto:quinn@sliders.com
Vendor: hardware and software

Ron Fries
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Subject: G

Paul Gallier (Panther)
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University
Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA
tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com
http://www.micronerd.com/
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: back issues of News-Paper and News-Disk

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko)

c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovaki
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo,

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies,
Guntris, Tag!

Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland
New Zealand
mailto:norb@kcbbs.gen.nz
http://members.tripod.com/~apd2/catweasl.htm
Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz, Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many
tasks, IDE hard disk interface, Der 800 XL-DJ

Mike Hill
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair shop.

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

The Independent Eight Bit Association (IEBA)
Harrowden
39 High Street
Sutton in the Isle
Ely
Cambs
CA6 2RA
tel: 01353 777006

FAX: 01353 777766
mailto:ieba@spheroid.demon.co.uk (Brian Watson, Publicity Officer)
Publisher: The Independent Eight Bit Association Directory, Fourth Edition (revised) Winter 1997

Subject: J

Jay Software (Jan Krupka and Stanislav Opichal)
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
Czech Republic
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kaiser Soft (Markus Romer)
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software (Polish/Tschechien games)
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
NEWER NUMBER -> +48 601 21-29-05
FAX: -659-34-14
mailto:karin@polbox.com
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas) K-Products (Bob Klaas)
4267 W. Midway Dr. *or* P. O. Box 22122 A.M.F.
Salt Lake City, Ut. 84120 Salt Lake City, Ut. 84122
USA USA
tel/FAX: (801) 967-7400 after 3:30pm mountain time
BBS: (801) 967-8738 The Repair Shop BBS up 24hr 3-19.2 "Hayes Ultra"
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: BBS Express! Professional v5.0b, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks,
KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD),
DK-Utilities for the Black Box and the MIO, SpartaDOS 3.3c (disk or cart)
Repair Shop. (800XL/130XE motherboards, keyboards)

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/
Developer: SIO2PC 4.19

KE-Soft (Kemal Ezcan) (reported no longer supporting the Atari. CONFIRM???)
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware

Developer: Zador, Drag, Sogon, Zebu-Land, Dredis, Techno Ninja, Cultivation, Chromatics, Oblitroid, Tobot, Bros, Donald, Saper, Tactic, Zador II, Atomit II, Tecno Ninja, Fisher-Technik interface, The Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
mailto:draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol description, A proposed standard for Atari executable relocatable file, DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s, CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE, XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0, EmuXL v0.32 (emulator for Falcon030)

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Chris Lam
mailto:chris@shenleyfields.demon.co.uk
http://www.shenleyfields.demon.co.uk/rainbow.html
Developer: Rainbow - Atari 8-Bit Emulator for the Apple Mac and Windows 95/NT with Direct X

Rich "Twist" Lawrence
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.2 (Atari 8-bit emulator for Win9X/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr

Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

L.K. Avalon
See: Avalon, Laboratorium Komputerowe

London Atari Computer Enthusiasts (LACE)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
mailto:halliwee@dyess.af.mil
mailto:e.halliwell@genie.com
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

MacDonald Associates (Rod MacDonald)
909 NW Starlite Place
Grants Pass, OR 97526
USA
mailto:stinformer@chatlink.com
http://www.chatlink.com/~stinformer/
tel: (541) 476-2555
Publisher: ST Informer (online magazine) US$12/12 issues

Ivan Mackintosh
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA

tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine
c/o Freddy Offenga
Paardebloemstraat 53-3
6841 BT Arnhem
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:F.Offenga@student.kun.nl
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

Microcode Solutions
mailto:msdei@ctaz.com
http://www.ctaz.com/~msdei
Developer: ACE (Atari Console Emulator - Amiga software), WACKE ("Weightless
Atari Computer Keepsake Emulator - Macintosh software)

Micro Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 4pm-8pm Mon-Fri
FAX: 0121-352-1669
mailto:101755.2443@compuserve.com
http://ourworld.compuserve.com/homepages/derekfern/
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Mirage Media s.c. / AS
ul. Obroncow 2c
03-933 Warsaw
Poland
Phone: +48 22 616 15 51, +48 22 616 15 55
Fax: +48 22 617 93 21, +48 22 671 76 22
mailto:mirage@mirage.com.pl
http://www.mirage.com.pl/
http://nostalgia.mirage.com.pl/
Vendor: hardware and software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bank Bang!,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,

Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman, Around the Planet, Rockman, Starball, Crypts of Egypt,
Tommings, Mortyr
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), VideoInterFace (digitizer+genlock),
OMC65 (MAC/65 cross-assembler for DOS/Windows), Sprint XL, RAM-CART,
AST Turbo System

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software (NBS)
c/o Bill Kendrick
619 Pole Line Road #249
Davis, CA 95616
USA
tel: 1-530-759-1019
mailto:nbs@sonic.net
http://www.newbreedsoftware.com/
Developer: demos: Bob Test, Color Bars, Cells, Didi 7, DollMan, Fire, Happy Mondays, James Brown, Knives and Forks, Stars, Stimpy, T-1000. games: Aster Blast, Balloonier, Boom!, Chicken, Cooltris, Gem Drop, Mah Jongg, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: SIFE (Super-IRG Font Editor), File Selector 0.4, MuxChat, Colorizer 1.1, DigiPlay Menu, Equation

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: O

OMC Games (James Garvin)
P.O. Box 8107
Austin, TX 78713
USA
mailto:omcinfo@omcgames.com
http://www.omcgames.com/

Developer: The Assassin. Release Date: 3rd or 4th Quarter '99

Orphaned Computers & Game Systems
c/o Adam Trionfo & Chris Federico
4321 Montgomery NE Apt 339
Albuquerque, NM 87109
USA
mailto:chris@abq.com
mailto:adam@thuntek.net
http://w3.tvi.cc.nm.us/~atrionfo/
Publisher: Orphaned Computers & Game Systems
bi-monthy, 5-7 page, double-sided, photocopied newsletter with
information on all the classic game systems and computers (with particular
affection for Atari). Sample issue: $1.00, three issue subscription: $3.00.

Subject: P

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54
Stafford
ST16 1DR
England
tel: 01785 241153 (from the USA: 011-44-1785-241153)
Vendor: PD/freeware/shareware
Publisher: New Atari User (NAU) (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

PD-Magazin
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany

tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB)
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St
Winter Springs FL 32708-4341
USA
mailto:potterj@real3d.com
mailto:jdpotter@worldnet.att.net
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (PPP) (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support
Disk 2, SAM (Screen Aided Management) 80 column Desktop System, SAM
Budget (spreadsheet), SAM Utilities 1, SAM Designer (DTP), Quick Ed (chr
set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188

San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Bob Puff
See also: Computer Software Services
See also: Wordmark Systems
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
mailto:audioguy@cheerful.com
Developer: BobTerm 1.22
(There's also a 1.23 that's specific to PC XFormer)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

R.A.M.
c/o Andreas Magenheimer
Diehlgartenstr. 12
D-67591 Wachenheim/Zellertal
Germany
Vendor: PD/freeware/shareware, 800 XL-DJ

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848

tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Thomas Richter
mailto:thor@einstein.math.tu-berlin.de
http://www.math.tu-berlin.de/~thor/thor/
Developer: Atari800 Emulator for Unix, Amiga and MS-DOS, Version 0.9.2

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

Satantronic
Lubo ROBA
Poste restante
Posta 1
04001 Kosice
SLOVAKIA

mailto:xi@napri.sk (-XI-)
http://www.napri.sk/web/satantronic/
Developer: Demo: Te.mod. Game: Jurassic Park II. Utils: Paradox,
Mad editor.
Publisher: ATARIX - paper magazin in Slovak language

David Schmudde
mailto:dschmud@heartland.bradley.edu
http://ourworld.compuserve.com/homepages/dschmud/fcao.htm
Publisher: Classic Atari OnLine (online magazine)

Bo Schreurs
mailto:stack@xs4all.nl
http://www.xs4all.nl/~stack/atarixle.html
Co-Vendor: the POOLDISK TOO PD/freeware/shareware CD-ROM
Developer: DIR2ATR, XDIRLIST, ATR2XFD, XFD2ATR, XDIR v09.01.00,
XDIR 10.01.00 beta with SpartaDos support

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
Co-Vendor: the POOLDISK TOO PD/freeware/shareware CD-ROM

Shadow Software (David Hunt, The Shadow)
16016 SE Division St Box 19
Portland OR 97236-1999
USA
mailto:The_Shadow@spnt.com (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
BBS: (503) 761-9074 (ACE of America)
Developer: Carina BBS 2.6

Ken Siders
mailto:ksiders@columbus.nospam.rr.com (remove nospam to reply)
http://atari8bit.home.ml.org or http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),
UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus.
Programming: KAsm65 V2.51, KLink65 1.51, KEdit. Games: Burger Boy, PacMunch Jr,
Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
SKR. POCZT. 16
02-100 WARSZAWA 119
POLAND
Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts

SINTECH
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033
mailto:sintech@online.de
http://www.online.de/home/sintech/
Vendor: commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi-IO and Black Box
interfaces), Forem-XE Pro 5.4 (BBS program)

ST Informer (online magazine)
See: MacDonald Associates

STAK Atari (print magazine)
See: Revista STAK Atari

Petr Stehlik
mailto:stehlik@cas3.zlin.vutbr.cz
http://cas3.zlin.vutbr.cz/~stehlik/
Developer: MS-DOS port of Atari800 emulator 0.9.6,
Atari800/Falcon v0.8.9 (Falcon030)

SteveR's Classic Cartridges (Steve Reed)
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net

http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Vendor/Developer: education related

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
See: Kaiser Soft

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)

http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@nacs.net
http://www.nacs.net/~classics/
Developer: Atari Peripheral Emulator (APE) 1.17, APE ProSystem 1.17,
APE Warp+ OS, Imagic 1.06

TWAUG (Tyne & Wear Atari User Group)
J. Matthewson
80 George Road
Wallsend, Tyne & Wear
NE28 6BU
United Kingdom
tel: (0191)-2710086 (? --not updated with address)
mailto:a.b.t@zetnet.co.uk (Alan Turnbull)
mailto:amg@zetnet.co.uk (Max Gerum)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following P&P:
UK #1.50
Europe #2.50

USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (612) 462-2500 24 Hours
FAX: (612) 449-0488
BBS: (612) 462-3680
mailto:Video61@webtv.net
Vendor: new/used hardware, new/used software
Developer: (all ROM carts) MYDOS, Rocks, Amazemaze, Hearts,
Montana Solitaire, Checkers, Jailbreak, Ricochet, Sharp Shooter, My Jong,
Paddle Wars

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:VideoGameAdvantage@DittosRush.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

Subject: W

Wacko Software
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

Wordmark Systems (Charles Marslett and Bob Puff)
See also: Bob Puff
mailto:chasm@earthling.net (Charles Marslett)
mailto:chasm@bix.com (Charles Marslett)
mailto:audioguy@cheerful.com (Bob Puff)

Developer: MYDOS 4.53

Subject: Z

Z Systems
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731-0240
USA
tel: (609) 971-5807
mailto:shamroc@webspan.net
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

1675. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <799nc7$j4u$1@flood.xnet.com>
Source record: 55141
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm John K. Picken <yg473@victoria.tc.ca> wrote:

: LJK DOS
: OSS DOSXL
: OSS OSA+
: SuperDOS
: SpartaDOS
: MYDOS
: TopDOS
: SmartDOS
: Q-DOS
: MachDOS
: TurboDOS
: BiboDOS
: BW-DOS

: Those are the ones I can think of off-hand. The best common feature of
: them all is that if they didn't use Atari DOS 2 format, they at least came
: with a utility to access it.

That's a lot of DOSes. How many are based on unique source code, and how
many are hacks of other DOSes?

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

1676. Re: I need help running emulators

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: mstulir@geocities.com
Message-ID: <799qm7hdp1@nnrp1.dejanews.com>
Source record: 55142

(mrkenn25@aol.com wrote some questions about using Atari 8-bit emulators:

Well, for starters, you are probably better off using the Atari800Win emulator. I have had problems myself with XL-It, and I'm not sure if it has been updated recently.

If you take the time to visit my website (link below), you will find a whole page dedicated to this outstanding emulator, and a link to download it. Just look in the Atari 8-bit Computer topic, and you will see the page for Atari800Win.

Mike Stulir, Webmaster
Back In Time -- Updated news and complete coverage of ALL things Atari.
http://www.emuclassics.com/backintime
http://www.emulnews.com/backintime (mirror)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1677. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <799osj$lo1@chronicle.concentric.net>
Source record: 55143
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

aarona@/REMOVE/localnet.com (Aaron) writes:

>>You can trigger an interrupt on a specific scan line, but this isn't useful
>>where you have to trigger the IRQ scanline after scanline. Much more useful
>>to simply wait out (in Martijn's case) 63 cycles, and then you *know* you're
>>on the next scan line. For me, I would be waiting 65 on an NTSC unit.

>I understand the C-64's additional overhead (in relation to the Atari)
>in producing a RASTER INTERRUPT on every line. But blind scanline
>timing seems to be a bit too primitive (and inaccurate). If the C-64
>doesn't have a hardware method comperable to the Atari's WSYNC then
>perhaps a C-64 program could simulate it by constantly reading the
>raster register for the raster line change and then immediately update
>the color registers. Unfortunately, setting up this testing loop may
>consume too many clock cycles to be of importance. =-(

That, and the fact that the relationships are very reliable. The only bugaboo
is that PAL and NTSC systems have different timings (actually, there's two
NTSC timings; old NTSC 64s had 64 cycles/scanline). Set the interrupt flag
and wait. The raster will always come around at the prescribed time. It's not
inaccurate at all.

There's also a slight problem with the routine you've proposed. While the
current scanline register at $d012 will tell you what scanline VIC-II is
drawing, it will not tell you how far along the scanline the raster is
already. If you've wasted a non-integral multiple of {63, 64, 65} cycles
waiting for the raster to change, you're going to execute your register
change in the middle of the screen. Useful in some routines for horizontal
splits, but not very handy if you want to do things scanline by scanline.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1678. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <799ouq$lpp@chronicle.concentric.net>
Source record: 55144
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Jason <tmr@cosine.demon.co.uk> writes:

>> Much more useful to simply wait out (in Martijn's case) 63 cycles, and
>> then you *know* you're on the next scan line.

>And once every eight rasterlines you have to wait 40 cycles for the
>badline.

I would assume that's 42 cycles in NTSC-land.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1679. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990203083500.59A-100000@vtn1>
Source record: 55145
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 3 Feb 1999, Jason Compton wrote:

> In comp.sys.cbm John K. Picken <yg473@victoria.tc.ca> wrote:
>
> : LJK DOS
> : OSS DOSXL
> : OSS OSA+
> : SuperDOS
> : SpartaDOS
> : MYDOS
> : TopDOS
> : SmartDOS
> : Q-DOS
> : MachDOS
> : TurboDOS
> : BiboDOS
> : BW-DOS
>
> That's a lot of DOSes. How many are based on unique source code, and how
> many are hacks of other DOSes?
>
AFIK: LJK, OSA+, Q-DOS, and Sparta are 100% original with their own disk
allocation schemes.

MYDOS is DOS 2.0 compatible but goes far beyond it in features and
capabilities--it is definitely not a "hack".

BW-DOS is a Sparta work-alike.

With the exception of BiboDOS and TurboDOS, I know the rest are DOS 2 or
DOS 2.5 clones. As to Bibo and Turbo: you'd have to ask someone with a
European address.

1680. Re: Atari 8 and 16 bit Software F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: Carlos Werner Heinzelmann <cwh@solucoes.com.br>
Message-ID: <36b852ae.0@news.matrix.com.br>
Source record: 55146

Angelo,

Please rename your file to evangelos.htm, so any browser can open it...

Werner
Brazil

Vangelis V wrote in message
<19990202003427.01217.00002742@ng-ft1.aol.com>...
>
>I am the last of the Atari Software Vendors ,that still exists so, please
take
>a look at my web site you might find something interesting.
>
>Just paste this address to your web browser like Explorer or Netscape
>
>http://members.aol.com/VangelisV/Evangelos
>
>If you have problems accessing this site then please let me know and I will
>make every effort to E-mail you the lists.
>
>thanks
>Angelo
>Evangelos Atariwares
>Elizabeth NJ
>
>

1681. Re: Atari 800XL keyboard question

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36B87DC6.50C9@netmagic.net>
Source record: 55147

Paul Nurminen wrote:
>
> On 31 Jan 1999 11:05:51 , Richard Cortese wrote:
>
> >Just my op. I am not really a hardware guy. But of your 40 pin LSI
> >devices, green screen or any screen for that matter, means at least your
> >clock signals are working so your GTIA & probably Antic are fine.
> >
> >Blue screen with noise probably means your Pokey is kaput.
> >
> >The XLs IIRC will boot fine even with a broken PIA, just they won't read
> >joysticks, etcetera.
> >
> >I am thinking a green screen may mean a broken 6502C. At least that is
> >where I would start. It is a special 6502, not an off the shelf part, so
> >you have to substitute if you can.
> >
> >I am also the purveyor of a slightly goofy theory. Chemist by trade so I
> >have a tendancy to look for that as a solution.
> >
> >I think slightly different compositions in the tinning on chip leads &
> >the sockets they go into has a tendancy to produce oxides/galvonic
> >cells, that kind of thing.
> >
> >Try leaving the computer on overnight, then cycling the power a few
> >times. That should get rid of any inadvertant 'cells' that could have
> >formed.
>
> Thanks for the tips. I'll see what happens after leaving the thing on all
> night. And if I do decide to swap the CPU (or other chips) does Best or B&C
> sell KITS [with several of the 8-bit chips] or do they just sell the
> individual chips by themselves?
>
> --
>
> Paul Nurminen (aka Nurmix)
>
> _/ Red Light 6 Studio - El Segundo, California
>
> * SPAM ALERT!
> * (If it's there) remove "NO_SPAM_ME" before e-mailing!
I believe you can get them both ways, at least at one time American TV
was offering discounts for full chip sets.

Another posibility to get a 5200 game system. The LSI chip sets are identical with the exception of a missing 6520<?> PIA on the 5200. Everytime I see a 5200 in a thrift shop or surplus electronics shop I usually buy them for parts. 90% of the time 5200 system was junked because of problems with the power supply or joysticks, I used to know someone in Atari Customer Service<grin>, so the electronics are fine.

Matter of fact, I have 1 or 2 5200 motherboards right now. If you still have problems with your system and or getting an order in to Best, let me know.

1682. Re: Keyboards I have known

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: Graham Thornton <graham.thornton@ln.ssw.abbott.com>
Message-ID: <36B87D5A.2D69@ln.ssw.abbott.com>
Source record: 55148
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Paul Guertin wrote:
>
> Niall Tracey <niallt@dai.ed.ac.uk> wrote:
>
> > The best people for keyboards have always been Acorn. The BBC Micro range
> > had good solid keyboards; responsive and reliable.
>
> I've wanted a BBC Micro ever since I saw listings of programs
> written in its very advanced Basic (for the time), in the mid-80s.
> Now I want one even more. Were they ever sold in North America?
>
> Paul Guertin
> pg@sff.net

Yes,

The BBC Micro B+ was briefly sold in the US in 1983/84.

A report in Your Computer at the time said the machine was
not well received, being labelled as over-priced. I expect
it would have struggled against the very well established
Apple II, and was just too expensive compared to the
Commodore 64 or Atari.

Personally I never liked the Acorn keyboards, I felt they
never had enough 'give' in them. After only a few minutes
if typing I found the tips of my finger went numb. Mind
you, they were alot better than the brand-new Compaq
Windows 95-enhanced keyboard I just got a work this week.

My favourties were the 1200XL and the original IBM 101-key
'clicky' keyboard, both of which I still use at home.

Graham

1683. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: Jason <tmr@ihgs.ac.uk>
Message-ID: <w+pAqEAy7Hu2IwcI@achievements.co.uk>
Source record: 55149
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Cameron:
> Much more useful to simply wait out (in Martijn's case) 63 cycles, and
> then you *know* you're on the next scan line.

Jason =-)
> And once every eight rasterlines you have to wait 40 cycles for the
> badline.

Cameron:
> I would assume that's 42 cycles in NTSC-land.

Well, it's in that region (it's 41/42 for the two different NTSC chips,
innit?) but I was in Martijn's case (as it were) at the time... =-)
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

1684. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: jmouchmino@aol.com
Message-ID: <19990203122509.09630.00000109@ngol03.aol.com>
Source record: 55150

"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

> Is Beneath Jaggi Lines another version of Rescue on Fractalus ?
> I have RoF and Behind Jaggi Lines.
> Typo or two different versions ?

Behind Jaggi Lines! is the beta/pre-release version of Rescue on Fractalus!.

Bertrand M. (LEXX)

1685. Re: Games Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: mrkenn25@aol.com
Message-ID: <19990203125659.07590.00000164@ng29.aol.com>
Source record: 55151

Thank you everyone for replying, I would love to get a hold of those games. I have been told the mythology game was called The Return of Hercules. I am not sure what Ulyess and the Golden fleece was, but I am sure I would be interested in that one as well.

Thank you

Kenn

mrkenn at aol.com

1686. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: pino+comp_sys_cbm@dohd.cx
Message-ID: <slrn7bh3kr.bst.pino+comp_sys_cbm@mud.stack.nl>
Source record: 55152
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

It occurred to me that Jason wrote in comp.sys.cbm:

> Cameron:
> > I would assume that's 42 cycles in NTSC-land.
>
> Well, it's in that region (it's 41/42 for the two different NTSC chips,
> innit?) but I was in Martijn's case (as it were) at the time... =-)

I feel honored :)

--
Fight Spam! Join CAUCE! == http://www.cauce.org/
Martijn van Buul, martijnb@stack.nl, pino@dohd.cx, pienjo@c64.org
Pienjo on #c-64 and #dohd (when I'm in the mood)
Tijntje@OuterSpace - 131.155.141.166 3333

1687. Re: WTB: 600XL memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b83db4.6061383@news.localnet.com>
Source record: 55153

>In that case....does anyone have any hints for taking the keyboard off the
>motherboard? From what I can gather, it's a bit of a pig to get off. Is it
>also true that the keyboard cable is very fragile?

The keyboard cable certainly looks fragile. However, I've never
actually broken one...despite making some very stupid mistakes during
past disassemblies. To minimize repeating my own mistakes, read the
following steps for keyboard disassembly of the Atari 600XL/800XL
computers. Taking out the keyboard from the computer should be
relatively pain free.

The keyboard should be quite easy to take off. Here's the general
procedure:

1) Flip the computer over and remove the (4-6?)) screws.
2) (CAREFUL!) While holding the computer together, flip the computer
around so that the keyboard is on top.

(VERY CAREFUL!!! Before proceeding to the next step be aware that the
connector between the keyboard and the motherboard is very short and
flimsy. READ CAREFULLY before attempting the following step.)

3) The top and bottom half of the computer must be opened like a book.
Position the computer as if you were going to type on it. While
keeping the right part of the upper case stationary, gently lift the
left part of the upper case (containing the keyboard) all the way up
and over so that the the top of the keyboard is now laying on the
floor just to the right of the lower part of the case.

4) The two halves of the computer should now be exposed. The left part
contains the guts of the computer (motherboard, metal shielding, CPU,
etc) and the right part is the keyboard (with the back end facing
upward). You should now see a flat plastic ribbon cable running
between the keyboard and the motherboard. With both hands, gently pull
the keyboard cable from the motherboard STRAIGHT UPWARD.

Both halves of the computer should now be separated.

5) The final (and simple) step is to unscrew the keyboard from the
upper part of the case.

Hope this helps. =-)

1688. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b8460a.8196655@news.localnet.com>
Source record: 55154
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
>With housekeeping routines at the end of an IRQ it takes more than one
>line anyway.
>
>> Much more useful to simply wait out (in Martijn's case) 63 cycles, and
>> then you *know* you're on the next scan line.
>
>And once every eight rasterlines you have to wait 40 cycles for the
>badline.
```

```
Oh, I conveniently forgot about the C-64's badline quirk. This little
problem would have a tendency of screwing up raster changes on ALL
lines.
>-
```

1689. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b8481d.8727043@news.localnet.com>
Source record: 55155
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Wed, 03 Feb 1999 04:00:07 GMT, pg@sff.net (Paul Guertin) wrote:

>aarona@/REMOVE/localnet.com (Aaron) wrote:
>
>> For example, the Apple's ProDOS operating system
>> was probably the most powerful DOS for an 8-bit computer.
>
>Do you know about Microware's OS-9 for the 6809-based Radio Shack Color
>Computer? *Much* more powerful than ProDOS. Preemptive, multitasking,
>and modular. See http://www2.southwind.net/~ewy/Microlith/whatsos9.html
>for more information.
>
Yes I am aware of OS-9 for the COCO. In fact I found the original
software package a few years ago but never used it because I have no
disk drives (or other software) for my COCO's.

1690. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b84711.8459568@news.localnet.com>
Source record: 55156

On 03 Feb 1999 17:25:09 GMT, jmouchmino@aol.com (JMouchmino) wrote:

>
>"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
>
>> Is Beneath Jaggi Lines another version of Rescue on Fractalus ?
>> I have RoF and Behind Jaggi Lines.
>> Typo or two different versions ?
>
>Behind Jaggi Lines! is the beta/pre-release version of Rescue on Fractalus!.
>

Yes. Due to the incometence of Atari (or Jack Tramiel?), the official
version of Rescue on Fractalus got buried for a couple of years before
it was finally (and belatedly) released.

1691. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be4fa3$7eb35ca0$58364382@vidar>
Source record: 55157

Yes, but he talked about Beneath ... I have the two other versions.

JMouchmino <jmouchmino@aol.com> wrote in article
<19990203122509.09630.00000109@ngol03.aol.com>...
>
> "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
>
> > Is Beneath Jaggi Lines another version of Rescue on Fractalus ?
> > I have RoF and Behind Jaggi Lines.
> > Typo or two different versions ?
>
> Behind Jaggi Lines! is the beta/pre-release version of Rescue on
Fractalus!.
>
>
> Bertrand M. (LEXX)
>
>
>

1692. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b84912.8972581@news.localnet.com>
Source record: 55158
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Wed, 03 Feb 1999 05:18:19 GMT, jmelbo@pressenter.com (Jon Melbo)
wrote:

>On Tue, 02 Feb 1999 18:59:40 GMT, aarona@/REMOVE/localnet.com (Aaron)
>wrote:
>
>>>> 4) A software based DOS is superior to a locked in ROM one, because it
>>>> is easier to upgrade or replace altogether with something totaly
>>>> different.
>>>
>>>Is it so hard to unplug and replace a ROM-chip that's in a socket?
>>>
>>>-Brix-
>>
>>The problem is DE-FEET! =-)
>
>No. God you people _STILL_ don't get it. Sure it may be easy enough
>to replace a ROM chip _if_ it is socketed and you are the kind of user
>who doesn't mind opening up the cases of things (often voiding a
>warranty). But some people might want to use an update to a DOS but
>not wait until their warranty runs out so they can open their case.
>And then there are a lot of people out there who dislike opening up
>computer equipment and replacing chips no matter what. Then BESIDES
>ALL THAT, where does one get the "ROM" to plug in? The ROM tree in
>the back yard? With a modem, you can literally get a new software
>based DOS in no time flat with very little hassle, effort or cost.
>Plus, software based DOSes are more likely to be updated more
>frequently due to the ease of distribution, and along with that there
>are more likely to be more of them to choose from available.
>
>It is you who have been defeated. If you can't see it then there's no
>help for you. I really don't care about this whole vs. thing, I just
>care about the truth. I have readily admitted things about the C64
>that I find to be superior to the Atari. Booting capability and
>software based DOS & OS capability are definitely a plus for the Atari
>over the C64. You live up to the fears of those who think this thread
>will turn into a religious thing like the old days by refusing to
>acknowledge the obvious.
>
>Yeah, 16 color text is better. Yeah, sprites are better than PMG.
>No, ROM based DOS ain't as good as software based DOS. Get over it.
>
Hey, I was just making a little joke about DE-FEET (in relation to IC

feet). Your above comments (which I agree with) shouldn't have been
directed towards me. =-(

1693. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b849be.9144428@news.localnet.com>
Source record: 55159
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 3 Feb 1999 06:19:53 GMT, Jason Compton <jcompton@xnet.com> wrote:

>In comp.sys.cbm Jon Melbo <jmelbo@pressenter.com> wrote:
>
>: No. God you people _STILL_ don't get it. Sure it may be easy enough
>: to replace a ROM chip _if_ it is socketed and you are the kind of user
>: who doesn't mind opening up the cases of things (often voiding a
>: warranty). But some people might want to use an update to a DOS but
>
>Commodore drives did not have warranty-voiding stickers.

Of course not. That's because Commodore computer's warranty period
ended when a purchaser walked out the store's doors! =-)

1694. Re: Raster Interrupts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: pino+comp_sys_cbm@dohd.cx
Message-ID: <slrn7bh5r5.c2f.pino+comp_sys_cbm@mud.stack.nl>
Source record: 55160
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

It occurred to me that Aaron wrote in comp.sys.cbm:
> >And once every eight rasterlines you have to wait 40 cycles for the
> >badline.
>
> Oh, I conveniently forgot about the C-64's badline quirk. This little
> problem would have a tendency of screwing up raster changes on ALL
> lines.
Ah well. One knows when a badline pops up. And, those badlines can
be used to create very nice effects.

very nice effects, indeed :)

--
Fight Spam! Join CAUCE! == http://www.cauce.org/
Martijn van Buul, martijnb@stack.nl, pino@dohd.cx, pienjo@c64.org
Pienjo on #c-64 and #dohd (when I'm in the mood)
Tijntje@OuterSpace - 131.155.141.166 3333

1695. Re: Games Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36b9992c.27916154@news.demon.co.uk>
Source record: 55161

The other Day mrkenn25@aol.com (Mrkenn25) wrote:

>Thank you everyone for replying, I would love to get a hold of those games. I
>have been told the mythology game was called The Return of Hercules. I am not
>sure what Ulyess and the Golden fleece was, but I am sure I would be interested
>in that one as well.
>
>Thank you
>
>Kenn
>
>mrkenn at aol.com

Check your mail box.. :)
--
Paul..

Emulator megafan, Retro gamer and all round fountain of knowledge.

ICQ No: 105793

1696. Lightgun

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: Andreas.Mischka@t-online.de
Message-ID: <79a71k$5l1$1@news07.btx.dtag.de>
Source record: 55162

```
ii¿½m looking for a Lightgun for XL/XE-Systems

Andy

--
Member of A.B.B.U.C.
```

1697. Re: Atari 8-bit Web Browser questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: Don Rae <donrae@telusplanet.net>
Message-ID: <_h3u2.1572$_Y2.8227@news2.telusplanet.net>
Source record: 55163

I think I'm going to a crack at this problem, to see if it can be done.
These are my projections:

1) "Web/HTML" access is not easily possible (at this point, I would say
impossible), due to the natural constraints of the 8-bit's graphical
capabilities, and available memory. I think this will just too much to ask
from this particular machine.

2) Building a TCP/IP socket shouldn't be too difficult. Building an
efficient one might be very difficult. I'm still not sure yet if I will
need the 130XE to do this or not....the extra 64K would sure be handy in
this regard, leaving more space open for programs (eg. FTP). PPP will need
to be layered into the model as appropriate.

3) Assuming a protocol stack can be achieved, FTP shouldn't be much of a
problem either. At the very least, this kind of thing should be
possible....the only real problem is in "time out" related issues while the
Atari disk I/O is taking place. At an extreme, I suspect that the APE
interface might be required to handle this level of I/O demand.

4) I'm not even going to attempt a mail API. This will be up to someone
else to try out, assuming that I can get any of the other stuff working.
(Can you just picture yourself saving mail files at 10 per 88K disk!?) Nor
am I going to try IRC....that's a lot of work for the minimal returns you
get - someone else might be interested in trying this one....(it probably
could be written in BASIC, assuming that there are enough hooks in place
from the protocol stack).

5) Another possible approach is a driver/application gateway to the
Microsoft Windows API, and use Windows' native TCP/IP and PPP support. This
could be done a variety of ways via RS-232 communications, essentially
creating a "null modem" approach to the whole issue, with some contained
application interfaces to handle the I/O traffic.

If I make any progress on this, I'll be letting everyone know.

- Don

Daniel Gibson wrote in message <36B26781.50105253@cyberzone.net>...
>Hope y'all can help me out here. After reading several posts about this
>over the last few months, I would like to try to pull all of the
>information together, at least for my sake!!
>
>Is there PPP software out there now for the Atari 8-bit?
>
>If not, is anyone currently working on it?
>

>Is there FTP, IRC, or Web Browsers out there for the 8-bit? Any under
>development?
>
>Seems like I saw a few posts about Project Phoenix. Is that available to
>the public yet?
>
>Thanks gang. I came across some web sites where the Commies had this
>underway, and I was wondering if any souls who are better programmers
>than me had started on this.
>
>Later!!
>
>Dan
>
>--
>Daniel and Kathy Gibson
>http://users.cyberzone.net/dgibson
>"Kate's Track Shack - Home of the 75 cent 8-track!!"
>
>

1698. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b879c4.21439787@news.localnet.com>
Source record: 55164

On 3 Feb 1999 18:30:05 GMT, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>Yes, but he talked about Beneath ... I have the two other versions.
>
>JMouchmino <jmouchmino@aol.com> wrote in article
><19990203122509.09630.00000109@ngol03.aol.com>...
>>
>> "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
>>
>> > Is Beneath Jaggi Lines another version of Rescue on Fractalus ?
>> > I have RoF and Behind Jaggi Lines.
>> > Typo or two different versions ?
>>
>> Behind Jaggi Lines! is the beta/pre-release version of Rescue on
>Fractalus!.
>>
>>
>> Bertrand M. (LEXX)
>>
There were only two versions: Behind Jaggi Lines (the pirate version)
and Rescue on Fractalus (the official version). Beneath Jaggi Lines
was probably a misprint.

1699. Re: I need help running emulators

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: mrkenn25@aol.com
Message-ID: <19990203171716.26743.00000099@ng-ca1.aol.com>
Source record: 55165

Thank you, I bookmarked the site. I already have the 800 downloaded, I just do not know how to use it. I am trying to play the AR games and the return of hercules.

I will look at your site when I return from class.

Thanks again

Kenn

1700. Re: Atari 8-bit Web Browser questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <ct4u2.1630$Si.14690@newsfeed.slurp.net>
Source record: 55166

Don Rae <donrae@telusplanet.net> wrote in message
news:_h3u2.1572$_Y2.8227@news2.telusplanet.net...
>I think I'm going to a crack at this problem, to see if it can be done.
>These are my projections:
>
>1) "Web/HTML" access is not easily possible (at this point, I would say
>impossible), due to the natural constraints of the 8-bit's graphical
>capabilities, and available memory. I think this will just too much to ask
>from this particular machine.
>
First off, I would recommend that you look for my post hereabouts regarding
"Project: PHOENIX Notes" so that you'll have a better idea about what I'm
about to start ranting about. It's a 12K post, but it's sheer text. Or drop
me an email and I shall email it to you. Much of this is discussed in there.

Now, regarding your position that web/html access on the Atari 8bit is not
easily possible (to which you add that you say it is impossible): If you are
referring to the fact that the Atari cannot easily and/or feasibly display
the grafix that one finds in a 640x480-friendly browser (or higher), then
you are correct. The Atari 8bit cannot display pictures in a way that makes
them recognizable since most are GIFs and JPGs. However, don't let
shortsightedness so easily overwhelm you. Many HTML pages offer ALT TEXT for
non-graphical browsers. Why not utilize them? And in the case where ALT TEXT
tags are not available, why not have the HTML interpreter look for other
indicators, or display what the picture would have been...? See, PHOENIX is
ideal from my standpoint since I am looking to one of the most basic
programs to handle the www... BASIC. BASIC, when you type in a command in
immediate mode, responds by carrying it out, right? PHOENIX' HTML
interpreter is designed the same way. It gets an html tag, checks if its a
valid instruction for the program, and then carry out the instruction. If
not, it has the choice of returning it to the user as RAW text/data or
dismissing it entirely. How fast can you type? Is your Atari having a hard
time keeping up to your typing skills or does it spend most of its time
waiting for you to hit the next key? Now, pretend that you could just stream
those instructions to BASIC and you're on your way to understanding how
PHOENIX will operate its HTML interpreter. Got grafix in a given page? Fine,
show the user that there is a IMAGE = icon.gif on the display and we're
almost there. I say almost because some pages use grafix as navigational
tools. But that is for another conversational moment.

Needless to say, it is NOT impossible. It depends on how openminded you are
to solutions...

>2) Building a TCP/IP socket shouldn't be too difficult. Building an
>efficient one might be very difficult. I'm still not sure yet if I will

>need the 130XE to do this or not....the extra 64K would sure be handy in
>this regard, leaving more space open for programs (eg. FTP). PPP will need
>to be layered into the model as appropriate.
>
It's already done. Here are the places you can check for additional info.
The C64 crowd has it. Now, we just need someone to port it to the Atari:
http://131.188.190.131/~poldi/verw.html
ftp://131.188.190.131:/pub/c64/
There's other places, too, if you have some surfing time available... all
for the 6502 processor!

>3) Assuming a protocol stack can be achieved, FTP shouldn't be much of a
>problem either. At the very least, this kind of thing should be
>possible....the only real problem is in "time out" related issues while the
>Atari disk I/O is taking place. At an extreme, I suspect that the APE
>interface might be required to handle this level of I/O demand.
>
Correct. FTP is achievable on the Atari... Now, you brought up an
interesting point regarding the Atari's dubious need to lock out all other
activities during SIO. Why hasn't anyone designed a little plastic
doo-hickey that connects to both PIA ports (joystick) and made use of those?
Like a little 2x4x1 box that contains the coolest interface ever seen for
modems, HDs, etc? The Atari can be controlled and accessed via the joystick
ports according to documentation...

>4) I'm not even going to attempt a mail API. This will be up to someone
>else to try out, assuming that I can get any of the other stuff working.
>(Can you just picture yourself saving mail files at 10 per 88K disk!?) Nor
>am I going to try IRC....that's a lot of work for the minimal returns you
>get - someone else might be interested in trying this one....(it probably
>could be written in BASIC, assuming that there are enough hooks in place
>from the protocol stack).
>
I agree with you on that, and have said the same regarding MAIL. IRC might
be fun, though.

>5) Another possible approach is a driver/application gateway to the
>Microsoft Windows API, and use Windows' native TCP/IP and PPP support.
This
>could be done a variety of ways via RS-232 communications, essentially
>creating a "null modem" approach to the whole issue, with some contained
>application interfaces to handle the I/O traffic.
>
Ah, but not every Atari owner wants to bother with the PC when the Atari can
do the work. What then? Remember, the goal here is to provide the Atari user
with a web browser so he doesn't NEED a PC...

>If I make any progress on this, I'll be letting everyone know.
>
>- Don
>

Looking forward to hearing more on your progress!

1701. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36bbd7fc.143085836@news.pressenter.com>
Source record: 55167
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Tue, 02 Feb 1999 18:53:22 GMT, aarona@/REMOVE/localnet.com (Aaron)
wrote:

>>The owners of Apple and Atari didn't need to buy new drives to get
>>that capability, simply get a new DOS disk. That's what I keep trying
>>to make some people understand about the flexability of a disk based
>>DOS.
>
>Yes, a disk based DOS is definitely flexible. But for 64K (and under)
>computing, a ROM based solution, which leaves more RAM for apps, still
>has major advantages. For example, the Apple's ProDOS operating system
>was probably the most powerful DOS for an 8-bit computer.

Nope. SpartaDOS for the Atari8 beats it. Someone said something
about OS9 for the CoCo being really kick ass too and that sounds like
it might get the prize for most powerful 8-bit DOS.

1702. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36bcd8a1.143250594@news.pressenter.com>
Source record: 55168
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Wed, 03 Feb 1999 13:05:34 GMT, aarona@/REMOVE/localnet.com (Aaron)
wrote:

>Hey, I was just making a little joke about DE-FEET (in relation to IC
>feet). Your above comments (which I agree with) shouldn't have been
>directed towards me. =-(

Sorry mate. Didn't catch the humor 1st time around.

1703. Re: Atari vs. Commodore (DOS Comparision)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990203174617.18545A-100000@vtn1>
Source record: 55169
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 1 Feb 1999, Jason Compton wrote:

> In comp.sys.cbm John K. Picken <yg473@victoria.tc.ca> wrote:
>
> : It's fun to knock IBM for a lot of things such as requiring 8-bit
> : compatibility and thereby to some extent crippling their later machines,
> : but they do make good and reliable hardware; so good that the original
> : Power Mac's used an IBM-designed CPU which was licenced to Motorola.
>
> Ummmm, that's a weird way to look at the real history of the PowerPC,
> which was a cooperative design between Apple, Motorola, and IBM.
>
> --
> Jason Compton jcompton@xnet.com
> www.xnet.com/~jcompton
>
>

Had to go down to the library to check my reference. According to Ron Pronk, in The Power Mac book!, (Coriolis Group Books, Scottsdale, AZ) published in 1995: Apple wanted IBM's cpu but Motorola's bus. So, while future PPC's were joint IBM-Motorola developments, the 6100 was 100% IBM-produced, sold to Motorola, and appeared in the Power Macs bearing the Motorola logo.

John

1704. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <79b0nhheh1@news5.svr.pol.co.uk>
Source record: 55170
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Hi Marc,

>Also, the Atari "sprites" were smaller, harder to use, and had less
>colour options available -

Actually....Atari sprites are not smaller than CBM ones, just different.

True you can only assign one colour to each sprite, but since you have display list interrupts you can get some very nice effects with them. Also a player or a missile extends over the entire height of the screen so you don't need to multiplex them vertically. Plus the code you need to write to move a sprite up or down is trivial.

Like I said, just different.

>Even though the Atari was less popular in the UK than the 64, it did
>have an excellent magazine from Page 6 called "Atari User"....

Actually they published a magazine called "Page 6" for about 10 years before coming out with "Atari User", I've still got a few copies hanging around somewhere....

>The machine's parent company supported it better than Commodore did
>for the 64 (face it, every other computer was better supported!).

Except Atari had no idea about marketing....witness the ST, Lynx, 7800 and Jaguar. :-(

>And the disk drive was a dog.

May have been a dog, but vastly outperformed any of CBMs offerings. And I don't recally an Archiver, a US Doubler, or a Happy upgrade for the 1541.

The 1051 really wasn't a very good drive I'll agree, a major case of too little too late, and the unavailability of spares (at least here in the UK) sealed it's fate. The original 810 was an excellent drive, I still have a couple which are still going strong.

Not that Ataris' peripherals were ever anything other than adequate - and pricey - though I could say the same thing about CBM's.

I used and programmed both systems for years, both had their advantages and disadvantages. My personal preference is towards the Atari as an overall system - which doesn't mean I dislike the C64, I just don't like using it as much.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Peter Pachla: Computer Hardware/Software Engineer,
Collector Of Arcade Machines & Obsolete Computers,
Sound Engineer,
Barman(!),
General Fun Guy....
--

1705. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <79b0niheh2@news5.svr.pol.co.uk>
Source record: 55171
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Hi Jason,

>....horizontally. We *can* take the sideborders out using a bug
>in the VIC-II but it's heavy on the processor time and a git to make.

Where can I find some info on how to do this, I've been curious about it for
years (it was not a trick I learned during my CBM programming days).

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Peter Pachla: Computer Hardware/Software Engineer,
Collector Of Arcade Machines & Obsolete Computers,
Sound Engineer,
Barman(!),
General Fun Guy....
--

1706. Re: Atari 8 and 16 bit Software F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <16408-36B8FAD1-6@newsd-224.iap.bryant.webtv.net>
Source record: 55172

hi angelo,what about me?

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1707. Re: Games Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <16404-36B8FA90-73@newsd-224.iap.bryant.webtv.net>
Source record: 55173

the return of hercules was released as side two(i think)of a disk from electronic arts called "the age of adventures"side one was ali baba,they are actually rerealesed from old(again i think)data soft titles, thanks, lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1708. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <79b27v$9ne$1@kc.trail.com>
Source record: 55174
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <36b725e6.68348420@news.pressenter.com>,
Jon Melbo <jmelbo@pressenter.com> wrote:
>On 30 Jan 1999 19:27:34 -0700, sjudd@kc.trail.com (Steve Judd) wrote:
>>
>>Well, first of all, "millions" is commonly used to denote "a lot",
>>e.g. millions of cars on the road.
>>
>>However, plurality in general implies not "two or more", but "more
>>than one". Thus 1.25 million surely qualifies as "more than one million".
>>
>>Bascially, if only you had color ram and some decent sprites, you'd
>>understand this complex technical issue.
>
>one. Better think before you defend stuff like that because you only
>make yourself look funny.

Since it was a joke, I have no problem with that outcome.

-Steve

1709. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <79b441$9pq$1@kc.trail.com>
Source record: 55175
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <36b8d915.77821360@news.pressenter.com>,
Jon Melbo <jmelbo@pressenter.com> wrote:
>
>No. God you people _STILL_ don't get it. Sure it may be easy enough

>It is you who have been defeated. If you can't see it then there's no
>help for you. I really don't care about this whole vs. thing, I just

From your response, it seems to me that you do indeed care.

>over the C64. You live up to the fears of those who think this thread
>will turn into a religious thing like the old days by refusing to
>acknowledge the obvious.

And yet, you seem to refuse to acknowledge either the obvious
disadvantages of a software-based DOS or the obvious advantages
of a device-ROM based system.

It never seems to occur to people that the C= does indeed support
software-based DOSes, and many have been written. Many games use
a custom DOS, and GEOS is a prime example of a system with its own DOS.
It also highlights the failings of a custom DOS -- software incompatability,
so that it is nontrivial to e.g. copy a GEOS file onto a normal disk,
and hardware incompatability, so that GEOS must be physically patched
to use modern hardware.

Can you instantly use new devices with your old programs, or do you
have to wait until someone writes a new DOS? Can you access files
in a SpartaDOS subdirectory without owning SpartaDOS? And what
happens to the vaunted autoboot capability, when you have to load
an entirely different program, just to run a program (e.g. with a
new device)?

On my 64, I plugged in my FD-2000 and instantly my 1984 assembler
could create subdirectories, change partitions, and instantly
inherited all the features the new device had to offer -- without
rewriting one line of code, and without losing compatability with
any other program.

Software DOSes never caught on simply because the C= DOS works fine.
Most of us have access to all kinds of different operating systems and
such, and yet don't have much problem with using their C=; in fact, some
of us rather like the system. C= programmers are interested in
getting something done; if the system works well and does the job,
then I doubt anyone cares whether it meets somebody's theoretical
model of advantageous operation.

-Steve

1710. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <79b4g6$9qv$1@kc.trail.com>
Source record: 55176
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <798cdupah1@remarQ.com>,
Steve Wallace <swallace@home.dmv.com> wrote:
>
>The world _is_ 3D because objects within our field of awareness are both

I do not believe the world is 3D because we perceive it to be 3D.

>judged by its height, width, and depth. What makes such a determination
>possible is having two eyes. The space between our eyes causes each eye

When I cover one eye, the world does not lose its 3D appearance.

>Steve

-Ditto :)

1711. Re: Cartridge Pinout question

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <36B935D6.42C0DB0@postoffice.pacbell.net>
Source record: 55177

YO, Rick! I think you missed this one.... The CartCTL line is the $D5xx address select. Any access in $D5xx will activate CartCTL. They use it for bank switching the carts.

Bob

Richard Cortese wrote:

> Tony wrote:
> >
> > Hey Guys,
> >
> > It seems like the Atari cartridge board# C060052 rev 1 is missing traces
> > on Pin 15
> > and Pin S.
> >
> > 15 is 'cartridge control' what does it do?
> This is a line from the memory mapper chip in there. Decodes the
> hardware space into the $D000 to $D7FF area into 8 chunks as full pages.
> >
> > 'S' is B0Z Phase 2 clock what is it for?
> This is a sync line used for use with the 6502 family of chips. Same
> type of thing is used on the 68xx chips, 'cept there they call it a
> B<something like that VME?> line.
>
> The two lines are so you can add chips directly to the cartridge port.
> For instance, you could add another 6520, 6551, or 256 bytes of ram to
> the hardware region. The S would be tied to the phase 2 clock of the
> 68xx/65xx family of chips while the CARTCTRL would be tied to the !CS
> pin of any chips/memory you would add.
> >
> > thanks
> > tony
> You are welcome.

1712. The Missing 2k Of RAM

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-03 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990203225150.23606A-100000@vtn1>
Source record: 55178

A question for the hardware wizards:

Is there any way, at reasonable cost, the 2k of RAM at $D000-$D7FF could be re-mapped to appear outside the hardware address range--something similar to the way the Self-Test ROM is banked in at $5000?

It kind of bugs me knowing it's there but unusable :)

John

1713. Re: Cartridge Pinout question

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <79bmhs$2h2$1@nnrp1.dejanews.com>
Source record: 54988

In article <36b65d74.0@news2.uswest.net>,
"Patrick Robbins" <Probb26666@usa.net> wrote:
> This looks like the appropriate thread so I'll throw in my question. I
> would like to replace a rom in a socketed cartridge with a dram. What kind
> of dram will work best with the fewest modifications except for the
> read/write line, etc? I'm going to cut the ram package down the side to
> expose the chip, which will allow me to use it as a crude digital camera.
> That's why I need to use a dram but I won't need to refresh it when I'm done
> getting the image.
>
> Thanks,
>
> Patrick Robbins
>
>

'ello,

i dont know where you come from but where i am from cutting an ic like this would seal its fate and let out the 'magic smoke' i do remember reading in a mag (pop electronics or something) about a memory chip designed like how you are attempting.... it had a reader prg and hookup info for an apple // i dont think i have the mag anymore but if you prod i could look for it..... but if you wanted to cutting a ram anywho you would use a sram (62128 i think) the 62xxx series srams are almost drop in replacements for 27xxx eproms.... (byte (back when its name had something to do with its content) eprom emulator that was basically a 6264 (8kbyte X 8bit ram) hooked to a cap in a small package... if you do actually find a way to cut them open i would be interested in getting one.....

sloopy.

sloopy_m@my-dejanews.com -- sloopy@not-taxed.com -- 1200xl@not-taxed.com
||| Have you played your atari today?
/ | \ 800 1200XL 130XE / Where will your 8bit go today?

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1714. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be501b$e640d460$4a374382@vidar>
Source record: 54989

Sysop Fox-1 <sysop.fox-1@stackbbs.xs4all.nl> wrote in article
<918090624@stackbbs.xs4all.nl>...
> > Where to get these new games ?
> DynaKillers (not so new anymore) is FreeWare. There are 3 versions: a
> demo-, an English-,and a German-version...
>
> Just get it from the GMG homepage:
>
> http://rak/isternet.sk/lego/gmg/main.htm
>

I'd love to get those, but I can't access it thru this link. Any FTP's I
can use ? Are there anybody still selling polish software or are they now
freeware all of them ? Like Chaos Music Composer's and all the others they
use to make the great music in the Atari demos with ?

1715. Re: Cartridge Pinout question

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36B9734A.8CF@netmagic.net>
Source record: 54990

rwoolley@postoffice.pacbell.net wrote:
>
> YO, Rick! I think you missed this one.... The CartCTL line is the $D5xx
> address select. Any access in $D5xx will activate CartCTL. They use it for
> bank switching the carts.
>
> Bob
Yeap, I got more specific when I got my notes out<grin>. Kind of a
rigged explaination in the 2nd round since I had built a 74ls174 latch
into a cartidge port device I had made. I think I still made a mistake &
refered to it mostly $D5xx, but a typo $D1xx may have made it through.

Just now trying to get back into it after a long layoff. Damn soldering
iron actually rusted/coroded it has been so long.

As usual, I seem to be thinking in terms of projects that come under the
catagory of "Why would he do that and even if he did it, why would he do
it that way?"

I never liked the way OSS carts worked. That banking 4k lumps. Just have
every 8k block start with some code to switch the cart back to the first
bank, that is at ROM location 0, you have
LDA #0
STA $D500
and at ROM Location $2000 you have the same. That way no matter which
bank comes up, it resets itself to the first one & continues from there.
I guess you would have to have the cart init & run vectors mirrored too,
but much simpler scheme IMO.

Reworking a 1200xl now for the project, I hope it survives me.

1716. Re: LOOK THIS!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: ENG8S2M@leeds.ac.uk
Message-ID: <36B97142.9CE@leeds.ac.uk>
Source record: 54991

Tommi Kï¿½rri wrote:
>
> I FOUND VERY GOOD SITE!!!!!
>
> GO THERE!!!!!!!
>
> www.wimbacity.cjb.net

Yes indeed! It says "The web site you requested does not exist!" Try
harder, mate!

Seb
--

____
/ \
ï¿½ SEB - Amiga 500, Commodore 64, Apple IIe, ï¿½
ï¿½ Macintosh SE fdhd, Acorn Electron, ï¿½
ï¿½ Acorn BBC B .... PC OUTSIDE!!! ï¿½
_____________________________________/

1717. Items posted in a.b.c.a

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.112334dbb1e42d389897a9@news.midwest.net>
Source record: 54992

I put a few things in the binaries group...
--
Ron
rlaski@midwest.net

1718. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <NDqzHtAaRXu2IwYt@achievements.co.uk>
Source record: 54993
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Marc:
> Also, the Atari "sprites" were smaller, harder to use, and had less
> colour options available...

Peter Pachla:
> Actually....Atari sprites are not smaller than CBM ones, just
> different.

They're a third of the width and taller, but generally speaking people tend to prefer using square objects. I mean, how many alien spaceships have you seen that are sixteen times as tall as they are wide? =-)

> True you can only assign one colour to each sprite, but since you have
> display list interrupts you can get some very nice effects with them.

But not three different colours on a scanline like C64 sprites in multicolour mode.

> Also a player or a missile extends over the entire height of the
> screen so you don't need to multiplex them vertically. Plus the code
> you need to write to move a sprite up or down is trivial.

But not as trivial as, say, DEC $D001 to move sprite 1 up or INC $D001 to move it down, is it? You have to shift (for an 8x8 object) sixteen bytes per object per frame. For something the size of one C64 sprite that means you're moving 126 bytes of data *just* for vertical positioning.
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

1719. Mac&PC games for trade for Atari games

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: "Daniel F. Boese" <dan_boese@und.nodak.edu>
Message-ID: <36B94ED4.B50D8D49@und.nodak.edu>
Source record: 54994

Hi all,

I have the following used mac and pc games(no boxes, most with
instructions) I would like to trade for used jag cartridges and/or 8-bit
atari computer cartridges:

Unreal ---------------------------------- Mac
Warcraft Warchest -------------------- Mac/PC
Jazz Jackrabbit 2 ---------------------- PC
Mastermind ----------------------------PC
Boggle ---------------------------------PC
Ultra Pinball Collector's Edition ---- Mac/PC
Experience C++ (IBM MMTutorial)-PC
MYST(new-shrinkwrapped)--------- Jaguar
Defender, Quix, and Pacman -------- 8-bit Atari computer

The jag games I'm looking for are:
ATARI KARTS
BRUTAL SPORTS FOOTBALL
BUBSY BOBCAT
CLUB DRIVE
DEFENDER 2000
DINO DUDES
DOUBLE DRAGON 5
DRAGON BRUCE LEE
FEVER PITCH SOCCER
FIGHT FOR LIFE
I-WAR
KASUMI NINJA
MISSLE COMMAND 3-D
NBA JAM TOURNAMENT EDITION
POWERDRIVE RALLY
SENSIBLE SOCCER
SUPER BURNOUT
SUPERCROSS 3-D
SYNDICATE
VAL D'ISERE SKIING
WHITE MEN CAN'T JUMP
WORMS
ZOOP
BRAINDEAD 13
DRAGON'S LAIR
SPACE ACE

WORLD TOUR RACING

I'm also looking for almost any 8-bit computer cartridge game except for Defender, Quix, Pacman, Missile Command, Bughunt, and Flight Simulator II.

sincerely,

Dan Boese
dan_boese@und.nodak.edu

1720. Atari 8-bit fonts for Windows NT

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Trystan Negus <tnegus@matra.co.uk>
Message-ID: <79c8ei$e4l$1@guardian.matra.co.uk>
Source record: 54995

OK...so I don't use an Atari at work. However, does anybody have a TTF font file of the Atari 8-bit font?

Thanks in advance,

Trystan

1721. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <79cd93$ie7$2@flood.xnet.com>
Source record: 54996
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Jon Melbo <jmelbo@pressenter.com> wrote:
: On 3 Feb 1999 20:34:30 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

:>When I cover one eye, the world does not lose its 3D appearance.
:>
:>>Steve

: Steve, now I KNOW you are certifiable. Okay then there Steve... just
: settle for that one eye open thing. Yer right, taint no differeunce
: anywho. All the same. See exactly the same. Scientific fact don't
: know nuttin'.

Does the world look paper-flat to you when you close one eye? I'm afraid
I have to agree with Steve here, the world does not lose its 3D appearance
when I close one eye. I spent part of my youth wearing a patch over one
eye and I don't recall being freaked out by the fact that the world
suddenly looked like a TV screen.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

1722. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <79cgap$8u0@chronicle.concentric.net>
Source record: 54997
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

sloopy_m@my-dejanews.com writes:

>when a c64 user used to tell me how great their c64 was i would ask them what
>they thought of the speed upgrade when they got a hd... since most of them
>didnt get one most would give me clueless looks as i told them about my supra
>hd interface or my mio..... the few that had the lt col. hd i would ask them
>which 'floppy' was their basic wedge on.... (for the people who dont know the
>way a c64 accesses a hd is you give it two numbers one a 'high floppy' number
>and the other a 'low floppy' number to access the hd as one hell of a
>shitload of floppy disks..... the atari on the other hand would use 'D1:' -
>'D8' with 16mbyte per drive designator.....)

That may have been the case with that Lt. Kernal, though not with the units I've encountered, but modern CMD HDs definitely don't work that way. You can either use them to emulate 1541 disk drives, or use them natively. In any case, there's no such business as a 'high floppy' and 'low floppy' number these days -- just LOAD"X",device and go. The device number doesn't vary per partition.

Also, wedges are rarely used these days. Many people have JiffyDOS installed, still others use Epyx FastLoad, and there's a smattering of cartridge speeders and DOS command extenders in addition (Final Cartridge, Super Snapshot, Mach, Action Replay, etc.). It would be very annoying to load that from disk all the time and set it up.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1723. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <36B9C6EE.15171589@ix.netcom.com>
Source record: 54998

Jason Compton wrote:

> Does the world look paper-flat to you when you close one eye? I'm afraid
> I have to agree with Steve here, the world does not lose its 3D appearance
> when I close one eye.

This is an illusion created by your brain. Monocular vision is two
dimensional.

It's similar in a fashion to the way your brain has created the illusion that
this thread has any value to anyone.

Jeff

1724. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36B9D631.47AB0E4C@arn.net>
Source record: 54999

Another way is to try a plot statement in GR. 9-11. Those are specific
to the GTIA chip as well.

Laters,

antbaker@arn.net

Swozniak wrote:
>
> There is a much easier way to find out if your machine contains the GTIA or
> CTIA chip. In BASIC, type the following:
>
> POKE 623,64 (RETURN)
>
> If the screen stays blue, you have the older CTIA chip. If the screen turns
> black, you have the GTIA chip. Simple, really.
>
> -Scott Wozniak
>
> aarona@/REMOVE/localnet.com wrote:
> <<The easiest way is to find a LucasFilm game (KORONIS RIFT, RESCUE ON
> FRACTALUS, BENEATH JAGGI LINES, EIDOLON, & BALLBLAZER). All these
> games contain an intro display saying "LUCASFILM GAMES." If this
> screen is displayed with verying shades of gold, then you've got the
> GTIA chip.
>
> Sometimes, if the game is pirated, this initial display screen is
> missing. If so, then try the next tip.
>
> Another way (to check for a GTIA chip) is to find LucasFilm's KORONIS
> RIFT game, which almost exlusively uses GTIA modes.
>
> The display screen in Koronis Rift is split into two sections: upper
> and lower. Check the lower section. It contains a holding area for
> collected items. The background of this holding area should be shaded
> with multiple gray levels. If it is, then the computer has the GTIA
> chip.
>
> If this doesn't help, then respond again and I'll come up with another
> way to check for the GTIA chip. >>

1725. Re: Atari vs. Commodore (DOS Comparision)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36B9D91A.6A465C22@arn.net>
Source record: 55000
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Actually, The 601 was the FIRST PowerPC chip and it was made by IBM and
then licensed to Apple. Motorola makes the motherboards and bus. The
603 was after that.

Also, if you notice, if there is any mention to the PowerPC chip in the
documentation, it will say that it is copyrighted to IBM. In 1995,
Apple allowed clone Macs to be produced (and then in 1998 stopped that)
and the Motorola StarMax was one of the first to be made w/ the
agreement that anything developed in that computer had to be shared w/
Apple (technology wise).

For example, the G3 chip was original manufactured and developed by
Motorola for thier StarMax machines, but w/ an agreement w/ Apple, the
chip is now used in the new PowerMacs (especially since the StarMax's
are no longer made).

Of course, the biggest clone maker at the time of PowerPC Macs was Power
Computing but Apple just decided to buy them and the technology they had
that made them able to make better computers at a lower price, hence
killing Apple for awhile. They are also they main reason the clones
have almost become obliverated (except for UMAX which I guess Apple
didn't consider them a threat because they were so crappy, but even they
are starting to die out as a clone maker).

Laters,

antbaker@arn.net

sloopy_m@my-dejanews.com wrote:
>
> In article <Pine.GSO.3.95.iB1.0.990203174617.18545A-100000@vtn1>,
> "John K. Picken" <yg473@victoria.tc.ca> wrote:
> >
> >
> > On 1 Feb 1999, Jason Compton wrote:
> >
> > > In comp.sys.cbm John K. Picken <yg473@victoria.tc.ca> wrote:
> > >
> > > : It's fun to knock IBM for a lot of things such as requiring 8-bit
> > > : compatibility and thereby to some extent crippling their later machines,
> > > : but they do make good and reliable hardware; so good that the original
> > > : Power Mac's used an IBM-designed CPU which was licenced to Motorola.
> > >
> > > Ummmm, that's a weird way to look at the real history of the PowerPC,
> > > which was a cooperative design between Apple, Motorola, and IBM.

> > >
> > > --
> > > Jason Compton jcompton@xnet.com
> > > www.xnet.com/~jcompton
> > >
> > >
> > Had to go down to the library to check my reference. According to Ron
> > Pronk, in The Power Mac book!, (Coriolis Group Books, Scottsdale, AZ)
> > published in 1995: Apple wanted IBM's cpu but Motorola's bus. So, while
> > future PPC's were joint IBM-Motorola developments, the 6100 was 100%
> > IBM-produced, sold to Motorola, and appeared in the Power Macs bearing the
> > Motorola logo.
> >
> > John
> >
> >
>
> hmmm, being an amiga user in addition to a mac user (and an atari user ;') i
> always thought jason knew all but it seems my image of him if getting shaky
> ;') but the way it went was apple motorola and ibm got together to design a
> new chip, all parties thought the power pc chip ibm had been using in their
> rs/6000 machine would be a good base so used it..... and the chips in
> 6/7/8100 macs all have ibm logo's on them (i have a 6100 here at home and
> use a 8100 at work) the 603 was the first from the joint venture...
>
> sloopy.
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1726. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36B9DA15.8D10C892@arn.net>
Source record: 55001
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

SmartDOS was my all time favorite. Most likely because I didn't know
how to use MY-DOS or SpartaDOS. But at least those three I mentioned
have VERY original code.

SmartDOS is actually fun to use (especially when formating, copying, or
deleting files).

Laters,

antbaker@arn.net

Jason Compton wrote:
>
> In comp.sys.cbm John K. Picken <yg473@victoria.tc.ca> wrote:
>
> : LJK DOS
> : OSS DOSXL
> : OSS OSA+
> : SuperDOS
> : SpartaDOS
> : MYDOS
> : TopDOS
> : SmartDOS
> : Q-DOS
> : MachDOS
> : TurboDOS
> : BiboDOS
> : BW-DOS
>
> : Those are the ones I can think of off-hand. The best common feature of
> : them all is that if they didn't use Atari DOS 2 format, they at least came
> : with a utility to access it.
>
> That's a lot of DOSes. How many are based on unique source code, and how
> many are hacks of other DOSes?
>
> --
> Jason Compton jcompton@xnet.com
> www.xnet.com/~jcompton

1727. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b995e7.12603825@news.localnet.com>
Source record: 55002
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Thu, 4 Feb 1999 10:20:10 +0000, Jason <tmr@cosine.demon.co.uk>
wrote:

>Marc:
>> Also, the Atari "sprites" were smaller, harder to use, and had less
>> colour options available...
>
>Peter Pachla:
>> Actually....Atari sprites are not smaller than CBM ones, just
>> different.
>
>They're a third of the width and taller, but generally speaking people
>tend to prefer using square objects. I mean, how many alien spaceships
>have you seen that are sixteen times as tall as they are wide? =-)

Actually, because of the way the bits are used in a C-64 sprite (in
color mode, 2 bits for every sprite pixel), the difference in width is
more like 50% wider than an Atari "sprite". (C64's 12 pixels across
vs. Atari's 8 pixels across).

>> True you can only assign one colour to each sprite, but since you have
>> display list interrupts you can get some very nice effects with them.
>
>But not three different colours on a scanline like C64 sprites in
>multicolour mode.

I'm in agreement. The C-64 sprite system was more "polished" than the
Atari's sprite method.

>> Also a player or a missile extends over the entire height of the
>> screen so you don't need to multiplex them vertically. Plus the code
>> you need to write to move a sprite up or down is trivial.
>
>But not as trivial as, say, DEC $D001 to move sprite 1 up or INC $D001
>to move it down, is it? You have to shift (for an 8x8 object) sixteen
>bytes per object per frame. For something the size of one C64 sprite
>that means you're moving 126 bytes of data *just* for vertical
>positioning.

DITTO. It's interesting that the C-64's advanced hardware sprite
movement ability was about on par with the Atari's background bitmap
hardware movement abilities. It's too bad that neither computer had
BOTH strengths.

1728. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b99884.13272193@news.localnet.com>
Source record: 55003
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Wed, 3 Feb 1999 20:17:43 -0000, "Peter Pachla"
<my.name@vectrex.freeserve.co.uk> wrote:

>Hi Jason,
>
> >....horizontally. We *can* take the sideborders out using a bug
> >in the VIC-II but it's heavy on the processor time and a git to make.
>
>Where can I find some info on how to do this, I've been curious about it for
>years (it was not a trick I learned during my CBM programming days).
>

Easy. Open up the monitor that is attached to the C-64 and located the
horizontal size adjustment. VOILA! Instant boarder erasure. =-)
>--
>
>
>

1729. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b99a52.13734447@news.localnet.com>
Source record: 55004
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Thu, 04 Feb 1999 07:12:13 GMT, sloopy_m@my-dejanews.com wrote:

>In article <36b62441.67928110@news.pressenter.com>,
> jmelbo@pressenter.com (Jon Melbo) wrote:
>> On Sun, 31 Jan 1999 16:13:40 -0500, Michael Terrell <terrell@cde.com>
>> wrote:
>>
>> >> And remember, both Commodore and Atari DOS couldn't handle nested
>> >> directories. Apple's newer DOS could (PRODOS). (NOTE: I'm assuming
>> >> that the C64 and Atari DOS was later modified by third party
>> >> manufacturers to accomplish this).
>> >
>> >The 1581 supports subdirectories, and has 808K storage on 2D/2S 3.5" disks
>>
>> The owners of Apple and Atari didn't need to buy new drives to get
>> that capability, simply get a new DOS disk. That's what I keep trying
>> to make some people understand about the flexability of a disk based
>> DOS.
>>
>>
>
>when a c64 user used to tell me how great their c64 was i would ask them what
>they thought of the speed upgrade when they got a hd... since most of them
>didnt get one most would give me clueless looks as i told them about my supra
>hd interface or my mio..... the few that had the lt col. hd i would ask them
>which 'floppy' was their basic wedge on.... (for the people who dont know the
>way a c64 accesses a hd is you give it two numbers one a 'high floppy' number
>and the other a 'low floppy' number to access the hd as one hell of a
>shitload of floppy disks..... the atari on the other hand would use 'D1:' -
>'D8' with 16mbyte per drive designator.....)

I've been hearing about that little C-64 HD problem. YUCK!
Unfortunately, a very very VERY small minority of Atari 8-bit users
had an HD connected to their system.
>
>(sorry i learned on alot on my plus 4 but i learned everything i needed to
>know on my atari 1200xl..... the only machine atari made that was worth
>anything after the 800 (except for the amiga ;'))

Come on. Don't you remember reading the lackluster reviews when the
Atari 1200XL was first introduced? Needless to say, the 1200XL was
unsuccessful in the marketplace. Still, I have one of these
wonderfully looking babies and I would absolutely *NOT* part with it.
The XL line in general is so snazzy looking. Why is it that most 8-bit

computers (including the C-64 series) look so ugly?

Funny mention about the Amiga. In the halcyon days of 8-bit-dom, the wonders of my Atari 800XL was the major factor in my decision to select the Amiga as my 16-bit computer of choice.

1730. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b9a057.15276054@news.localnet.com>
Source record: 55005
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
>>I guess programmers don't have
>>to be good mathematicians.
>
>Guess not, eh? :)
>
>Actually, in my experience, when it comes to mathematics, most programmers
>are dumber than a bag of hammers.
>
>...but not my 64 buddies, of course :).

Of course not. They just love to hammer what's in other people's bags.
=-)
```

1731. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Dan Barber <xy3951@epix.net>
Message-ID: <79crp8$sj1$1@news1.epix.net>
Source record: 55006
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

>> Yup. Now that would be nice. Only two things wrong with them, from
>> what I've seen:
>> 1) They run off WinBloats
>> 2) They are so *blasted* expensive
>>
>>

Yes I agree with you there. Although windoze ce is better than windoze
itself.

>Never saw those old Tandy (can't remember the name) pocket computer w/
>about all of 1k programmable memory? :)

Yep, Have one. Although I think that it has something like 8k.

Dan Barber
xy3951@epix.net

1732. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <79d1d2$p8o$1@flood.xnet.com>
Source record: 55007
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Aaron <aarona@/REMOVE/localnet.com> wrote:

: I've been hearing about that little C-64 HD problem. YUCK!
: Unfortunately, a very very VERY small minority of Atari 8-bit users
: had an HD connected to their system.

The LtK may have worked in that fashion, but CMD hard drives do not. They
do have 16 megabyte partition limits, but I believe the Atari has the
same, correct?

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

1733. Re: use pc to write xfd or atr to pc 5.25 floppy?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <36BA0581.8D544702@holyoak.com>
Source record: 55008

Use APE (Atari Peripheral Emulator) to have your 800 hooked to both your PC (where the ATR image is) and your Indus drive. The 800 will look at the ATR file as if it were a floppy, and you can copy it to a floppy in your Atari drive.

- Trevor
http://www.holyoak.com/atari

Russ Brown wrote:

> Is there a PC program that can write an ATR or XFD file to an Atari double
> density disk using the PC's 5.25" drive? I can find programs for almost
> every other transformation (and they work fine on my PC drive and Indus GT),
> but not this one.
>
> Just got my old 800 hooked up again after about 10 years of dormancy. Sure
> is sweet after a day of DLL hell! But my M.U.L.E. disk, both of its backups,
> and about half of the rest of my floppies went bad. I have the M.U.L.E. ATR
> and would like to recreate the destroyed disk, because we all know how
> pointless life is without M.U.L.E.!
>
> Thanks!
>
> Russ

1734. Re: Atari 8-bit Web Browser questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <79d4g4$4nm$1@winter.news.rcn.net>
Source record: 55009

morloc wrote in message ...

>>5) Another possible approach is a driver/application gateway to the
>>Microsoft Windows API, and use Windows' native TCP/IP and PPP support.
>This
>>could be done a variety of ways via RS-232 communications, essentially
>>creating a "null modem" approach to the whole issue, with some contained
>>application interfaces to handle the I/O traffic.
>>
>Ah, but not every Atari owner wants to bother with the PC when the Atari
can
>do the work. What then? Remember, the goal here is to provide the Atari
user
>with a web browser so he doesn't NEED a PC...

Besides, Tom Hunt is working on this. I've seen some preliminary stuff from
him on it, and it looks like he's on the right track. But I've heard
nothing from him recently.

Alan
>

1735. Re: Project: PHOENIX notes

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1dmo51a.1h1c8ww11xudacN@dhcp0517.findlay.edu>
Source record: 55010

morloc <morloc@acd.net> wrote:
> Now you may ask, what about web pages that contain straight text, such as a
> textfile, or text that may be found without html tags? Does that, then, just
> become ignored? No. The KERNEL is designed to recognize that sometimes this
> is the case and will respond thus:

Wouldn't it make more sense to recognize the file type from the web
server (text/text)?

Onlong the same lines, I recently got a Palm III, and started to look at
it's specs compared to my beloved XL, and a couple of things caught my
eye..

Display is 160X160 in four shades of grey, sounds pretty familar....

It only has 2MB RAM, but the first Palms only had 512K, and they have to
use this for applications and data.

I download ProxiWeb, connected to the net, and was surfing in full
graphics glory...

I think Project: Phoenix should investigate using a proxy server, much
like ProxiWeb. It reformats the graphics and simplifies the HTML to look
better (much like WebTV also). All this in approximately 125K (in 68000
code, and I know 6502 can be more compact).

--
Ryan 'Gozar' Collins
rlcolli@ibm.net

1736. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <79d6jaqnu2@flood.xnet.com>
Source record: 55011

Jeff Jewell <jjewell@ix.netcom.com> wrote:

: It's similar in a fashion to the way your brain has created the illusion that
: this thread has any value to anyone.

Or the illusion your brain has created that you are the traffic cop of
this newsgroup.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

1737. Re: Atari 8-bit Web Browser questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Don Rae <donrae@telusplanet.net>
Message-ID: <fEpu2.2001$_Y2.8180@news2.telusplanet.net>
Source record: 55012

My response...

>Now, regarding your position that web/html access on the Atari 8bit is not
>easily possible (to which you add that you say it is impossible): If you
are
>referring to the fact that the Atari cannot easily and/or feasibly display
>the grafix that one finds in a 640x480-friendly browser (or higher), then
>you are correct. The Atari 8bit cannot display pictures in a way that makes
>them recognizable since most are GIFs and JPGs. However, don't let
>shortsightedness so easily overwhelm you. Many HTML pages offer ALT TEXT
for
>non-graphical browsers. Why not utilize them? And in the case where ALT
TEXT
>tags are not available, why not have the HTML interpreter look for other
>indicators, or display what the picture would have been...? See, PHOENIX is
>ideal from my standpoint since I am looking to one of the most basic
>programs to handle the www... BASIC. BASIC, when you type in a command in
>immediate mode, responds by carrying it out, right? PHOENIX' HTML
>interpreter is designed the same way. It gets an html tag, checks if its a
>valid instruction for the program, and then carry out the instruction. If
>not, it has the choice of returning it to the user as RAW text/data or
>dismissing it entirely. How fast can you type? Is your Atari having a hard
>time keeping up to your typing skills or does it spend most of its time
>waiting for you to hit the next key? Now, pretend that you could just
stream
>those instructions to BASIC and you're on your way to understanding how
>PHOENIX will operate its HTML interpreter. Got grafix in a given page?
Fine,
>show the user that there is a IMAGE = icon.gif on the display and we're
>almost there. I say almost because some pages use grafix as navigational
>tools. But that is for another conversational moment.

Ok, granted...you do have a point here. I was generally speaking from the
"graphical" context only - graphical content is plainly impossible.
Unfortunately, this fact always leads to a greatly diminished web
experience, which makes one wonder if an HTML interpreter/converter effort
is truly worthwhile - as time goes by, more and more graphical content is
the norm on the internet, and the time and effort put into an HTML project
might be questionable in this context. The only "purist" answer to internet
graphics is to try and convert them on the fly (bleah), when you click on
the "image" box (as you propose). But now we're starting to venture into
realms of extremism. Sure this might be possible if you custom wired your
Atari 8-bit to read 1 meg of memory, but the complexity of this kind of
arrangement makes it feasibly impractical for the average hobbyist.

Considering this, I wonder if it might instead be better to build a specialized browser-type utility to read ATASCII/graphical content instead, and build a specialized interface for it. Atari systems can easily exist within the internet framework this way. If you wanted, it should be possible to include Atari capable interactive graphical content on such a design - player/missles/sprites, etc. Lord knows there are plenty of templates to start this kind of work from - remember all the "ATASCII Animator" type tools? Funnelling streams of information in this manner would be relatively simple to implement. You make one application that builds content (eg. Atari "Frontpage"), and another to read it (Atari "Internet Explorer").

This is a neat idea....I think it's worth pursuing. Of course, there's always the memory limitation problem that needs to be dealt with, but the advantage here is - we're not building a BBS system here! This approach vs. the old BBS approach - is much easier to manage - if not solely because you are continously changing your active memory content from an internet source that exists outside of normal Atari I/O streams! You can always set up a system framework where you "download" crucial applications (in a reserved block of memory for them) for "specific purposes"....such as "FTP", for example.

Hell, you could even build interactive 6502/8-bit net games this way. And in case you really wanted to leap the fence, one could suppose that the same theory would apply to the C64 as well. (Build an equivalent for the C64, making them interoperable at the internet level....I shudder at the thought of it - so I guess I still have my old prejudices, it seems).

Another line of thought, for a second....

Another really far out idea on this line of thought is to make your Atari BOOT AN OS FROM THE INTERNET. This should be very possible using an APE equivalent application/cable interface!! If you can build a hardware item that is specific to this task, who knows, it might be a moneymaker....

So, would anyone care to build a new internet version of MULE?

>Needless to say, it is NOT impossible. It depends on how openminded you are
>to solutions...
>
>>2) Building a TCP/IP socket shouldn't be too difficult. Building an
>>efficient one might be very difficult. I'm still not sure yet if I will
>>need the 130XE to do this or not....the extra 64K would sure be handy in
>>this regard, leaving more space open for programs (eg. FTP). PPP will
need
>>to be layered into the model as appropriate.
>>
>It's already done. Here are the places you can check for additional info.
>The C64 crowd has it. Now, we just need someone to port it to the Atari:
>http://131.188.190.131/~poldi/verw.html
>ftp://131.188.190.131:/pub/c64/
>There's other places, too, if you have some surfing time available... all
>for the 6502 processor!

>

Hmmmm. I will have to look into this one. (I don't have an Atari disassembler-type application beyond the Assembler cartridge yet. But, I think there's one available for Win95....)

>>3) Assuming a protocol stack can be achieved, FTP shouldn't be much of a
>>problem either. At the very least, this kind of thing should be
>>possible....the only real problem is in "time out" related issues while
the
>>Atari disk I/O is taking place. At an extreme, I suspect that the APE
>>interface might be required to handle this level of I/O demand.
>>
>Correct. FTP is achievable on the Atari... Now, you brought up an
>interesting point regarding the Atari's dubious need to lock out all other
>activities during SIO. Why hasn't anyone designed a little plastic
>doo-hickey that connects to both PIA ports (joystick) and made use of
those?
>Like a little 2x4x1 box that contains the coolest interface ever seen for
>modems, HDs, etc? The Atari can be controlled and accessed via the joystick
>ports according to documentation...

It's tough to do I/O in two directions at once with the Atari, but you're right - the joystick access can do this simultaneously. The old MPP-1000C modems used to work this way (plugged into a joystick port)....but I think there are significant baud rate limitations (I'd have to dig a bit to find this info). I doubt if you could achieve much beyond 400 baud using this approach, and I'm not sure how much the ol' 6502 can handle when faced with multiple dedicated I/O streams. If I remember correctly, it would be difficult.

I'll be watching your progress on your PHOENIX project with interest.

- Don

1738. APE/Pro sys Transfer Ques

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <918174061@stackbbs.xs4all.nl>
Source record: 55013

-=> Quoting Arudzki@sgi.net to All <=-

Ar> My goal is to make 'collection disks' for myself that are single or
Ar> double density, but a Mega .ATR is like 1.02 Megabytes.
Ar> How can I do this?

Well,
you could use XDIR v5.05 to extract the files (and/or subdirectories)
from the Atari disk image,
and then use DIR2ATR v10.05 to stuff those files (and/or subdirectories)
into the desired disk image and size.
Both PC based programs can be download from my website.

Bo.
homepage: www.xs4all.nl\~stack\atarixle.html
___ Blue Wave/386 v2.30

1739. Atari Basic examples needed

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Daniel Gibson <dgibson@cyberzone.net>
Message-ID: <36BA3ABA.CA5D9FE5@cyberzone.net>
Source record: 55014

Hi again gang.

Are there any web sites that have Atari Basic code examples? Modem
handlers, joystick stuff, etc?

Thanks for your help!!!

Dan

--
Daniel and Kathy Gibson
http://users.cyberzone.net/dgibson
"Kate's Track Shack - Home of the 75 cent 8-track!!"

1740. Re: use pc to write xfd or atr to pc 5.25 floppy?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Russ Brown <russb@io.com>
Message-ID: <79dmk2$m5v$1@hiram.io.com>
Source record: 55015

That's starting to sound like my only option.

I was looking for a way to keep the Atari machine in a different room. I suppose that I could move it temporarily, build the cable, copy from SIO drive to Indus drive, and move it back.

I had just been hoping for a software-only solution. It seems like an awful lot of trouble to go to for a single disk, and the lack of a program to do so seems a strange omission.

Thanks, Trevor!

--Russ

Trevor Holyoak wrote in message <36BA0581.8D544702@holyoak.com>...
>Use APE (Atari Peripheral Emulator) to have your 800 hooked to both your PC
>(where the ATR image is) and your Indus drive....

1741. FS: ColecoVision/ Atari & Microvision

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Paul-David <Pauldb@mariner.cris.com>
Message-ID: <79dmt3$5g9@journal.concentric.net>
Source record: 55016

62802702: Aurora 2-lane intersection track in the Box
Current bid: $10.49
Auction ends on: 02/08/99 18:12:27 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=62802702

62811751: Aurora Lap counter/transformer/guard rails/
criss-cross track/controller - all Boxed
Bidding starts at: $24.99
Auction ends on: 02/08/99 18:30:25 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=62811751

62819642: Aurora AFX - TWO sets & two cars
Current bid: $20.50
Auction ends on: 02/08/99 18:46:21 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=62819642

62823923: Aurora MM junction turnoffs track in the Box
Current bid: $16.50
Auction ends on: 02/08/99 18:53:47 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=62823923

62847811: Aurora MM Set with 4-lane track pieces
Current bid: $31.00
Auction ends on: 02/08/99 19:41:46 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=62847811

63202253: 5 WWF Hasbro Figures(Macho, UW, Dibiase, more
Bidding starts at: $24.50
Auction ends on: 02/09/99 20:07:48 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=63202253

62878247: Coleco Colecovision/7 games/steering wheel
Current bid: $23.50
Auction ends on: 02/08/99 20:50:30 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=62878247

63207905: Microvision Pinball/Bowling Boxed(like atari
Bidding starts at: $24.50
Auction ends on: 02/09/99 20:17:15 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=63207905

63218478: Atari 400/800 INFOCOM Games & flight sim II
Bidding starts at: $24.99
Auction ends on: 02/09/99 20:39:13 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=63218478

1742. FS: ColecoVision/ Atari & Microvision

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Paul-David <Pauldb@mariner.cris.com>
Message-ID: <79dmul$5g9@journal.concentric.net>
Source record: 55017

62878247: Coleco Colecovision/7 games/steering wheel
Current bid: $23.50
Auction ends on: 02/08/99 20:50:30 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=62878247

63207905: Microvision Pinball/Bowling Boxed(like atari
Bidding starts at: $24.50
Auction ends on: 02/09/99 20:17:15 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=63207905

63218478: Atari 400/800 INFOCOM Games & flight sim II
Bidding starts at: $24.99
Auction ends on: 02/09/99 20:39:13 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=63218478

1743. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <79dns6cuk1@kc.trail.com>
Source record: 55018
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <36bb3834.167721085@news.pressenter.com>,
Jon Melbo <jmelbo@pressenter.com> wrote:
>On 3 Feb 1999 20:34:30 -0700, sjudd@kc.trail.com (Steve Judd) wrote:
>>When I cover one eye, the world does not lose its 3D appearance.
>>
>
>Steve, now I KNOW you are certifiable. Okay then there Steve... just
>settle for that one eye open thing. Yer right, taint no differeunce
>anywho. All the same. See exactly the same. Scientific fact don't
>know nuttin'.

Funny that you should mention science. The revolutionary contribution
of science to the world was a simple idea: instead of sitting in a dark
room, deducing the mysteries of the universe by reason alone, we can
test the validity of an idea, by performing an experiment to see if
it is actually correct.

For example, to test the assertion that the world's 3D appearance
depends on our having two eyes, a motivated individual can cover
one of his eyes and see what happens. I do not think it is a
particularly difficult experiment, but as you do not seem to have
successfully performed it, I can assure you that the world does
not lose its three-dimensional appearance.

I am sorry that you feel the need to engage in rather weak
ad hominem style arguments; unless you have something of substance
to say, then I reckon there is little purpose in continuing the
discussion.

-Steve

1744. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Russ Brown <russb@io.com>
Message-ID: <79dnfbmqh1@hiram.io.com>
Source record: 55019
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

Yes, me too. An official "Radio Shack TRS-80 Pocket Computer Model PC-2." Of course, you'd have to have some pretty huge pockets (8" x 2" x 1").

Those things were really ahead of their time. Although the plotter/cassette interface went south a long time ago, it still works great. BASIC interpreter (more complete than C64), dot-addressable 40-col. display, variable-pitch sound, keyboard macros, and 20K of nonvolatile RAM (with a 16K Sharp add-in module). Nerdvana.

--Russ

>>Never saw those old Tandy (can't remember the name) pocket computer w/
>>about all of 1k programmable memory? :)
>
>Yep, Have one. Although I think that it has something like 8k.

1745. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Paul Mallach <pmallach@gmx.de>
Message-ID: <4urc97.a3q.ln@cowes.local>
Source record: 55020
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Jon Melbo schrieb in Nachricht
<36bb3834.167721085@news.pressenter.com>...
>On 3 Feb 1999 20:34:30 -0700, sjudd@kc.trail.com (Steve Judd)
wrote:
>>When I cover one eye, the world does not lose its 3D
appearance.
>
>Steve, now I KNOW you are certifiable. Okay then there Steve...
just
>settle for that one eye open thing. Yer right, taint no
differeunce
>anywho. All the same. See exactly the same. Scientific fact
don't
>know nuttin'.

I did not want to join this thread. Steve is, of course right, as
binocular disparity isn't the only way for us to perceive, there
are
other - what we call - depth cues: Overlap, size/height in the
field
of view, texture gradient, motion parallax, atmospheric
perspective to
name just a few.

By displaying a 3d scene on a 2d screen you are loosing some of
these
depth cues, mainly the binocular disparity. Still depth can be
perceived
in the picture using the other cues.

So IMHO Quake and Co. are as 3d as it gets.

bye, Paul.

1746. Re: Cartridge Pinout question

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: 8-Bits <demita@sprynet.com>
Message-ID: <79dpd6bdr1@juliana.sprynet.com>
Source record: 55021

For an almost related question:

I have an 800xl the boots fine to BASIC prompt, but does not detect
any game cartridges.

I have cleaned all connector contacts and did continuity checks on all
connector and board traces. These appear to match another 800xl I am
using.

Could there be a failing support chip that would not have an effect on
the BASIC boot?

Thanks - John
rwoolley@postoffice.pacbell.net wrote in message
<36B935D6.42C0DB0@postoffice.pacbell.net>...
>YO, Rick! I think you missed this one.... The CartCTL line is the
$D5xx
>address select. Any access in $D5xx will activate CartCTL. They use
it for
>bank switching the carts.
>
>Bob
>
>Richard Cortese wrote:
>
>> Tony wrote:
>> >
>> > Hey Guys,
>> >
>> > It seems like the Atari cartridge board# C060052 rev 1 is missing
traces
>> > on Pin 15
>> > and Pin S.
>> >
>> > 15 is 'cartridge control' what does it do?
>> This is a line from the memory mapper chip in there. Decodes the
>> hardware space into the $D000 to $D7FF area into 8 chunks as full
pages.
>> >
>> > 'S' is B0Z Phase 2 clock what is it for?
>> This is a sync line used for use with the 6502 family of chips.
Same
>> type of thing is used on the 68xx chips, 'cept there they call it a
>> B<something like that VME?> line.
>>

>> The two lines are so you can add chips directly to the cartridge
port.
>> For instance, you could add another 6520, 6551, or 256 bytes of ram
to
>> the hardware region. The S would be tied to the phase 2 clock of
the
>> 68xx/65xx family of chips while the CARTCTRL would be tied to the
!CS
>> pin of any chips/memory you would add.
>> >
>> > thanks
>> > tony
>> You are welcome.
>
>
>

1747. Re: Cartridge Pinout question

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <36BA6D4D.6E9D1E5@postoffice.pacbell.net>
Source record: 55022

This sounds like a bad PAL chip - CO60618. He is the guy who "sees" the
cart. and sends the selects to it... all that S4, S5, RD4, and RD5 stuff.

Bob

8-Bits wrote:

> For an almost related question:
>
> I have an 800xl the boots fine to BASIC prompt, but does not detect
> any game cartridges.
>
> I have cleaned all connector contacts and did continuity checks on all
> connector and board traces. These appear to match another 800xl I am
> using.
>
> Could there be a failing support chip that would not have an effect on
> the BASIC boot?
>
> Thanks - John

1748. FREE Atari Catalogs by E-Mail, FTP & the Web! Free Atari stuff!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <79duiadme1@user1.teleport.com>
Source record: 55023
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,pnw.forsale,rec.games.video.atari,

Please direct all replies through E-Mail to bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I do not regularly read NewsGroups.

I have some stuff to unload. I have a lot of Atari Magazines. For the person who takes the whole lot. Some including disks. I don't want to have to go through them or sort them out. I just want someone to take them off my hands for the cost of Shipping. Classic Atari 8 Bit & Atari ST. I also have some Atari Hardware that doesn't work that someone can have for spare parts or tinker with to try to repair.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my Desk-Top Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

<h3>Click for WebSite!</h3>

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can load them into your text editor or Word Processor and view them, edit them or print them out! It would make things easier if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend. Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

1749. Dir2Atr and Xdir, new versions

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: stack@xs4all.nl
Message-ID: <36b8e886.15195843@news.xs4all.nl>
Source record: 55179

Hi Atarian(s),

Iï¿½ve just finished my update of the new DIR2ATR and XDIR
programs, and have updated my homepage accordingly.

DIR2ATR
========
Version 5.05.00 lets you turn a pc directory
(or more pc directories in the case of Spartados)
into one or more .ATR or .XFD disk images.
It supports Single, Medium, Enhanced, Double, Quad, 720KB,
1.44 MB and 16 MB disk images.
The following OS-es are supported: Dos 2.5, MyDos 4.53,
BeWeDos 1.30 and SpartaDos 3.3a.
Although the program is designed to accept SpartaDos/X as well,
the bootcode for it is not included in the archive.
The program accepts your own favourite DOS too, just use
the "MY OWN DOS" feature of the program.
Please note that the directories you are converting should
contain Atari XL/XE files and/or text files. Just a reminder.
The update solves a bug with the configuration file,
a command line interface has been added, and the program
has a fast drive switching option now.

XDIR
====
Version 10.05 now supports a command line interface as well,
has the fast drive switching option.
A bug concerning a multiple extraction of the same disk image
(which stopped the program), has been solved as well.

So download these new versions, and let me know what you think.
Regards,
Bo Schreurs

Email: stack@xs4all.nl
Homepage: http://www.xs4all.nl/~stack/atarixle.html
Download DIR2ATR directly: http://www.xs4all.nl/~stack/dir2atr.zip
Download XDIR directly: http://www.xs4all.nl/~stack/xdirv10.zip

1750. Missile Command (8-bit)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <79ar7m$3em@enews3.newsguy.com>
Source record: 55180

Anyone here have a boxed/complete MISSILE COMMAND for the 8-bit Atari that
they want to sell? [if not BOXED it's ok - as long as it has the instructions]

If so, send me an e-mail and we can discuss it further. :^)

-Paul

--

Paul Nurminen (aka Nurmix)

_/ Red Light 6 Studio - El Segundo, California

* SPAM ALERT!
* (If it's there) remove "NO_SPAM_ME" before e-mailing!

1751. Re: Atari vs. Commodore (DOS Comparision)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <79bauu$p0u$1@nnrp1.dejanews.com>
Source record: 55181
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <Pine.GSO.3.95.iB1.0.990203174617.18545A-100000@vtn1>,
"John K. Picken" <yg473@victoria.tc.ca> wrote:
>
>
> On 1 Feb 1999, Jason Compton wrote:
>
> > In comp.sys.cbm John K. Picken <yg473@victoria.tc.ca> wrote:
> >
> > : It's fun to knock IBM for a lot of things such as requiring 8-bit
> > : compatibility and thereby to some extent crippling their later machines,
> > : but they do make good and reliable hardware; so good that the original
> > : Power Mac's used an IBM-designed CPU which was licenced to Motorola.
> >
> > Ummmm, that's a weird way to look at the real history of the PowerPC,
> > which was a cooperative design between Apple, Motorola, and IBM.
> >
> > --
> > Jason Compton jcompton@xnet.com
> > www.xnet.com/~jcompton
> >
> >
> Had to go down to the library to check my reference. According to Ron
> Pronk, in The Power Mac book!, (Coriolis Group Books, Scottsdale, AZ)
> published in 1995: Apple wanted IBM's cpu but Motorola's bus. So, while
> future PPC's were joint IBM-Motorola developments, the 6100 was 100%
> IBM-produced, sold to Motorola, and appeared in the Power Macs bearing the
> Motorola logo.
>
> John
>
>

hmmm, being an amiga user in addition to a mac user (and an atari user ;') i
always thought jason knew all but it seems my image of him if getting shaky
;') but the way it went was apple motorola and ibm got together to design a
new chip, all parties thought the power pc chip ibm had been using in their
rs/6000 machine would be a good base so used it..... and the chips in
6/7/8100 macs all have ibm logo's on them (i have a 6100 here at home and
use a 8100 at work) the 603 was the first from the joint venture...

sloopy.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1752. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36b92e92.165255082@news.pressenter.com>
Source record: 55182
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 3 Feb 1999 06:19:53 GMT, Jason Compton <jcompton@xnet.com> wrote:

>In comp.sys.cbm Jon Melbo <jmelbo@pressenter.com> wrote:
>
>: No. God you people _STILL_ don't get it. Sure it may be easy enough
>: to replace a ROM chip _if_ it is socketed and you are the kind of user
>: who doesn't mind opening up the cases of things (often voiding a
>: warranty). But some people might want to use an update to a DOS but
>
>Commodore drives did not have warranty-voiding stickers.
>
>: computer equipment and replacing chips no matter what. Then BESIDES
>: ALL THAT, where does one get the "ROM" to plug in? The ROM tree in
>: the back yard? With a modem, you can literally get a new software
>: based DOS in no time flat with very little hassle, effort or cost.
>
>One does not go to the ROM tree, one goes to a computer reseller, which is
>where people go to buy SpartaDOS, right?

It's where some of them go. Other ones just download illegal copies
of it or work-a-likes like BeWe DOS. I personally bought SpartaDOS
1.x, 2.x, 3.x and SpartaDOS X (4.x) from ICD.

>Were many Atari DOSes sold and updated through online services and then
>downloaded over a modem?

Well, the offical DOSes that Atari made were made available for
download. Not that you would neccessarily WANT them but they were
available.

>: Plus, software based DOSes are more likely to be updated more
>: frequently due to the ease of distribution, and along with that there
>: are more likely to be more of them to choose from available.
>
>An interesting contention. I can name at least 4 third-party Commodore
>DOS ROM replacements. How many third-party Atari DOSes were there?

How big is your input buffer? Hehe. Let's see....

Atari DOS 2.0s
Atari DOS 2.0d
Atari DOS 2.5
Atari DOS 3
Atari DOS XE
TopDOS

SpartaDOS 1.x Yes all these Sparta's count because they are
SpartaDOS 2.x significant modifications and functionality.
SpartaDOS 3.x
SpartaDOS 4.x
DOS-XL
SuperDOS
OS/A+
BeWE DOS
MyDOS

Besides that, there are lot of minor revisions within many of those listed. When you have a software based DOS, you can afford to make the small changes because it's no big deal. Anyway, all those listed above are major versions.

Those are just ones off the top of my head.

1753. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36ba319f.166036540@news.pressenter.com>
Source record: 55183
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 3 Feb 1999 20:28:01 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>In article <36b8d915.77821360@news.pressenter.com>,
>Jon Melbo <jmelbo@pressenter.com> wrote:
>>
>>No. God you people _STILL_ don't get it. Sure it may be easy enough
>
>>It is you who have been defeated. If you can't see it then there's no
>>help for you. I really don't care about this whole vs. thing, I just
>
>From your response, it seems to me that you do indeed care.

No, I don't. I really could care less about which is the best
computer to own either Atari8 or C64. I honestly think they're both
kindred spirits in the computing world. What I do care about is the
concept of software based OS or DOS as compared to one that is more or
less restricted by ROM or ROM upgrades. I am a strong advocate of the
software route because I think it is the clear winner. I think this
way in a general sense and it is not limited to any one or two
computer types. It's just an over-all opinion, and I defend it with
zeal.

>>over the C64. You live up to the fears of those who think this thread
>>will turn into a religious thing like the old days by refusing to
>>acknowledge the obvious.
>
>And yet, you seem to refuse to acknowledge either the obvious
>disadvantages of a software-based DOS or the obvious advantages
>of a device-ROM based system.

I see no disadvantage. ROM chips can be as expensive as RAM chips.
Weather or not there is adequate RAM for a platform is a DIFFERENT
argument. 64KRAM + XKROM is no better than 64KRAM + XKRAM. RAM can
be bank switched just as easily as ROM can be. In fact, 96KRAM is
more of an advantage than say 64KRAM + 32KROM. RAM solutions offer
more flexability. I stand behind this concept.

>It never seems to occur to people that the C= does indeed support
>software-based DOSes, and many have been written.
>Many games use
>a custom DOS, and GEOS is a prime example of a system with its own DOS.
>It also highlights the failings of a custom DOS -- software incompatability,

Nope. Not a failing. The user has CHOICES about which one to use.
That choice can be either for compatability or not... it's up to the

user. How you can paint a posative as a negative like that I don't know. Anyway, DOSes for the Atari8 are for the vast majority backwardly compatible with the Atari official "standard."

>so that it is nontrivial to e.g. copy a GEOS file onto a normal disk,
>and hardware incompatability, so that GEOS must be physically patched
>to use modern hardware.

No silly it must be SOFTWAREily patched which aint no damn big deal BECAUSE IT IS SOFTWARE.

>Can you instantly use new devices with your old programs, or do you
>have to wait until someone writes a new DOS?

Instantly. The new hardware will come with a software handler which patches into a vector table which is part of central I/O. Because of the OS of the Atari these handlers work with most any of the various DOSes out there.

> Can you access files
>in a SpartaDOS subdirectory without owning SpartaDOS?

Nope, unless it is BeWe DOS. But you CAN access AtariDOS files and disk formats with SpartaDOS. Can a 8086 IBM PC run Pentium optimized assembly code? Nope. Can a Pentium run 8086 code? Yep. I suppose you would try to say that's a disadvantage that there is now software or whatnot that 8086 owners cant use. That damn Pentium optimized assembly code is just plain incompatible with those 8086s out there.... what a terrible circumstance that is.

>And what
>happens to the vaunted autoboot capability, when you have to load
>an entirely different program, just to run a program (e.g. with a
>new device)?

Not applicable as previously explained.

>Software DOSes never caught on simply because the C= DOS works fine.
>Most of us have access to all kinds of different operating systems and
>such, and yet don't have much problem with using their C=; in fact, some
>of us rather like the system. C= programmers are interested in
>getting something done; if the system works well and does the job,
>then I doubt anyone cares whether it meets somebody's theoretical
>model of advantageous operation.

Hehee. Okay there Steve. If simply adequate is just fine by you then suit yourself. I like to have lots of opportunities to expand to something better than just plain ok or decent.

1754. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36bb3834.167721085@news.pressenter.com>
Source record: 55184
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 3 Feb 1999 20:34:30 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>When I cover one eye, the world does not lose its 3D appearance.
>
>>Steve

Steve, now I KNOW you are certifiable. Okay then there Steve... just settle for that one eye open thing. Yer right, taint no differeunce anywho. All the same. See exactly the same. Scientific fact don't know nuttin'.

Hehehehe.

1755. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: sloopy_m@my-dejanews.com
Message-ID: <79bh89$tr4$1@nnrp1.dejanews.com>
Source record: 55185
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36b62441.67928110@news.pressenter.com>,
jmelbo@pressenter.com (Jon Melbo) wrote:
> On Sun, 31 Jan 1999 16:13:40 -0500, Michael Terrell <terrell@cde.com>
> wrote:
>
> >> And remember, both Commodore and Atari DOS couldn't handle nested
> >> directories. Apple's newer DOS could (PRODOS). (NOTE: I'm assuming
> >> that the C64 and Atari DOS was later modified by third party
> >> manufacturers to accomplish this).
> > >
> > >The 1581 supports subdirectories, and has 808K storage on 2D/2S 3.5" disks
> >
> > The owners of Apple and Atari didn't need to buy new drives to get
> > that capability, simply get a new DOS disk. That's what I keep trying
> > to make some people understand about the flexability of a disk based
> > DOS.
> >
> >

when a c64 user used to tell me how great their c64 was i would ask them what they thought of the speed upgrade when they got a hd... since most of them didnt get one most would give me clueless looks as i told them about my supra hd interface or my mio..... the few that had the lt col. hd i would ask them which 'floppy' was their basic wedge on.... (for the people who dont know the way a c64 accesses a hd is you give it two numbers one a 'high floppy' number and the other a 'low floppy' number to access the hd as one hell of a shitload of floppy disks..... the atari on the other hand would use 'D1:' - 'D8' with 16mbyte per drive designator.....)

(sorry i learned on alot on my plus 4 but i learned everything i needed to know on my atari 1200xl..... the only machine atari made that was worth anything after the 800 (except for the amiga ;'))

sloopy.
sloopy_m@my-dejanews.com --- sloopy@not-taxed.com --- 1200xl@not-taxed.com
||| Have you played your atari today?
/ | \ 800 1200XL 130XE / where will your 8bit go today?

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1756. write atr or xfd to pc 5.25 drive?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Russ Brown <russb@io.com>
Message-ID: <79bf2c$8bs$1@hiram.io.com>
Source record: 55186

Is there a PC program that can write an ATR or XFD file to an Atari double density disk using the PC's 5.25" drive? I can find programs for almost every other transformation (and they work fine on my PC drive and Indus GT), but not this one.

Just got my old 800 hooked up again after about 10 years of dormancy. Sure is sweet after a day of DLL hell! But my M.U.L.E. disk, both of its backups, and about half of the rest of my floppies went bad. I have the M.U.L.E. ATR and would like to recreate the destroyed disk, because we all know how pointless life is without M.U.L.E.!

Thanks!

Russ

1757. use pc to write xfd or atr to pc 5.25 floppy?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-04 00:00:00 UTC
From: Russ Brown <russb@io.com>
Message-ID: <79bfgn$8lq$1@hiram.io.com>
Source record: 55187

Is there a PC program that can write an ATR or XFD file to an Atari double density disk using the PC's 5.25" drive? I can find programs for almost every other transformation (and they work fine on my PC drive and Indus GT), but not this one.

Just got my old 800 hooked up again after about 10 years of dormancy. Sure is sweet after a day of DLL hell! But my M.U.L.E. disk, both of its backups, and about half of the rest of my floppies went bad. I have the M.U.L.E. ATR and would like to recreate the destroyed disk, because we all know how pointless life is without M.U.L.E.!

Thanks!

Russ

1758. Collector Newbie

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: mcardina@f1n06.kent.edu
Message-ID: <79deek$bh5$1@usenet.kent.edu>
Source record: 55024

Hello all!
Well this is my first post to this group.
I have been monitoring it for a while now and I'm glad to have
found people who have as much passion for these old machines as I do.

I guess I could brag a bit..<Dare I?> But I just came across some hardware &
Carts for FREE!!.. There was a little old lady down the street from me who I
Used to deliver papers to many eons ago.. She used to let me come over and play
her daughters Atari 7800 Super System....Well Years have past and we all have "grown up"
She was cleaning out her garrage and called me up..asking if I wanted the system
That I was so fond of years before! IT GETS BETTER!!!
Not only did i get the COMPLETE 7800 system but about 25 games to boot!
And...EVEN BETTER....Her Atari Mega 2 computer!!!!!With color monitor!!! WOW

Don't you just love those little old ladys? Well anyways..these 2 treasures
get added to mycollection.
My first computer was an 800XL and I still use it today...I also have an 800 computer
and a PONG unit......<Found that at a flea market!>
Well anyways....I thought I might brag...<just a little> and look foreward to
posting more messages..finds....facts...and useless bits of information.

HAPPY POSTING ALL>>>

--
****
Mike Cardina
Network Technician
Department of Residence Services
Kent State University
e-mail mcardina@kent.edu

http://www.res.kent.edu
(330)672-3425

Now a Proud member of Team *AMIGA*
A4000/040; 16MB Fast; 2MB Chip; 4x CD; 1.0GB SCSI HD
A500/68000; 3MB Fast; 512K Chip; 20MB Hd; WB 1.3
A500/68000; 1MB Fast; 512K Chip; 2 Ext Floppies; WB 1.2

****

1759. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <79dgmo$1es$1@news6.svr.pol.co.uk>
Source record: 55025
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Hi Jason,

>But not three different colours on a scanline like C64 sprites in
>multicolour mode.

True, but you can always overlay the players and there is a mode which allows you to get extra colours when players are overlayed (I'm a bit hazy about this now since it's been about 10 years since I last looked in the technical manual).

>But not as trivial as, say, DEC $D001 to move sprite 1 up or INC $D001
>to move it down, is it?

I don't disagree at all, but I do tend to think that the extra flexibility you get from the sheer height of the player/missile makes up for this.

As I said, I've programmed both systems in the past and I can't honestly say I prefer either one over the other in this respect.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Peter Pachla: Computer Hardware/Software Engineer,
Collector Of Arcade Machines & Obsolete Computers,
Sound Engineer,
Barman(!),
General Fun Guy....
--

1760. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <79dgmp$1es$2@news6.svr.pol.co.uk>
Source record: 55026
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Hi,

>>Where can I find some info on how to do this, I've been curious about it
for
>>years (it was not a trick I learned during my CBM programming days).

>Easy. Open up the monitor that is attached to the C-64 and located the
>horizontal size adjustment. VOILA! Instant boarder erasure. =-)

Nice one.... :-))

But seriously, I've been curious about this bug in the VIC II for years and
would love to know how it's done.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Peter Pachla: Computer Hardware/Software Engineer,
Collector Of Arcade Machines & Obsolete Computers,
Sound Engineer,
Barman(!),
General Fun Guy....
--

1761. Re: _____FAQ list for this newsgroup_____ 3788

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: matchalot@aol.com
Message-ID: <19990204213605.05378.00000247@ng-cb1.aol.com>
Source record: 55027

No it isn't it's a porn site!

1762. Alternate Reality Character Disk

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: mrkenn25@aol.com
Message-ID: <19990205000221.26740.00000812@ng-ca1.aol.com>
Source record: 55028

OK. I finally have the game up and running, and I understand the emulators. Now the only problem is that I do not know how to make a character disk. Could anyone help me?

Thanks

mrkenn25 (at) aol.com

1763. Re: use pc to write xfd or atr to pc 5.25 floppy?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990205000559.08071.00000923@ng16.aol.com>
Source record: 55029

>Is there a PC program that can write an ATR >or XFD file to an Atari double
>density disk using the PC's 5.25" drive?

An interesting question. Unfortunately, I
have never heard of one, but it should be
reasonably easy - much easier than trying
to write A8 files on a PC. At the Dos interrupt
level, you can choose to write 128/256/512
byte sectors (MFM only, unless you have a
very rare early controller). So, you read
the ATR/XFD file with binary input, and then
write out the A8 file sectors (and of course,
the first 3 are 128 byte sectors). Assumes you
have a 360K DD drive. I have heard that
there are problems with some controllers
trying to write 128 byte (MFM) sectors, but I
don't know for a fact. Wish I had time to do
this, but it is a really good idea. I will put it on
my "list" of software projects.
Larry

1764. Re: Alternate Reality Character Disk

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: mrkenn25@aol.com
Message-ID: <19990205001104.26747.00000822@ng-ca1.aol.com>
Source record: 55030

Never mind I figured it out.

1765. FS: Atari 400/800/ST Cartridges, Disk, Books, Manuals, Much MORE....

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: Steverd@cet.com
Message-ID: <79e0u2$511$4@usenet43.supernews.com>
Source record: 55031

```
SteveR's Classic Cartridges 12/27/98
-=-=-=-=-=-=-=-=-=-=-=-=-=-

FREE SHIPPING on ALL Cartridge orders OVER $50.00 - US and Canada ONLY
^^^^^^^^^ ^^ ^^^^^^ ----

>>>> Overseas Shipping Cost More, See End of Files <<<<

--All Prices are in US Funds. Cartridges and Prices Change WEEKLY--
-- Cash, Checks, and Money Orders accepted--
-- Personal Checks are OK, BUT can be Held for up to 3 WEEKs--
UNTIL your Check has cleared

For complete list of other Video game systems goto my web site at:
http://prowlers.net/stever

If you need a LABEL VARIATION, Let me know, I might be able to
help you with what you need, at no extra cost!!!!!!!!!

This is NOT an Auction - all cartridge are sold for the price listed
This is NOT an Auction - all cartridge are sold for the price listed
^^^ ^^^^^^^
*Docs = Manual/Instructions
Docs, Boxes and Overlays are NOT included UNLESS stated
-----------------------------------------------------------

ATARI 400/800 (Hardware) UNTESTED/AS-IS
---------------------------------------
1000E Modem by Supra $10.00 With Box and manual (Untested:as-is)
AT Printer Interface $3.00 Untested AS-IS
Atari CX85 $3.00 (2) Numbers Keypad
Atari CX853 - 16K-RAM $5.00 (3)
Atari CX853 - 16K-RAM $8.00 (5) with Box
Atari 1027 Printer $5.00 PLUS $10.oo shipping (UNTESTED/No Cables)
Atari XM301 Modem $5.00 - untested -
Atari ARTIST $18.00 Touch Tablet (TESTED)

ATARI 400/800 (CARTRIDGES) TESTED and Works
-------------------------------------------
Alphabet Zoo $9.00 Case, Manual, Catalog, Warrenty Card
Atari Writer $3.00 (2)
Atlantis $8.00
Basic Computer Language $1.50 (5)
Basketball $3.00
Centipede $3.00 (3)
ChopLifter $3.00
Demon Attack $8.00
```

Joust $3.00 (2)
JUMBO Jet Pilot $22.00 with Box/Case and manual by Thorn EMI
K-razy Antiks $4.00 (screw Hole)
K-razy Kritters $5.00
K-razy Patrol $4.00 (screw Hole)
Kinder Comp $10.00 Case/Box, Docs inc
Ms. Pac-Man $3.00
Music Composer $2.00 (5)
Pac-Man $2.00 (1)
Pilot $4.00
POWERSTAR by Pandora -TRADE- or Offers, Mint In Box, ONLY 700 Made 'ER'
Qix $4.00
River Rescue $15.00 Case, Manual by Thorn EMI
Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
Star Raiders $1.50 (7)
Submarine Commander $10.00
Super Breakout $3.00

ATARI 400/800 (Cassettes/Disks) UNTESTED/AS-IS

Atari Speed Reading $6.00 Plus $5 Shipping
205 Pages, 5 Data Cassettes
Atari Word Processor $15.00 NICE!! Larger Binder with manual
3 Disk, and 1 Cassette
Reference and Warrenty cards
Aerobics $1.00 Disk
Arcade II $1.50 DISK
BAJA Buggies $2.00 Disk
Biorhythm 8k & 16k $2.00 on Cassette
Conversional Spanish $6.00 4 Cassettes, Folder and Docs
Family Finances I & II $1.00 (2)TWO Disk
Flight Simulator II $5.00 with Scenery Disk
Frency & Flip Flop $3.00 Case and manual (educational games)
Great American Cross-Country Road Race $2.00 with Manual
Home Filing Manager $5.00 (DISK) Skrinkwrapped
Home Financial Mangement $5.00 Cassette, Case, Manual by Thorn EMI
Intro to Graphics $1.00 (2) CASSETTE
Intro to Sounds $1.00 (2) CASSETTE
Invitation to Programming $1.00 CASSETTE
Lode Runner $1.00 Disk
Mailing List/General List $1.00 Cassette
Montezuma's Revenge $1.00 DISK (C64/128 on back)
Music Comstruction Set $3.00 Disk Manual, box
the Offical Moon Shuttle $1.00 DISK
Rosen's Brigade $2.00 DISK
Snoker & Billiards $3.00 CASSETTE and box
Space Games $1.00 DISK
StarBowl Football $3.00 on Cassette by Gamestar
Strategy Simulations $1.00 DISK
Writing Programs $1.50 TWO CASSETTES

MISC Manuals $1.00 EACH unless otherwise Noted
------------ (USED CONDITION)
Atari 800 Atari 800 OWNER's Guide 18 pages, NICE!!!
400/800 Atari 1025 Printer - Owners Guide
400/800 Atari 1027 Printer - Owners Guide
400/800 Blue Max 2001
400/800 the Magic Melody Box
400/800 Super Breakout

400/800 Books (used condition)
----

101 Programming Tips & Tricks
1983 - 128 pages $10.00

Atari Basic Reference Guide for Experienced Programmers
1983 - 14 Pages $5.00 (2)

Atari DOS 3 - Reference Manual
1983 - 100 Pages $6.00 (1)

Atari Games & Recreations 338 pages $7.00

Atari Graphics 49 Pages
$7 Plus $2 Postage

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

Atari ST, Owners Manual, 93 Pages $5.00

Atari XM301 Modem - Owners Manual $4.00
(Instructions for XE Term program)

Atari Writer 50 Pages $5.00

Compute's FIRST Book of Atari $4.00
180+ Pages But the book is
only in Fair Condition

Compute's Second Book of ATARI (2)
250 pages, Copyright 1982
$6 Plus $3 shipping

Computers for Kids (Atari Edition)
Heavy Use/Missing Pages $1.00

Cubabe Lite Manual, for Atari ST, STE 100 pages $4.00

Inside Atari Basic 180 pages, 1983 $7.00

ST BASIC Sourcebook 1985, over 160 pages $7.00

The AtariBASIC SOURCE BOOK (1)
296 Pages 'a COMPUTE! Book Publication'

$8 Plus $3 shipping

Your Atari Computer (a Guide to the Atari 400/800)
1982 - 458 Pages $12.00

Magazines - in USED condition, some have HEAVY use

ATARI EXPLORER - Nov/Dec 1987 - 80 pages $3.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
Compute! May 1987 - 132 Pages $4.00
Current News Jan/Feb 91 (ATARI MAg) $2.00

FAMILY COMPUTING covers articles and programs for: Adam, Apple 2,
Atari, C64, Vic-20, PC, TRS-80s and MORE!!!!
Family Computing - Mar 1985 96 pages $5.00
Family Computing - Aprl 1985 96 pages $5.00
Family Computing - May 1985 88 pages $5.00
Family Computing - June 1985 88 pages $5.00
Family Computing - July 1985 80 pages $5.00
Family Computing - Sept 1985 104 pages $5.00
Family Computing - Aug 1985 88 pages $5.00
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Family Computing - Feb 1986 88 pages $5.00
Family Computing - Aprl 1986 92 pages $5.00
Family Computing - May 1986 92 pages $5.00
Family Computing - June 1986 100 pages $5.00
Family Computing - July 1986 80 pages $5.00
Family Computing - Aug 1986 96 pages $5.00
Family Computing - Oct 1986 108 pages $5.00

HOME COMPUTER MAGAZINE focuses on Apple, Commodore, IBM and TI ONLY
Home Computer Mag. August 1984 162 pages $4.00
Home Computer Mag. Vol4,No5 1984 130 pages $4.00
Home Computer Mag. Vol5,No1 1985 138 pages $4.00
Home Computer Mag. Vol5,No2 1985 130 pages $4.00
Home Computer Mag. Vol5,No3 1985 130 pages $4.00
Home Computer Mag. Vol5,No4 1985 130 pages $4.00
Home Computer Mag. Vol5,No5 1985 146 pages (Atari too) $4.00
Puget Sound ATARI News - May 1990 $4.00
Puget Sound ATARI News - Nov 1990 $4.00

Atari ST Hardware and Disks (3.5's) (ALL Untested: AS-IS)
---
*HARDWARE

Computer Eyes $10.00
with Manual, Disk and the Interface module
SoundOff! Hardware and Manual $3.00
Sound Digitizer (Sorry, No Disk)
Video Key and Monitor Master by Practical Solutions $6.00

*Original Disks $1.50 each (unless noted)

Art & Film Director (Disk 1 only and manual)
Cyber Paint 2.0 $3.00 (with Manual)
DataTrieve with Box (Database Manager)
Fontz! (with Manual)
Iron Lord (3 Disk)
OIDS - (or something like that)
Populous $2.00
Tower Toppler

*Atari ST Manuals Only

DEGAS (50 Pages) $2.00
Design & Entertainment Graphic Arts System
DEGAS Elite (92 pages) $2.00
FLASH (50 Pages) $2.00
Flight Simulator II $5.00 (132 pages, with Maps)
GFA BASIC Manual Package $8.00 Plus $5.00 shipping
4 Books: GFA Basic 3.0 (600 pages)
GFA BASIC (300 pages)
GFA BASIC Training Reboot Camp (250 pages)
GFA Compiler (18 pages)
MacroManager $2.00
Specrum 512 $2.00
(the Omni-Color Paint Program)
Touch-Up (17 chapters) $4.00
UNISPEC $2.00
VIP Professional Handbook $3.00
(250 pages, Integrated Spreadsheet)

WANT LIST: --> BEANIE BABIES <--
Chase the Chuckwagon, Crazy Climber, X-rated Double-enders
Cakewalk, Cubicolor, Gas Hog, LockJaw, Master Builder,
Q*Bert Qubes, Quadrun, Stronghold, CompuMate
ALL RETIRED BEANIE BABIES <-------

SHIPPING USA/Canada
$3.00 and Up for Priority Shipping
or
1-2 Cartridges $1.50
3 Cartridges $2.00
4-5 Cartridges $2.50
6-12 Cartridges $3.00
13-19 Cartridges $4.00
20 or More Cartridges $5.00

Books, Hardware, etc to be determined when ordered

All Carts are sold as Working conditions Only (unless otherwise noted),
(UNTESTED Items are sold AS/IS May or may NOT work)
If you have a concern of the Labels Condition Please ask first.
All Boxes/carts will be mailed within 1-4 days after money is received!
After I tell you that I've got you down for any certain cart,
you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you
ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Steverd@cet.com
http://prowlers.net/stever (Updated Videogame page)

1766. FS/T Shuttle Orbiter 2600 and NES stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: tommage@aol.com
Message-ID: <19990205021450.06643.00001039@ng32.aol.com>
Source record: 55032

Well here is a list, the first ones are complete with box and manual and are mostly in great shape. I do prefer trades for stuff I need right now and I collect so deal most with other collectors. I need a Dragon Warrior 4 cart loose, DW3 with box only plus I will list more stuff I need after the NES games I am trading (much classic computer stuff). SO is listed below the NES stuff too :)

These have original box and manual

TMNT 2
TMNT 3
Vegas Dreams
Megaman 5
Caesar's Palace
Conflict, map too
Bucky Ohare
Afterburner
Roger Clemens Baseball
Bubble Bobble 1
Bart vs the World
X-Men
Mike Tyson's Puchout
Legacy of the Wizard
Snake Rattle and Roll
Sword's and Serpents
Star Trek 25th
Wizardry 2
Big Nose the Caveman
Dynowarz
Dragon Warrior 2 w/box/manual/map
Faxanadu
Family Feud
Jeopardy
Kiwi Kraze
Narc
Operation Wolf
Prince of Persia
Rygar
Ultima Exodus
Romance of the 3 Kingdoms

Games with box only

Spiderman and Sinster 6
T2 Terminator

Felix the Cat
Jurassic Park
Mickey Mouse Letter B
Shinobi
Tiny Toons 2
Batman
Little Mermaid
Dragon Warrior 2
Empire Strikes Back
Gauntlet 2 w/manual no box
Snow Bros.
Super Mario/Duck Hunt w/manual, no box I need at least $1,000,000 for this one
Ultima Exodus manual, no box
Venice Beach Volleyball cart only some label damage

Oh, I have a loose 2600 Shuttle Orbiter to trade too, would like another UR 2600 cart for that one or maybe some of the classic computer games I need. Here is a list of some stuff I want.

I will trade for complete 3DO Lucienne's Quest, Saturn Magic Knight Rayearth or PSX Lunar Complete. PSX Ogre Tactics, Tomba, PSX Tecmo's Deception. Am interested in any newer PSX RPG I don't have. Loose Dragon Warrior 4 NES cart or Dragon Warrior 3 cart with box. Complete Squaresoft version of Final Fantasy Adventure, Sqauresoft realease only, not Sunsoft. Must have box, manual, map and cart in good shape. Loose Lufia 2 for SNES Also will trade for the following computer games.

Ultima by California Pacific only made for Apple][(will buy or trade for pieces of this game also)

Akalabeth by California Pacific (same as above)

Ultima Escape from Mt. Drash (only made for VIC20, will consider incomplete games too, even just the box or manual.)

Ultima I by Sierra only made for Atari 8-bit I think (need pieces of this game too).

Ultima II, I need the big box, it measures about 8x11". I need mainly the box, but will buy/trade for complete games too. I especially need the IBM version.

Ultima II small box version C64 with black border on box. And small box Macintosh and IBM Ultima II.

Dark Crystal by Sierra

Infocom items listed below with descriptions, measurements are in metric (mm). Any computer is ok for these.

The Personal Software version of "Zork I" was simply called "Zork". It came in a 226x320x5 plastic zip-lock bag containing the disk and a 36-page booklet.

The Infocom version of "Zork", before it was renamed "Zork I".

Zork I-III blister pack [i.e. card with plastic tray] 158x249 for 5.25" disks, 238x256 for 8" disks [nothing except piece of paper with instructions]

Starcross 304x306x45 flying saucer 1. space map 2. instruction booklet

Suspended 240x317x70 box with recessed white face mask 1. instruction booklet with congratulatory letter 2. laminated colored cardboard map (600x230x3) of the Underground Complex (folded once) 3. six robot tracking devices (flat black round plastic chips) 4. plastic mask

Any of the slipcased Infocom Trilogies, must have the slipcase. Mystery Collection, SCIFI Collection or Enchanter Collection.

Did anyone make it this far???? :)

Thanks,
Tom

1767. Re: FS/T Shuttle Orbiter 2600 and NES stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: tommage@aol.com
Message-ID: <19990205030720.07590.00001085@ng29.aol.com>
Source record: 55033

A few more NES I forgot

Dragon Warrior 1 complete plus the Explorer's handbook and a chart and map
Lolo 1 complete
Ultima Quest of the Avatar complete
Yoshi's Cookie Shrinkwrapped
Galaga complete but crummy box.

Thanks,
Tom

1768. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: pino+comp_sys_cbm@dohd.cx
Message-ID: <slrn7bld3j.7d1.pino+comp_sys_cbm@mud.stack.nl>
Source record: 55034
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

It occurred to me that Steve Judd wrote in comp.sys.cbm:
>
> When I cover one eye, the world does not lose its 3D appearance.

Euhm... Due to a weird problem with my eyes, I cannot see with
two eyes simultaniously. (In a nuttshell) Never could, actually.

But I do agree that there is still a hint of 3D in my point of view;)
Getting a drivers licence poses a bit of a problem, since I can't
see in a glimpse how fast that oncoming car is driving ;0

Stereoscoping thingies are totally wasted upon me, though.

--
Fight Spam! Join CAUCE! == http://www.cauce.org/
Martijn van Buul, martijnb@stack.nl, pino@dohd.cx, pienjo@c64.org
Pienjo on #c-64 and #dohd (when I'm in the mood)
Tijntje@OuterSpace - 131.155.141.166 3333

1769. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <vvB78LA36ru2Iw$6@achievements.co.uk>
Source record: 55035
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Jason =-)
> They're a third of the width and taller, but generally speaking people
> tend to prefer using square objects...

Aaron:
> Actually, because of the way the bits are used in a C-64 sprite (in
> color mode, 2 bits for every sprite pixel), the difference in width is
> more like 50% wider than an Atari "sprite".

That's only if you want multicolour sprites. Aren't PMGs only one
colour?

> (C64's 12 pixels across vs. Atari's 8 pixels across).

Only in data width, the physical width of the sprite is still 24 pixels
because C64 multicolour pixels are two hi-res pixels wide.

Peter:
> True, but you can always overlay the players and there is a mode which
> allows you to get extra colours when players are overlayed (I'm a bit
> hazy about this now since it's been about 10 years since I last looked
> in the technical manual).

So you have five PMGs (well, if the missiles all work together) and in
order to match what a C64 can do you have to overlay three of them and
expand horizontally. And that's still only two thirds of the width of
one C64 sprite.

Jason =-)
> But not as trivial as, say, DEC $D001 to move sprite 1 up or INC $D001
> to move it down, is it? You have to shift (for an 8x8 object) sixteen
> bytes per object per frame. For something the size of one C64 sprite
> that means you're moving 126 bytes of data *just* for vertical
> positioning.

Peter:
> I don't disagree at all, but I do tend to think that the extra
> flexibility you get from the sheer height of the player/missile makes
> up for this.

I can't agree with that, on the C64 it's a trivial job to raster sprites
and fairly trivial to multiplex. It also meant that the Atari sprite
handling *had* to be done from machine code but the C64 could, if you
didn't mind slightly sluggish movement, move sprites from BASIC.

Aaron:
> It's interesting that the C-64's advanced hardware sprite movement
> ability was about on par with the Atari's background bitmap hardware
> movement abilities. It's too bad that neither computer had BOTH
> strengths.

Heh. The C64 can move a bitmap like that, but it's not exactly a
documented feature of the VIC-II... =-)
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
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1770. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <q$Q6oPAy+ru2Iw+9@achievements.co.uk>
Source record: 55036
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron:
> Easy. Open up the monitor that is attached to the C-64 and located the
> horizontal size adjustment. VOILA! Instant boarder erasure. =-)

Peter:
> Nice one.... :-))

Actually, that's how we do it. There's a little known routine in the
kernel that allows a small "bug" to sneak up the video cable with a
screwdriver and... Why are you looking at me like that?!

> But seriously, I've been curious about this bug in the VIC II for
> years and would love to know how it's done.

You need a steady raster to get this right but the basics go like this:

One cycle to the left of the right hand border, switch on horizontal
smooth scroll. Then switch it back off again. The C64 is fooled into
thinking it's already turned the borders on for that line and doesn't do
it.

But you need to perform the same trick for *every* rasterline you want
open and don't forget to time for any sprites moving over them.

Let's just say upper and lower borders are easier, shall we? =-)
--
Jason =-)

```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

1771. Re: Atari 8-bit fonts for Windows NT

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: "\"Please Send Your Spam To This Address\"" <spam@xmission.com>
Message-ID: <36BADE4C.1766@xmission.com>
Source record: 55037

I made an Atari font a couple of years ago. Remind me to post it on my
web site when I have some time this weekend.

Trystan Negus wrote:
>
> OK...so I don't use an Atari at work. However, does anybody have a TTF font
> file of the Atari 8-bit font?
>
> Thanks in advance,
>
> Trystan

--
Trevin Beattie
*** Due to the large volume of SPAM I am receiving,
my email address will no longer be posted publicly in any form.

1772. Re: Atari 8-bit fonts for Windows NT

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: (unknown)
Message-ID: <36bae69a.520121@news.mindspring.com>
Source record: 55038

>I made an Atari font a couple of years ago. Remind me to post it on my
>web site when I have some time this weekend.
>
>Trystan Negus wrote:
>>
>> OK...so I don't use an Atari at work. However, does anybody have a TTF font
>> file of the Atari 8-bit font?
>>
>> Thanks in advance,
>>
>> Trystan

Check this site out:

http://www2.bitstream.net/~marksim/atarimac/fonts.html

1773. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <36BAE96E.1064AEBB@erols.comX>
Source record: 55039
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

You can overlay 2 Atari PMG's and 'mix' the colors for a third. Ie, yellow & blue would get you green on the overlap.

Peter Pachla wrote:

> Hi Jason,
>
> >But not three different colours on a scanline like C64 sprites in
> >multicolour mode.
>
> True, but you can always overlay the players and there is a mode which allows
> you to get extra colours when players are overlayed (I'm a bit hazy about this
> now since it's been about 10 years since I last looked in the technical
> manual).
>
> >But not as trivial as, say, DEC $D001 to move sprite 1 up or INC $D001
> >to move it down, is it?
>
> I don't disagree at all, but I do tend to think that the extra flexibility you
> get from the sheer height of the player/missile makes up for this.
>
> As I said, I've programmed both systems in the past and I can't honestly say I
> prefer either one over the other in this respect.
>
> TTFN - Pete.
>
> --
> Spam deflector in effect - it's obvious!
>
> Peter Pachla: Computer Hardware/Software Engineer,
> Collector Of Arcade Machines & Obsolete Computers,
> Sound Engineer,
> Barman(!),
> General Fun Guy....
> --

--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

1774. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36ba9fb3.3973525@news.localnet.com>
Source record: 55040

On Thu, 04 Feb 1999 11:17:37 -0600, Anthony Baker <antbaker@arn.net>
wrote:

>Another way is to try a plot statement in GR. 9-11. Those are specific
>to the GTIA chip as well.
>

I don't believe the old Atari 800 OS supported GR.9-11.

1775. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36baa08b.4189401@news.localnet.com>
Source record: 55041

On Thu, 04 Feb 1999 11:12:31 -0500, Jeff Jewell
<jjewell@ix.netcom.com> wrote:

>Jason Compton wrote:
>
>> Does the world look paper-flat to you when you close one eye? I'm afraid
>> I have to agree with Steve here, the world does not lose its 3D appearance
>> when I close one eye.
>
>This is an illusion created by your brain. Monocular vision is two
>dimensional.
>
>It's similar in a fashion to the way your brain has created the illusion that
>this thread has any value to anyone.

Seeing 3D with monocular vision is not an "illusion." First, our eyes
(or eye) are in constant (twitching) motion which causes the
perspective to change ever so slightly (note: this twitching is
necessary because, believe it or not, our retina would lose
sensitivity to a completely fixed image). Also, our bodies and head
are always in motion. This also produces a change in perspective.
Hence, 3D with one eye is definitely a true experience.

1776. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36baa222.4596776@news.localnet.com>
Source record: 55042
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 5 Feb 1999 09:05:23 GMT, pino+comp_sys_cbm@dohd.cx (Martijn van Buul) wrote:

>It occurred to me that Steve Judd wrote in comp.sys.cbm:
>>
>> When I cover one eye, the world does not lose its 3D appearance.
>
>Euhm... Due to a weird problem with my eyes, I cannot see with
>two eyes simultaniously. (In a nuttshell) Never could, actually.

Interesting. Tell me more of your problem.

1777. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y3e4l3rg6.fsf@co.umist.ac.uk>
Source record: 55043
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

"Peter Pachla" <my.name@vectrex.freeserve.co.uk> writes:

> Hi Marc,
> >Even though the Atari was less popular in the UK than the 64, it did
> >have an excellent magazine from Page 6 called "Atari User"....
>
> Actually they published a magazine called "Page 6" for about 10 years before
> coming out with "Atari User", I've still got a few copies hanging around
> somewhere....

Well not quite... To begin with there were 2 magazines, Page 6 and
Atari User (UK), both produced by different people. Then the Atari User
people decided to stop production. Rather than let the name Atari
User disappear, the Page 6 people bought it from them. So Atari User
goes out of production, and Page 6 change their name to Atari User.

However this caused confusion with the newsagents who sold the
magazines, who thought that Page 6 had been taken over (rather than
the other way around), and Atari User had gone out of production, hence
no Atari 8-bit magazines to sell. A couple of issues later Page 6
remedied things by changing the name of the magazine from Atari User
to New Atari User, which is the name they still use today.

So... Page 6, Page 6/Atari User, and New Atari User are all the same
magazine, and the old Atari User was a completely different magazine,
produced by different people. Page 6/New Atari User is still a good
magazine.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

1778. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36baa2b9.4747597@news.localnet.com>
Source record: 55044
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Fri, 5 Feb 1999 09:49:43 +0000, Jason <tmr@cosine.demon.co.uk>
wrote:

>Jason =-)
>> They're a third of the width and taller, but generally speaking people
>> tend to prefer using square objects...
>
>Aaron:
>> Actually, because of the way the bits are used in a C-64 sprite (in
>> color mode, 2 bits for every sprite pixel), the difference in width is
>> more like 50% wider than an Atari "sprite".
>
>That's only if you want multicolour sprites. Aren't PMGs only one
>colour?

Yes. I thought it was implied with my previous statement.

>> (C64's 12 pixels across vs. Atari's 8 pixels across).
>
>Only in data width, the physical width of the sprite is still 24 pixels
>because C64 multicolour pixels are two hi-res pixels wide.

What I said applies to "physical width." The Atari's "sprites" are 8
color clocks wide (in monochrome). The C-64's sprites are 12 color
clocks wide (in 3 colors). Hence, the C-64's sprites are physically
(actually, VISUALLY) 50% wider. Here's some more specs concerning how
C-64 sprites can be manipulated:

* 12 color clocks wide in 3 colors
* high-res monochrome (one color) option at 24 bits wide at 2 pixels
per color clock (Atari sprites cannot achieve this high resolution)
* A C-64 sprite can be "stretched" 2x in both the horizontal and
vertical (Atari sprites can accomplish this with the added ability to
4X the horizontal so that each pixel is as wide as a text character)

>Peter:
>> True, but you can always overlay the players and there is a mode which
>> allows you to get extra colours when players are overlayed (I'm a bit
>> hazy about this now since it's been about 10 years since I last looked
>> in the technical manual).
>
>So you have five PMGs (well, if the missiles all work together) and in
>order to match what a C64 can do you have to overlay three of them and
>expand horizontally. And that's still only two thirds of the width of
>one C64 sprite.

Only two Atari PM sprites must be overlayed to produce 3 colors.
Combining the two can be set to produce a new 3rd color (XOR?) based
on a "mix" of the two main colors (which are set by their
corresponding color registers) . Unfortunately, you are right...this
reduces the number of physically separate sprites on the same
scanline.
>
>Jason =-)
>> But not as trivial as, say, DEC $D001 to move sprite 1 up or INC $D001
>> to move it down, is it? You have to shift (for an 8x8 object) sixteen
>> bytes per object per frame. For something the size of one C64 sprite
>> that means you're moving 126 bytes of data *just* for vertical
>> positioning.

Yes and no. Normally, an atari program doesn't use the entire height
of a player. Data movement can, therefore, be a subset of an entire
player (moving a 10 byte tall pacman character would only require
moving 10 bytes...not the total 256 byte Player height).

>Peter:
>> I don't disagree at all, but I do tend to think that the extra
>> flexibility you get from the sheer height of the player/missile makes
>> up for this.
>
>I can't agree with that, on the C64 it's a trivial job to raster sprites
>and fairly trivial to multiplex. It also meant that the Atari sprite
>handling *had* to be done from machine code but the C64 could, if you
>didn't mind slightly sluggish movement, move sprites from BASIC.

I mainly agree with your assessment of the Atari PM limitations (vs.
C-64's sprites). However, by taking advantage of how Atari BASIC
character strings can be manipulated, Atari Players can easily be
moved in the vertical with a single BASIC statement. Horizontal Player
movement only requires updating a single hardware register. Not a
single MACHINE LANGUAGE instruction is necessary for fast Player
movement.

>Aaron:
>> It's interesting that the C-64's advanced hardware sprite movement
>> ability was about on par with the Atari's background bitmap hardware
>> movement abilities. It's too bad that neither computer had BOTH
>> strengths.
>
>Heh. The C64 can move a bitmap like that, but it's not exactly a
>*documented* feature of the VIC-II... =-)

I've been trying to understand this "undocumented C-64 feature." It
still appears to require ALOT of work (in coding and processor time).
And in the end, "BYTE BANGING" still becomes necessary.

1779. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36baaa2e.6657358@news.localnet.com>
Source record: 55045
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Fri, 5 Feb 1999 09:53:54 +0000, Jason <tmr@cosine.demon.co.uk>
wrote:

>Aaron:
>> Easy. Open up the monitor that is attached to the C-64 and located the
>> horizontal size adjustment. VOILA! Instant boarder erasure. =-)
>
>Peter:
>> Nice one.... :-))
>
>Actually, that's how we do it. There's a little known routine in the
>kernel that allows a small "bug" to sneak up the video cable with a
>screwdriver and... Why are you looking at me like that?!

Screwdriver? How would a drunk bug be useful? =-)

What about a bloody Mary?

>> But seriously, I've been curious about this bug in the VIC II for
>> years and would love to know how it's done.
>
>You need a steady raster to get this right but the basics go like this:
>
>One cycle to the left of the right hand border, switch on horizontal
>smooth scroll. Then switch it back off again. The C64 is fooled into
>thinking it's already turned the borders on for that line and doesn't do
>it.

Where is this new data being fetched from? The next graphics line? Are
any graphics being repeated? Sounds like this technique (if used in
full screen) wastes at least 50% of the C-64's CPU. Wouldn't it be
better to just use sprite graphics within the boarders?

Naaaa na naa naaaa na . Atari's support 32, 40, & 48 columns with a
simple hardware register poke. 48 column mode completely gets rid of
the borders in the horizontal direction. Boarders in the vertical
direction can also be eliminated just by defining a larger display
list. Kludgery is fun, but simplicity is a relief. =-)

1780. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36baacc7.7322604@news.localnet.com>
Source record: 55046
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 31 Jan 1999 13:17:16 -0500, Michael Terrell <terrell@cde.com>
wrote:

>
>
>Aaron wrote:
>
>> On Fri, 22 Jan 1999 07:49:07 -0800, Richard Cortese
>> <ricortes@netmagic.net> wrote:
>>
>> >Ronald A. Laski, Jr. wrote:
>> >
>> >> Nooo.. i didn't say that... I (as an Atari person) am only 'hearing'
>> >> arguments that aren't convincing me that the c64 is 'better' than the
>> >> atari (which, if i've gleaned my info correctly, was 3 years older
>> >Does kind of give the impression that if as part of your comparision you
>> >said, "The Atari 800 weighed more then the C64" someone would comment
>> >how they used to fill their C64 with lead fishing weights to the point
>> >where it was 10 times heavier then an Atari.
>>
>> Atari users are smarter than that Commodore trick of lead fishing
>> weights. All they had to do is screw the Atari to the table and it
>> becomes much heavier than the C64 ever could. (the C-64 couldn't
>> easily achieve this trick because of the slit air vents running
>> throughout the bottom of the case. This was probably a cost cutting
>> measure to reduce the amount of plastic used in a C-64.)
>>
>> Of all the Atari vs. Commodore messages, this has to be the by far the
>> dumbest! AND I LIKE IT!!!!!
>
>I guess you've never picked up a Commodore SX64? Aluminum case, built in
>drive and color monitor, an I believe they weigh 26 pounds. I have two
>working units in storage, and they were great. I used one for a character
>generator a WMRX TV in Destin Fl while I was building the station, an people
>were shocke by the video quality
>

I remember seeing an SX-64 in Childworld way back in 1984. The display
quality was EXCELLENT. But what would you expect from a 2 inch screen?
(JOKE) I've always wanted one of these. A few years ago I was talking
to an Electronic Boutique salesman who threw out one of these babies
just a week before. Wwwaaaahhh!!

1781. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y1zk53pwh.fsf@co.umist.ac.uk>
Source record: 55047
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

sjudd@kc.trail.com (Steve Judd) writes:

> In article <36bb3834.167721085@news.pressenter.com>,
> Jon Melbo <jmelbo@pressenter.com> wrote:
> >On 3 Feb 1999 20:34:30 -0700, sjudd@kc.trail.com (Steve Judd) wrote:
> >>When I cover one eye, the world does not lose its 3D appearance.

> >just settle for that one eye open thing. Yer right, taint no
> >differeunce

> For example, to test the assertion that the world's 3D appearance
> depends on our having two eyes, a motivated individual can cover
> one of his eyes and see what happens.
[snip]
> I can assure you that the world does not lose its three-dimensional
> appearance.

This is getting way off topic now, but...

Binocular vision (the 2 eyes thing) is one of the factors involved in making the world look 3D, but it is not the only one. Other things like apparent size of an object (a person standing 10 meters away looks smaller than a person at 1 meter), paralax (like paralax scrolling in video games), focusing distance (how hard your eyes have to strain to focus on the object), vanishing points (if extended parallel lines appear to converge at a point a long way away), and others, also influence things. So even with one eye, your brain will compensate, and the world will still look 3D. Not all these have equal influence though, and the influence each has does vary depending on what you're looking at and how far away it is.

So the world *does* look 3D with only 1 eye, but of course, it won't be *quite* as good as with 2 eyes. For the most part though the differences between 1 and 2 eye viewing is small.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

1782. FS:Atari 8-Bit items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: Gene Ehrich <gene@ehrich.com>
Message-ID: <teDu2.495$x4.1782956@news3.voicenet.com>
Source record: 55048

On my web pages listed below:

http://www.voicenet.com/~generic

1783. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: pino+comp_sys_cbm@dohd.cx
Message-ID: <slrn7bm00d.gea.pino+comp_sys_cbm@mud.stack.nl>
Source record: 55049
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

It occurred to me that Aaron wrote in comp.sys.cbm:

> Interesting. Tell me more of your problem.

Nothing spectacular - One eye that won't need any correction, one
that needs a fairly big correction -> different sized images ->
no way to overlap them -> No 3d vision.

Actually, if one would want to make me go beserk, give me a pair
of glasses that matches the correction needed for both eyes. Instant
headache assured.

--
Fight Spam! Join CAUCE! == http://www.cauce.org/
Martijn van Buul, martijnb@stack.nl, pino@dohd.cx, pienjo@c64.org
Pienjo on #c-64 and #dohd (when I'm in the mood)
Tijntje@OuterSpace - 131.155.141.166 3333

1784. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: earl.halliwell@dyess.af.mil
Message-ID: <79f2fm$t5e$1@nnrp1.dejanews.com>
Source record: 55050

In article <36ba9fb3.3973525@news.localnet.com>,
aarona@/REMOVE/localnet.com wrote:
> On Thu, 04 Feb 1999 11:17:37 -0600, Anthony Baker <antbaker@arn.net>
> wrote:
>
> >Another way is to try a plot statement in GR. 9-11. Those are specific
> >to the GTIA chip as well.
> >
>
> I don't believe the old Atari 800 OS supported GR.9-11.

You believe wrong. Gr. 9-11 support was in the 8-bit Atari OS from the
very beginning.

Some pre-GTIA programs that used Gr.8 artifact colors
would trick the OS into thinking it was in a GTIA mode so they could use
the built-in line draw function to draw in "solid" artifact colors (albeit at
80x192 rez).

--
Clay Halliwell | ATARI XL/XE DO + THE
earl.halliwell@dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H
Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy today.
Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed.
http://www.atarihq.com/jeo/ "The Atari Jaguar: You know... for kids!"

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1785. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36baaf6d.8000033@news.localnet.com>
Source record: 55051
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Sun, 31 Jan 1999 23:45:08 -0800, Richard Cortese
<ricortes@netmagic.net> wrote:

>Yeap, Ataris have problems with enough bits on several occasions. For
>instance, fine scrolling on an Atari involve 7 individual single bit
>scrolls, followed by a full chr. Sort of makes sense in that case, but
>having an larger register would have made it a little easier.

At least in the horizontal direction, the Atari's can fine scroll up
to 4 characters before any pointers have to be changed. (16 color
clock scroll divided by 4 color clocks per character equals a 4
character scroll). I believe an Atari screen can be fine scrolled
vertically up to 16 rasterlines (this would make sense because some
Atari character lines are up to 16 rasterlines tall).

The C-64 finescroll register can only finescroll a single character
width or height. Of course, one C-64 advantage is that finescrolling
is at a higher resolution in the horizontal direction (half a color
clock change vs. the Atai's whole color clock change).

The reason why the Atari hardware engineers chose a full color clock
is that movement in less than a full color clock introduces strange
color artifacting in the graphics. Fast horizontal fine scrolling on a
C-64 can cause a strange color fading/glittering which causes
epileptic fits in some people. (About 10 years ago, there was a big
media scandal about this concerning the old NINTENDO game machine).

>Ather minor annoyance is the limits of the Antic in that it needs
>another load of memory location after 4k chunks. That is, the internal
>counter for the Antic chip rolls over. 1/2 way through the Display List
>instructions for an 8k screen, you have another load screen memory
>location that is exactly where the previous 4k left off. Would have been
>nice, particularily in Antic's case to add another bit here or there.
>
>> Take a look at some of the C64's IFLI or UIFLI formats. These change color
>> cell pointers every raster line and interlace the screen as well. The
>> result is 320x200 with a maximum of 136 colors. The two formats differ in
>> the way they handle the actual bitmapped data, with UIFLI riding on the
>> leading edge of Commodore graphics capabilities.
>I don't doubt this, I just am not a real fan of some of the techniques
>used & the results I have seen on the Atari. For example, I think people
>have done at least 4096 colors on the Atari, but by using techniques
>like interlacing several screens worth of data. They look ok, but kind
>of shimmer a bit too much. I kind of suspect these images have the same
>problem on the C64 as they do on the Atari. For instance, uncompressed

>file length is usually over 24k!
>For me, trying to cram all of your resources into something like number
>of colors is like spending so much on your car that there is no money
>left over for you to buy gas.

I've experimented with interlaced color combinations on the Atari. The shimmering you refer too can only be eliminated (nearly) if the luminance of the two colors is the same. I would suspect that this shimmering is more of a problem with the C-64 due to it's much more limited color selection, Still, the use of COLOR ARTIFACTING on the C-64 would be much more successful than the Atari (color artifacting is achieved by turning on half a color clock) but only if the connected monitor is video in only (as opposed to the higher res CHROMA/LUMA separation).

1786. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36bab671.9796658@news.localnet.com>
Source record: 55052
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Sat, 30 Jan 1999 19:09:46 GMT, jmelbo@pressenter.com (Jon Melbo)
wrote:

>On 30 Jan 1999 07:06:32 -0700, sjudd@kc.trail.com (Steve Judd) wrote:
>
>>>4-5% would be equivalent to "MILLIONS?"
>>
>>Well, what is 4-5% of 25 million?
>
>At 5% of 25 million (which is best case here for you) that would be
>1,250,000 or one and a quarter million. In order to have plurality,
>such as in the word MILLIONS, it requires TWO or MORE million to get
>there. Still, that's a lot of folks (just aint millions).
>
But the C-64 was so great a system that 150% percent of the users
programmed for it. That means almost 40 Million C-64 users became
proficient programmers!! Zowie!!!! (JOKE)

1787. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36bab702.9941517@news.localnet.com>
Source record: 55053
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Sat, 30 Jan 1999 13:01:06 -0800, <hvergara@accessnv.com> wrote:

>Hi Jon,
>
>
>On Sat, 30 Jan 1999, Jon Melbo wrote:
>
>> On 30 Jan 1999 07:06:32 -0700, sjudd@kc.trail.com (Steve Judd) wrote:
>>
>> >>4-5% would be equivalent to "MILLIONS?"
>> >
>> >Well, what is 4-5% of 25 million?
>>
>> At 5% of 25 million (which is best case here for you) that would be
>> 1,250,000 or one and a quarter million. In order to have plurality,
>> such as in the word MILLIONS, it requires TWO or MORE million to get
>> there. Still, that's a lot of folks (just aint millions).
>
>
>That quote of 4-5% was made by a very conservative person....
>
>I'd say 10%, and I'm still being conservative.
>
If you're that conservative then stick with the FLINTLOCKS. =-)

1788. Re: NEW!!! The "Break Movie" Warehouse's new JAVA atascii player!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F6osK7.KI2@cix.compulink.co.uk>
Source record: 55054

In article <7957io$t8_002@ambrosia.flash.net>, Im@home.org ("Bubba Gump")
wrote:

> Yes, it's true! Remember those fantastic Atari 8-bit "text movies"
> popular on BBS's long ago? They were called "Break Messages". Long
> before there was an Internet
You had an Atari in the 60's. The Internet was around long before your
8bit Atari!

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1789. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <hZ50jUAzuwu2IwMG@achievements.co.uk>
Source record: 55055
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Jason =-)
> Only in data width, the physical width of the sprite is still 24
> pixels because C64 multicolour pixels are two hi-res pixels wide.

Aaron:
> What I said applies to "physical width." The Atari's "sprites" are 8
> color clocks wide (in monochrome). The C-64's sprites are 12 color
> clocks wide (in 3 colors). Hence, the C-64's sprites are physically
> (actually, VISUALLY) 50% wider.

No, they're not. The 12 pixels are still three times the width of an 8
pixel PMG. C64 sprites don't magically shrink because you go into
multicolour mode, the multicolour pixels are *twice* the width of
standard pixels so visually it takes the same space as a monocolour
sprite.

> Here's some more specs concerning how C-64 sprites can be manipulated:

This is a tad like taking coals to Newcastle, Aaron. I've been coding
for nearly 14 years and have a pretty reasonable understanding of how
C64 sprites work. PMGs are a different matter, it's been over ten years
since I was using an Atari.

Jason =-)
> So you have five PMGs (well, if the missiles all work together) and in
> order to match what a C64 can do you have to overlay three of
> them...

Aaron:
> Only two Atari PM sprites must be overlayed to produce 3 colors.

Whoops, sorry. It's been a while and I'd forgotten about that.

> Unfortunately, you are right...this reduces the number of physically
> separate sprites on the same scanline.

To two (not including the missiles) and they're still only a third of
the width of a C64 sprite, just twice the resolution.

Jason =-)
> But not as trivial as, say, DEC $D001 to move sprite 1 up or INC $D001
> to move it down, is it? You have to shift (for an 8x8 object) sixteen
> bytes per object per frame. For something the size of one C64 sprite
> that means you're moving 126 bytes of data *just* for vertical
> positioning.

Aaron:
> Yes and no. Normally, an atari program doesn't use the entire height
> of a player. Data movement can, therefore, be a subset of an entire
> player (moving a 10 byte tall pacman character would only require
> moving 10 bytes...not the total 256 byte Player height).

Not quite right, I was closer. For an 8x8 object you have sixteen
memory writes. Eight to clear the old image and eight *more* to write
the new. For a 24 by 21 pixel high object that's 3x21 bytes (63) x 2
because you have to clear it, so 126 transfers.

Jason =-)
> Heh. The C64 can move a bitmap like that, but it's not exactly a
> *documented* feature of the VIC-II... =-)

Aaron:
> I've been trying to understand this "undocumented C-64 feature." It
> still appears to require ALOT of work (in coding and processor time).
> And in the end, "BYTE BANGING" still becomes necessary.

But a fraction of the amount that would be required to move an actual
bitmap. It's possible to move 8 pixels a frame on X and Y
(independently) at 50 frames a second.
--
Jason =-)


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TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
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1790. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <v5S3bKAdnwu2IwuE@achievements.co.uk>
Source record: 55056
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Jason =-)
> One cycle to the left of the right hand border, switch on horizontal
> smooth scroll. Then switch it back off again. The C64 is fooled into
> thinking it's already turned the borders on for that line and doesn't
> do it.

Aaron:
> Where is this new data being fetched from?

There isn't any new data, it's an empty area the same colour as the
background...

> Sounds like this technique (if used in full screen) wastes at least
> 50% of the C-64's CPU.

Actually, it's more like 80% on an NTSC machine and 65% on PAL.

> Wouldn't it be better to just use sprite graphics within the
> boarders?

The sprites can't go *into* the borders unless you're doing this. This
is *why* it's such a big deal when it's done well because the timing is
a *bastard* when you're moving the sprites vertically and the changes to
$D016 *have* to be cycle accurate.
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
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1791. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: pg@sff.net
Message-ID: <36bb1da9.13486111@news.newsguy.com>
Source record: 55057
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

pino+comp_sys_cbm@dohd.cx (Martijn van Buul) wrote:

> It occurred to me that Aaron wrote in comp.sys.cbm:
>
> > Interesting. Tell me more of your problem.
>
> Nothing spectacular - One eye that won't need any correction, one
> that needs a fairly big correction -> different sized images ->
> no way to overlap them -> No 3d vision.

You were born just a few years too early. It shouldn't be very
long before we can make computerized glasses that can correct
an image without changing its size.

Paul Guertin
pg@sff.net

1792. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36b9a0bc.15376802@news.localnet.com>
Source record: 55058
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 30 Jan 1999 19:19:37 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>In article <C3rvCEAbxzs2EwSZ@cosine.demon.co.uk>,
>Jason <tmr@cosine.demon.co.uk> wrote:
>>Steve:
>>> Actually, in my experience, when it comes to mathematics, most
>>> programmers are dumber than a bag of hammers.
>>
>>> ...but not my 64 buddies, of course :).
>>
>>Except me, but that's why I stick to 2D games... =-)
>
>Quick -- convert $C000 to decimal
> compute 2^16
> compute 63*312
>
Eeeewwww a challenge. Let's see (without using a calculator):

2^16 would be 65,536 in decimal? $10000 in hex?

$C000 would be......hmmmmm.....this'll take a moment.....
...$C is equivalent to 12. 12 multiplied by 4096 is......
...40960+8192=49158...WOULD THE ANSWER BE 49,158 IN DECIMAL?

63*312 is a little bit tougher.....let me think about it..lot's of
ways to calculate this one in my head....(Jeopardy music, please)

...in a 16K address space there can be 256 64 byte regions....no,
I've got an easier way. 63x300= 18,900 and 63x10=630 and 63x2=126.
Add all three of these numbers and you've got 19,656 in decimal. Am I
correct?

This took a little longer than I thought it would. Guess I'm not as
intelligent as I thought. =-(

I'm board. Not going to bother checking my answers. I'll leave this
job to others. Please feel free to flame me if you wish. I'll make a
semi-serious attempt at ignoring 'em.

1793. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_918231308@rtfm.mit.edu>
Source record: 55059
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 9, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/
--A major revision has been done recently by mailto:clu-da-bard@geocities.com (Doctor Clu)

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@spambusters.ml.org
http://www.spambusters.ml.org/atari/ugbbs.htm

1794. How to find out how many days are from one date to another ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be5144$3c861a00$ce374382@vidar>
Source record: 55060
Cross-posted to: alt.c64,comp.sys.atari.8bit

Anybody has a good formula for calculating days from one date to another,
including leap years. Help would be appreciated a lot.

Thanks

1795. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36BB5819.1D36@netmagic.net>
Source record: 55061
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Jason wrote:
>
>
> Not quite right, I was closer. For an 8x8 object you have sixteen
> memory writes. Eight to clear the old image and eight *more* to write
> the new. For a 24 by 21 pixel high object that's 3x21 bytes (63) x 2
> because you have to clear it, so 126 transfers.
Someone else will probably jump in here too, but there was a different technique that was IMO a tad bit<sic> more popular. A little more code involved since IIRC you had to determine the direction of the move first, but you would define you player as the actual height and add leading & trailing zero bytes to the definition so the player would be self erasing as you slid it though memory. A single byte high chr would be [0, $55, 0], a two byte high chr would be [0, $55, $85, 0].

Vertical postion registers would have made life a lot easier.

1796. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <Dw5fjYAb30u2Ewyj@cosine.demon.co.uk>
Source record: 55062
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Aaron:
> $C000 would be......hmmmmm.....this'll take a moment.....
> ...$C is equivalent to 12. 12 multiplied by 4096 is......
> ...40960+8192=49158...WOULD THE ANSWER BE 49,158 IN DECIMAL?

How embarrassing for you, it's 49152. =-)

(That said, I have it memorised because Zeus 64 assembler sits there,
which is what I work with...)
--
Jason =-)


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_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
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1797. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: Mike Uhl <ShoeLeather_Express@RadioLink.net>
Message-ID: <Mike.Uhl.199902051725@ShoeLeather.Express>
Source record: 55063
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

On Thu, 4 Feb 1999, "Russ Brown"
wafted these smoke signals into the breeze:
> Yes, me too. An official "Radio Shack TRS-80 Pocket Computer Model
> PC-2." Of course, you'd have to have some pretty huge pockets
> (8" x 2" x 1").

Ummphh! One inch thick? Whee! The one that I had, before it was
embedded in to someone's derriere was only 1/8" thick. IIRC it was
6x3x1/8. It slipped nicely into my pocket.

> Those things were really ahead of their time. Although the
> plotter/cassette interface went south a long time ago, it still works
> great. BASIC interpreter (more complete than C64), dot-addressable
> 40-col. display, variable-pitch sound, keyboard macros, and 20K of
> nonvolatile RAM (with a 16K Sharp add-in module). Nerdvana.

Now, I had no sound on mine. No interface of any sort, either, even
though it was capable of accomodating one. I had macros available, but
I think I had a max of about 4K.

--
[,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
I've seen the future. I can't afford it.

1798. Re: Atari 8-bit fonts for Windows NT

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: "\"Please Send Your Spam To This Address\"" <spam@xmission.com>
Message-ID: <36BBAEF5.84F@xmission.com>
Source record: 55064

Trystan Negus wrote:
>
> OK...so I don't use an Atari at work. However, does anybody have a TTF font
> file of the Atari 8-bit font?

I just posted mine at http://www.xmission.com/~trevin/atari/atari.html

--
Trevin Beattie
*** Due to the large volume of SPAM I am receiving,
my email address will no longer be posted publicly in any form.

1799. 800xl keys not working

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: "Randal R. Gray" <at289@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990205230039.16167A-100000@halifax.chebucto.ns.ca>
Source record: 55065

Various keys on my 800xl are not responding and once inawhile a key will
be stuck on (without even pushing it to begin with). Is there a solution
to this or is the keyboard fried?

Randy Gray
mountain biking guy.

Local Nova Scotia mountain biking info is available at:
http://www.chebucto.ns.ca/~at289/Profile.html

1800. zybex cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <21980-36BBA525-50@newsd-223.iap.bryant.webtv.net>
Source record: 55066

help,we have a working prototype of zybex on cart,but we are unable to
locate(i think this is his name)derek fern of micro discount,who carried
these,we need to find him to get permission so we can release this
game,any help would be appreciated,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

1801. Re: use pc to write xfd or atr to pc 5.25 floppy?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: Russ Brown <russb@io.com>
Message-ID: <79ger3$g4i$1@hiram.io.com>
Source record: 55067

It's already on my list. But I wonder if hardware isn't easier.

It seems to me that an adaptation of UTIL or MYUTIL for writing shouldn't be all that difficult, provided you have the specs for the ATR format. But I imagine that debugging such a program would be a nightmare.

If I have time, I'll give it a whirl and post my progress. My target would be to write a 180K disk, since I know my drive (1.2M 5.25" Intel Atlantis MB controller) can read those. Single density is toast--no program to read them that I tried worked, even partially. I haven't tried dual (1050) density.

I grew up on the Atari and know the IBM PC well, but the mystical art of interoperability is a new concept to me....

--Russ

LWhite6497 wrote in message <19990205000559.08071.00000923@ng16.aol.com>...
>>Is there a PC program that can write an ATR >or XFD file to an Atari
double
>>density disk using the PC's 5.25" drive?
>
>An interesting question. Unfortunately, I
>have never heard of one, but it should be
>reasonably easy - much easier than trying
>to write A8 files on a PC. At the Dos interrupt
>level, you can choose to write 128/256/512
>byte sectors (MFM only, unless you have a
>very rare early controller). So, you read
>the ATR/XFD file with binary input, and then
>write out the A8 file sectors (and of course,
>the first 3 are 128 byte sectors). Assumes you
>have a 360K DD drive. I have heard that
>there are problems with some controllers
>trying to write 128 byte (MFM) sectors, but I
>don't know for a fact. Wish I had time to do
>this, but it is a really good idea. I will put it on
>my "list" of software projects.
>Larry
>
>

1802. Re: How to find out how many days are from one date to another ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: Russ Brown <russb@io.com>
Message-ID: <79gfk7gnt1@hiram.io.com>
Source record: 55068
Cross-posted to: alt.c64,comp.sys.atari.8bit

Charles Dodgson, a.k.a. Lewis Carroll, has published many formulae from
which the solution to this problem can be derived.

--Russ (different Russ from below)

James R. Gilbert wrote in message <79g9pp$q56$1@pale-rider.INS.CWRU.Edu>...
>
>(Calendar/days between dates prog.)
>June '86 'Antic' has one for 1900 to 2100. Tom Hunt's site,
>? cth.tzo.com or tzo.cth.com ?, a8/magazines/antic/86-06.arc
>probably has it.
>There have been changes in the calendar, adjustments.
>The last one was March 1900, I think. The Gregorian Calendar
>started Oct 15, 1582, which is the one we're in I think.
>The Julian Calendar started earlier than that. Anyways.
>Russ

1803. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: Russ Brown <russb@io.com>
Message-ID: <79gfe7ges1@hiram.io.com>
Source record: 55069
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

No kidding about thickness. Mine definitely goes in the backpack.

The plotter/cassette interface was really a mixed deal. Plotter was really cool (send it x and y and the color to use to get there and it would draw a line). Cassette interface was so lame as to be nearly unusable.

Tandy/Radio Shack was definitely a model of human brilliance and fallibility in those days. Remember CoCo?

Liked VIM until I was assimilated. Resistance is futile.

--Russ

Mike Uhl wrote in message ...
> On Thu, 4 Feb 1999, "Russ Brown"
> wafted these smoke signals into the breeze:
>> Yes, me too. An official "Radio Shack TRS-80 Pocket Computer Model
>> PC-2." Of course, you'd have to have some pretty huge pockets
>> (8" x 2" x 1").
>
>Ummphh! One inch thick? Whee! The one that I had, before it was
>embedded in to someone's derriere was only 1/8" thick. IIRC it was
>6x3x1/8. It slipped nicely into my pocket.
>
>Now, I had no sound on mine. No interface of any sort, either, even
>though it was capable of accomodating one. I had macros available, but
>I think I had a max of about 4K.
>
>--
> [,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
>http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
> I've seen the future. I can't afford it.

1804. Re: How to find out how many days are from one date to another ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: John Iannetta <76703.4244@CompuServe.COM>
Message-ID: <eW5vIIYU#GA.350@nih2naac.prod2.compuserve.com>
Source record: 55070
Cross-posted to: alt.c64,comp.sys.atari.8bit

Vidar Olavesen said,

"Anybody has a good formula for calculating days from one date to another,
including leap years. Help would be appreciated a lot.".

For the C-64:

```
>> begin program
10 poke55,0:poke56,160:clr:c$=chr$(147):r$=chr$(18)
50 zz=0:printc$
51 input"month #";a:gosub900:ifi=1then51
52 print:input"day #";b:gosub920:ifi=1then51
54 print:input"year #";l:gosub940:ifi=1then51
55 ifzz=1thenreturn
56 dl=0:rem days later
57 n=dl+n-438291
58 c=n-int(n/7)*7:ifc=0thenc=7
60 fori=1toc:ready$:next:restore
70 e=int(n/146097):n=n-146097*e
80 g=int((n-366+int((n-1)/36524))/365.25)+1
90 d=n:ifg=-1theng=0
100 d=d+g-int((g-1)/4)+int((g-1)/100-int((g-1)/400))
110 d=d-int((d-1)/366)*366
120 p=0:ifg/400-int(g/400)=0thenp=1:goto150
130 ifg/100-int(g/100)=0then150
140 ifg/4-int(g/4)=0thenp=1
150 ifd<32thenm=1:goto290
160 ifd<60thenm=2:d=d-31:goto290
170 ifp=0then190
180 d=d-1:ifd=59thenm=2:d=29:goto290
190 ifd<91thenm=3:d=d-59:goto290
200 ifd<121thenm=4:d=d-90:goto290
210 ifd<152thenm=5:d=d-120:goto290
220 ifd<182thenm=6:d=d-151:goto290
230 ifd<213thenm=7:d=d-181:goto290
240 ifd<244thenm=8:d=d-212:goto290
250 ifd<274thenm=9:d=d-243:goto290
260 ifd<305thenm=10:d=d-273:goto290
270 ifd<335thenm=11:d=d-304:goto290
275 ifd<366thenm=12:d=d-334:goto290
280 d=1:m=1:g=g+1
290 g=g+e*400+1200:ifzz=0thenprintc$:printy$,,
295 dy$=y$:fori=1tom+7:ready$:next:restore
300 dt$=y$+str$(d)+","+str$(g):ifzz=0thenprintdt$:goto310
```

```
305 z=146097*e+n:return
310 q=0:ifg<1752thenq=1
320 ifg<1582thenq=-1
330 ifq=-1thenprint:print"gregorian calender not yet"
340 ifq=-1thenprint:print"adopted in europe"
350 ifq=1thenprint:print"gregorian calender not yet"
360 ifq=1thenprint:print"adopted in great britain"
370 jj=n+146097*e:print:print:print"0 hours = julian day #";jj+2159350.5
375 print:print" = mjd #";jj-240650
380 print:print"(";jj-z;"days after last date)"
385 print:printr$;"press <return>."
390 geta$:ifa$<>chr$(13)then390
395 z=jj:printc$:goto51
900 i=0:ifabs(a-6.5)>5.5theni=1:printc$;r$;"illegal entry"
910 return
920 ifabs(b-16)>15theni=1:printc$;r$;"illegal entry":return
925 ifa=2thenifb>29thenprintc$;r$;"only 29 days in february":i=1:return
930 ifb=31thenifabs(5.25/abs(7.5-a)-2.5)=1theni=1:printc$;r$;"30 day month"
935 return
940 w=0:ifa=2thenifb=29thenifl/400-int(l/400)<>0thenw=1
942 ifw=1thenifl/4-int(l/4)<>0then955
944 ifw=1thenifl/100-int(l/100)=0then955
946 x=365*l+b+31*(a-1)
948 ifa<=2thenn=x+int((l-1)/4)-int(.75*(int((l-1)/100+1)))
950 y=int(.4*a+2.3)
952 ifa>2thenn=x+int(l/4)-y-int(.75*(int(l/100)+1))
954 return
955 i=1:printc$;r$;"not a leap year":return
980 datasunday,monday,tuesday,wednesday
985 datathursday,friday,saturday
990 datajanuary,february,march,april,may,june,july
995 dataaugust,september,october,november,december
>> end program
```

--
When backing up your hard drive, shift into reverse gear S M O O T H L Y.

John

1805. Re: Atari 8-bit fonts for Windows NT

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: Pairman <yearight@nomail.com>
Message-ID: <jpRu2.18826$b8.8308870@hme2.newscontent-01.sprint.ca>
Source record: 55071

Those are pretty kewl fonts. Would'nd mind seeing a theme pack done to make
it look almost or close to an atari 8 bit.
sounds etc..

"Please Send Your Spam To This Address" wrote in message
<36BBAEF5.84F@xmission.com>...
>Trystan Negus wrote:
>>
>> OK...so I don't use an Atari at work. However, does anybody have a TTF
font
>> file of the Atari 8-bit font?
>
>I just posted mine at http://www.xmission.com/~trevin/atari/atari.html
>
>--
>Trevin Beattie
>*** Due to the large volume of SPAM I am receiving,
> my email address will no longer be posted publicly in any form.

1806. Re: ⍰nternal power parts

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-05 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <918607513@stackbbs.xs4all.nl>
Source record: 55072

> Changing power-regulators
Mathy,

It is ofcourse possible to use other regulators in the XF551/1050, but this will only help a little bit. You still have to drop about 10VDC, and this is not the same as the methode used to convert 38KV AC to 220V AC.

AC can be transformed by transformers. DC won't work due the non-pulsing voltage, so it doesn't create a changing magnetic field to bridge the gap between the two copper-coils.

Also, in theorie, the power in Watts at the input of a transformer is the same as at the output. When transforming a high-voltage to a low voltage, at the low side, you can drain more Ampere's, and reverse...

P=U*I , where P=Power, U=Volt, I=Amps.
So, when P must be the same, and the U goes lower, I must increase...

A power (voltage) regulator as used in the XF551 does nothing else then turning the "too-much" voltage into heat. This is cause the output had to stay stabil when the input changes a bit.
I think "stabilizer" is a better word to use then "power-regulator"...

Sysop Fox-1 (fox- AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

⍰

1807. Re: Email and News

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <79ht0jdpe1@flood.xnet.com>
Source record: 54938
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Mike Uhl <ShoeLeather_Express@RadioLink.net> wrote:

: For just the same reason, I never cared much for Geos. I occasionally
: used GeoPaint, but I hated GeoWrite. SpeedScript is much better for my
: purposes. SpeedScript runs from the command-line, which is much

Now, I LOVED SpeedScript and got through several years of school with it,
but they're sort of different animals. On a single-floppy 64 I would
never want to fire up GeoWrite to write a letter, for example, but if you
wanted to do anything with layout or font changes, SpeedScript just
doesn't fit the bill.

: easier. With GeoPaint or GeoWrite or any other Geos-based software,
: you have to run up Geos first, *then* load the desired program.

That's the nature of a disk-based operating system.

--
Jason Compton jcompton@xnet.com
www.xnet.com/~jcompton

1808. Re: Atari and Commodore vs. TODAY'S PCS!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36BC8479.81E467F2@arn.net>
Source record: 54939
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Well, I don't know about that:)...I am only 19. It's just when my mom
gave birth to me I had an Atari in my hands:)

Laters,

antbaker@arn.net

Jason wrote:
>
> Anthony Baker:
> > We all must stop the bickering about which old 8-bit system is better
> > than any other old 8-bit system and think about the common thing that
> > we all love (and still love) that bring us back to the old systems.
>
> Oh dear, another hippy...
>
> All users should live in peace and harmony and share the light and joy
> that the 8bits bring into... Bollocks to *that!* =-)
> --
> Jason =-)
> _____
> TMR / / / / / / / /\
> / /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
> / /_/ / /__ / / / / __// Cosine Homepage: / /
> / /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
> /_____/_____/_____/__/__/__/_____/_____/ /
> _______________________________\/

1809. Wanted: Info on RamMaster 256K upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <_k0v2.1149$1a1.26434@newsfeed.slurp.net>
Source record: 54940

I have a Rammaster 256K upgrade sitting here and no clue as to how to hook it back into the 800XL system it came with. The 256K ram chips are already installed, too, so this is nothing more than a tease to someone who's antsy to get this qmeg XL up and running.

Does anyone have any clues as to how to hook it into the system?

TIA,
morloc

1810. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <36bca7d7.0@news.iglou.com>
Source record: 54941
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On 1999-02-04 jmelbo@pressenter.com(JonMelbo) said:
>Jason Compton <jcompton@xnet.com> wrote:
>>One does not go to the ROM tree, one goes to a computer reseller,
>>which is where people go to buy SpartaDOS, right?
>It's where some of them go. Other ones just download illegal copies
>of it or work-a-likes like BeWe DOS. I personally bought SpartaDOS
>1.x, 2.x, 3.x and SpartaDOS X (4.x) from ICD.
Mike Hohman released Spartados 3.3 as shareware. So it's legal to download
but I don't think there's any way to register it. When Fine Tooned was in
business, for $19.95 you could get a copy of the Spartados manual.

1811. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <AMJfsAAfyIv2EwYy@cosine.demon.co.uk>
Source record: 54942
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Jason =-(
> Mono and multicolour sprites are the same width as each other (24
> pixels). Mono and mixed colour (sorry, don't know the technical term)
> PMGs are (I assume) the same width as each other (8 pixels).

Marek Pavlik:
> Hi.. you are wrong. If I did well understand the C64 sprites in
> multicolor mode has 12 pixels across in resolution like graphics
> 160x200.

This is where the confusion comes from, the C64 screen is *always*
320x200. A multicolor sprite is 24 pixels wide but displays like a
160x200 image with 12 pixels across. Physically, however, it is *still*
24 pixels across and can be positioned horizontally and vertically at
any position in that 320x200 area.

Just putting sprite multicolour mode on *does* *not* affect the screen
resolution so the sprites are *still* 24x21 pixels in size and *still*
are three times the width of a player.

Unless someone forgot to mention that players double in width when two
are overlaid there is no ambiguity here.
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

1812. Re: atari 600xl problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990206180440.7269A-100000@vtn1>
Source record: 54943
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

On 7 Feb 1999, Robert Collet wrote:

> I've got a broken atari 600xl, which when turned on just displays a
> horizontal white line and makes funny noises.

Check the power supply is giving a good solid 5vdc

> Well, Today I bought an Atari tape drive (I thought I might be able
> to use it with my aquarius) for ten bucks,

It's very doubtful the tape drive will be compatible with anything other than an Atari 8-bit (a bit of special circuitry makes them different from other cassette drives. They were never worth spit with the Atari anyway.

> Should I just give up and buy a new atari 8-bit, or is there anything
> I could possible do to repair....

If the power supply is not the problem, you'd be better off buying a 800XL or a 130XE. They come with far more RAM, run far more programs, and can be easily expanded once you discover hoe good the A-8 computers are. Keep the 600XL for parts--especially if the chips are socketed.

John

1813. Disk formatting question

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: Tony <ARudzki@sgi.net>
Message-ID: <36BD00ED.2349F210@sgi.net>
Source record: 54944

Hey Russ,

I have a question for you regarding disk sector numbers. Since standard floppy drives have two heads, how is the sector numbering set up? is "side 2" a continuation (number wise) of side 1?

Also, how does DOS (IBM) know WHERE a sector is located on the disk? Is it just the sector # divided by 18 (or the # of sectors per track) to get the track #, or what?

thanks Tony

1814. Re: XEGM Keyboard to 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: Tony <ARudzki@sgi.net>
Message-ID: <36BD02DE.37928937@sgi.net>
Source record: 54945

LWhite6497 wrote:
>
> Has anyone tried hooking a XE Game Machine Keyboard
> to a 130 XE (or XL)? I'm putting a system in a PC-type
> case, and it seem like it would be a whole lot easier than
> some of the other options such as a PC keyboard.
>
> Larry White

Just for your info:

Looking at the connector on the XEGS:

1 2 3 4 5 6 7 8
09 10 11 12 13 14 15

1: kr2 keyboard response
2: k3 keyboard scan
3: k4 keyboard scan
4: k5 keyboard scan
5: kr1 keyboard response
6: k0 keyboard scan
7: k1 keyboard scan
8: k2 keyboard scan
9: ground
10: not conn.
11: ground
12: not conn.
13: trigger 2
14: 5vdc
15: 5vdc

This is from the Best Electronics catalog

Tony

1815. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36bcccef.10820993@news.localnet.com>
Source record: 54946
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>1. C64 sprites are 24 bits wide.

YES

>2. In mono mode, each bit controls 1, 1/2 color-clock-wide
>pixel (24 pixels across).

YES. Each bit can control either 1/2 a color clock (for smallest pixel
size) or a full color clock (for a lower res, wider pixel)

>3. In color mode, each pair of bits controls 1, 1
>color-clock-wide pixel (12 pixels across).

In (3) color mode, each bit pair controls either a full color clock
or, in a stretched mode, 2 whole color clocks. There is no provision
for a finer 1/2 color clock mode.

>Since Atari P/MGs are 8, 1
>color-clock-wide pixels across, and half of 8 is 4,
>and 4 is the difference
>between 8 and 12, then it would indeed appear that
>C64 sprites are 50% wider
>than Atari P/MGs.

>Have I missed something here?

You're generally correct.

1816. Re: Keyboards I have known

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: jim9@postmaster.co.uk
Message-ID: <79g2gv$q8e$1@nnrp1.dejanews.com>
Source record: 55073
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36B87D5A.2D69@ln.ssw.abbott.com>,
Graham Thornton <graham.thornton@ln.ssw.abbott.com> wrote:
> Paul Guertin wrote:
> >
> > Niall Tracey <niallt@dai.ed.ac.uk> wrote:
> >
> > > The best people for keyboards have always been Acorn. The BBC Micro range
> > > had good solid keyboards; responsive and reliable.
> >
> > I've wanted a BBC Micro ever since I saw listings of programs
> > written in its very advanced Basic (for the time), in the mid-80s.
> > Now I want one even more. Were they ever sold in North America?
> >
> > Paul Guertin
> > pg@sff.net
>
> Yes,
>
> The BBC Micro B+ was briefly sold in the US in 1983/84.
>
> A report in Your Computer at the time said the machine was
> not well received, being labelled as over-priced. I expect
> it would have struggled against the very well established
> Apple II, and was just too expensive compared to the
> Commodore 64 or Atari.
>
> Personally I never liked the Acorn keyboards, I felt they
> never had enough 'give' in them. After only a few minutes
> if typing I found the tips of my finger went numb. Mind
> you, they were alot better than the brand-new Compaq
> Windows 95-enhanced keyboard I just got a work this week.
>
> My favourties were the 1200XL and the original IBM 101-key
> 'clicky' keyboard, both of which I still use at home.

Personaly I always loved the feel of the Sony MSX keyboards.

Jim

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1817. Re: Apple II (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: bilbo30@my-dejanews.com
Message-ID: <79g5h8$sj6$1@nnrp1.dejanews.com>
Source record: 55074
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36a8de67.96015929@news.pressenter.com>,
jmelbo@pressenter.com (Jon Melbo) wrote:
>
> That I disagree with. Both Atari and CBM supported their equipment
> also.
>

I seem to remeber having a problem where I spilled Coke (I was 15 or 16 at the time) in the keyboard while it was on and toasting the C-64. Sent $55.00 dollars and in about two weeks received a new computer (it was way out of warranty). Just try to do that today.

Bilbo Baggins

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1818. Re: How to find out how many days are from one date to another ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <79g9pp$q56$1@pale-rider.INS.CWRU.Edu>
Source record: 55075
Cross-posted to: alt.c64,comp.sys.atari.8bit

```
(Calendar/days between dates prog.)
June '86 'Antic' has one for 1900 to 2100. Tom Hunt's site,
? cth.tzo.com or tzo.cth.com ?, a8/magazines/antic/86-06.arc
probably has it.
There have been changes in the calendar, adjustments.
The last one was March 1900, I think. The Gregorian Calendar
started Oct 15, 1582, which is the one we're in I think.
The Julian Calendar started earlier than that. Anyways.
Russ
```

1819. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: earl.halliwell@dyess.af.mil
Message-ID: <79gkqj$8ii$1@nnrp1.dejanews.com>
Source record: 55076
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <hZ50jUAzuwu2IwMG@achievements.co.uk>,
Jason
<tmr@cosine.demon.co.uk> wrote:
> Aaron:
> > What I said applies to "physical
width." The Atari's "sprites" are 8
> > color clocks wide (in monochrome).
The C-64's sprites are 12 color
> > clocks wide (in 3 colors). Hence, the
C-64's sprites are physically
> > (actually, VISUALLY) 50% wider.
>
> No,
they're not. The 12 pixels are still three times the width of an 8
> pixel
PMG. C64 sprites don't magically shrink because you go into
> multicolour
mode, the multicolour pixels are *twice* the width of
> standard pixels so
visually it takes the same space as a monocolour
> sprite.

Uh, waitaminit.
Let me see if I have this whole C64 sprite business
straight:
1. C64 sprites
are 24 bits wide.
2. In mono mode, each bit controls 1, 1/2 color-clock-wide
pixel (24 pixels across).
3. In color mode, each pair of bits controls 1, 1
color-clock-wide pixel (12 pixels across).

Since Atari P/MGs are 8, 1
color-clock-wide pixels across, and half of 8 is 4,
and 4 is the difference
between 8 and 12, then it would indeed appear that
C64 sprites are 50% wider
than Atari P/MGs.

Have I missed something here?

> Aaron:
> > Only two Atari
PM sprites must be overlayed to produce 3 colors.

>
> Whoops, sorry. It's
been a while and I'd forgotten about that.

Or you can use a DLI or display
kernal to change the color every scan line,
for 128 colors per sprite (grin),
but that's a whole 'nother can of worms.

> > Unfortunately, you are
right...this reduces the number of physically
> > separate sprites on the
same scanline.

I've seen some demos that actually use the SAME sprite twice
on the
same scanline, by restuffing the horizontal position register. Is the
same
thing possible with the C64?

> Not quite right, I was closer. For an
8x8 object you have sixteen
> memory writes. Eight to clear the old image
and eight *more* to write
> the new. For a 24 by 21 pixel high object that's
3x21 bytes (63) x 2
> because you have to clear it, so 126 transfers.

That's
only for an arbitrarily-placed player. If you can, for example, assume
that
the player will never move more than a single scanline vertically at a
time
(a fairly common situation), you can move an 8x8 player vertically with
only
10 writes-- 8 bytes of shape data, plus a leading and trailing "blank"
write.

--
Clay Halliwell | ATARI XL/XE DO + THE
earl.halliwell@dyess.af.mil | 8
- B I T S --------
e.halliwell@genie.com | /////////// M A T H
Keeper of
the Atari Jaguar Cheats and Codes FAQ. Request your copy today.
Editor,
Jaguar Explorer Online - More Jaguar News Than Should Be Allowed.
http://www.atarihq.com/jeo/ "The Atari Jaguar: You know... for kids!"

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1820. Re: Atari and Commodore vs. TODAY'S PCS!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36BBF439.D6EDB158@arn.net>
Source record: 55077
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

We all must stop the bickering about which old 8-bit system is better
than any other old 8-bit system and think about the common thing that we
all love (and still love) that bring us back to the old systems.

Simplicity with power!

I remember the good old days, if you needed a drive, modem, or whatever,
you knew exactly what would work w/ your system and what wouldn't. If
you saw a 1050 in the store that said Atari, you knew it worked for all
Atari 8-bits.....period...true plug and play.

Nowadays, you have to worry about communication of devices, w/ drivers,
and OSes. IDE vs. SCSI. Generic style cases vs. custom. For example,
I am fixing to buy a new 10 gig. HD and I am basically having to go
through all my tech manuals for my computer to make sure I have absolute
compatibility.

Right now, I wish I could just plug it in an turn it on w/o having to
worry about it blowing up my computer or getting ruined in the process.

So, instead on dogging on pretty much equally powerful machines, lets
compare them to how useful they still are compaired to PCS.

DON'T think I am just talking about Wintels! I love Macs even more than
my PC but until recently Macs were UNGODLY hard to upgrade.

Laters,

antbaker@arn.net

Peter Pachla wrote:
>
> Hi,
>
> >>Where can I find some info on how to do this, I've been curious about it
> for
> >>years (it was not a trick I learned during my CBM programming days).
>
> >Easy. Open up the monitor that is attached to the C-64 and located the
> >horizontal size adjustment. VOILA! Instant boarder erasure. =-)
>
> Nice one.... :-))
>
> But seriously, I've been curious about this bug in the VIC II for years and
> would love to know how it's done.
>

> TTFN - Pete.
>
> --
> Spam deflector in effect - it's obvious!
>
> Peter Pachla: Computer Hardware/Software Engineer,
> Collector Of Arcade Machines & Obsolete Computers,
> Sound Engineer,
> Barman(!),
> General Fun Guy....
> --

1821. Re: zybex cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be51a7$cad81660$e2364382@vidar>
Source record: 55078

Try contacting on : 101755.2443@compuserve.com, I don't know if it's still
works, as his homepage is not found anymore. Moved or closed, have no idea!
Found this address in New Atari User. Good luck and take Atarian care.

Lance Ringquist <Video61@webtv.net> wrote in article
<21980-36BBA525-50@newsd-223.iap.bryant.webtv.net>...
> help,we have a working prototype of zybex on cart,but we are unable to
> locate(i think this is his name)derek fern of micro discount,who carried
> these,we need to find him to get permission so we can release this
> game,any help would be appreciated,thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>
>

1822. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: Daniel Morrow <videoman@cdsnet.net>
Message-ID: <36BBFBEB.D90A6C43@cdsnet.net>
Source record: 55079
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron wrote:

> On 3 Feb 1999 06:19:53 GMT, Jason Compton <jcompton@xnet.com> wrote:
>
> >In comp.sys.cbm Jon Melbo <jmelbo@pressenter.com> wrote:
> >
> >: No. God you people _STILL_ don't get it. Sure it may be easy enough
> >: to replace a ROM chip _if_ it is socketed and you are the kind of user
> >: who doesn't mind opening up the cases of things (often voiding a
> >: warranty). But some people might want to use an update to a DOS but
> >
> >Commodore drives did not have warranty-voiding stickers.
>
> Of course not. That's because Commodore computer's warranty period
> ended when a purchaser walked out the store's doors! =-)

If you were not joking you would be an obvious liar. A lot of Commodore hardware was purchased from places like department stores which would honor Commodore's warranty (i.e. if something went wrong you could exchange the unit with a brand new one). This kind of support is almost allways if not allways automatic with Commodore hardware..

1823. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: Daniel Morrow <videoman@cdsnet.net>
Message-ID: <36BC024F.FA15AE46@cdsnet.net>
Source record: 55080
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

You're way behind the c64 times dude - the cmd hard drives have been out for allmost a decade now and with jiffydos and/or ramlink and/or supercpu it can easily transfer over 50k per second on a c64. And basically no precious memory is taken up by a special wedge because it is built into the operating system from what I understand.

1824. FA: ATARI 800XL in XLNT condition + 9 Video Games + more!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: Cosmictoys@mindspring.com
Message-ID: <36c05982.2915698@news.mindspring.com>
Source record: 55081
Cross-posted to: rec.games.video.marketplace,rec.games.video.atari,rec.games.video.misc,alt.atari.2600,comp.sys.atari.8bit

Up for bids on ebay through Sunday evening. 2/7/99

ATARI 800XL in very good condition, with power supply Rf cable SIO
cable WICO Boss Joystick and 9 video game carts!

Centipede, Missile Command, Donkey Kong, Space Invaders,
STAR WARS, Pac-Man, Atariwriter, Ms. Pac-Man, + Basketball.

See a PHOTO and a complete description at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=63926988

Thanks for looking!

1825. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <mXjmKGA2VDv2EwMy@cosine.demon.co.uk>
Source record: 55082
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

I hope I formatted this right, Earl. It took a little time to
reassemble it, your software forgot to send return codes...

Earl Halliwell:
> Uh, waitaminit. Let me see if I have this whole C64 sprite business
> straight: 1. C64 sprites are 24 bits wide.

Yup. They are also 24 pixels wide.

> 2. In mono mode, each bit controls 1, 1/2 color-clock-wide pixel (24
> pixels across).

I have no idea what it meant by "color-clock-wide" but yes, they're 24
pixels across.

> 3. In color mode, each pair of bits controls 1, 1 color-clock-wide
> pixel (12 pixels across).

No, the pixels fatten out, so the area covered is still 24 pixels.

> Since Atari P/MGs are 8, 1 color-clock-wide pixels across, and half of
> 8 is 4, and 4 is the difference between 8 and 12, then it would indeed
> appear that C64 sprites are 50% wider than Atari P/MGs. Have I missed
> something here?

Mono and multicolour sprites are the same width as each other (24
pixels). Mono and mixed colour (sorry, don't know the technical term)
PMGs are (I assume) the same width as each other (8 pixels).

Okay, I'll draw a diagram. Please use non-proportional fonts! =-)

C64 mono xyxyxyxyxyxyxyxyxyxyxyxy 24 pixels across
C64 multi xxyyzzaaxxyyzzaaxxyyzzaa 24 pixels across
Atari 1 PMG xyxyxyxy 8 pixels across
Atari 2 PMGS xyzaxyza 8 pixels across

See? =-)

> I've seen some demos that actually use the SAME sprite twice on the
> same scanline, by restuffing the horizontal position register. Is the
> same thing possible with the C64?

No, the max the system can handle on a line is the 8 sprites. But since
the Atari would have to reproduce it's players a total of four times
across the screen to match a C64 in multicolour sprite mode (and even
then, as explained, the sprites are only a third of the width)... =-)

> For an 8x8 object you have sixteen memory writes. Eight to clear the
> old image and eight *more* to write the new. For a 24 by 21 pixel
> high object that's 3x21 bytes (63) x 2 because you have to clear it,
> so 126 transfers.

> That's only for an arbitrarily-placed player. If you can, for example,
> assume that the player will never move more than a single scanline
> vertically at a time (a fairly common situation), you can move an 8x8
> player vertically with only 10 writes-- 8 bytes of shape data, plus a
> leading and trailing "blank" write.

Well yeah, if you want to impose a speed limit on your sprites,
personally I tend to move everything at between two and four pixels a
frame. And the max speed the clear trails can do before becoming
redundant is under 50% of the sprite's height, if it's 8 pixels high and
you want to move it four pixels that's going to *still* need sixteen
writes, four above and four below.
--
Jason =-)

_____
TMR / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____/ /
_______________________________\/

1826. Re: Atari and Commodore vs. TODAY'S PCS!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <CXvvKNAGzDv2EwIt@cosine.demon.co.uk>
Source record: 55083
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Anthony Baker:
> We all must stop the bickering about which old 8-bit system is better
> than any other old 8-bit system and think about the common thing that
> we all love (and still love) that bring us back to the old systems.

Oh dear, another hippy...

All users should live in peace and harmony and share the light and joy
that the 8bits bring into... Bollocks to *that!* =-)
--
Jason =-)

_____
TMR / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____/ /
_______________________________\/

1827. Re: Atari 8-bit Web Browser questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y7ltvodch.fsf@co.umist.ac.uk>
Source record: 55084

"Don Rae" <donrae@telusplanet.net> writes:
> Hmmmm. I will have to look into this one. (I don't have an Atari
> disassembler-type application beyond the Assembler cartridge yet. But, I
> think there's one available for Win95....)

If you're looking for a disassembler for your Atari, try ASI, its
available at:
http://www.geocities.com/SiliconValley/Lakes/7953/8bit/asi.html
in DCM and XFD formats.

It's also available at the umich archive under:
http://www.umich.edu/~archive/atari/8bit/Languages/Assembly/asi15am.dcm

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.co.umist.ac.uk/~rje/8bit/atari.html | Ramdrive 1.0 ramdisk
http://www.geocities.com/SiliconValley/Lakes/7953 | & WebRing
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

1828. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: MaPa <marek.pavlik@vslib.cz>
Message-ID: <36BC64BE.9A5A5B00@vslib.cz>
Source record: 55085
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Jason wrote:

>
> Mono and multicolour sprites are the same width as each other (24
> pixels). Mono and mixed colour (sorry, don't know the technical term)
> PMGs are (I assume) the same width as each other (8 pixels).
>
> Okay, I'll draw a diagram. Please use non-proportional fonts! =-)
>
> C64 mono xyxyxyxyxyxyxyxyxyxyxyxy 24 pixels across
> C64 multi xxyyzzaaxxyyzzaaxxyyzzaa 24 pixels across
> Atari 1 PMG xyxyxyxy 8 pixels across
> Atari 2 PMGS xyzaxyza 8 pixels across
>
> See? =-)
>

Hi.. you are wrong. If I did well understand the C64 sprites in
multicolor mode has 12 pixels across in resolution like graphics
160x200. Atari PMG has 8 pixels across in this resolution so the C64
sprites are 50% wider.

1829. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: Mike Uhl <ShoeLeather_Express@RadioLink.net>
Message-ID: <Mike.Uhl.199902060947@ShoeLeather.Express>
Source record: 55086
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

On Thu, 4 Feb 1999, "Dan Barber"
wafted these smoke signals into the breeze:
> >> Yup. Now that would be nice. Only two things wrong with them, from
> >> what I've seen:
> >> 1) They run off WinBloats
> >> 2) They are so *blasted* expensive
> >>
> >>
>
> Yes I agree with you there. Although windoze ce is better than
> windoze itself.

That may or may not be true. But as for me, I don't see the "CE",
"3.1", "3.11", "95", "98", "NT", or "NT4". All I see is WinBloats. It
is just a GUI that causes a lot of problems and hides what is really
happening.

For just the same reason, I never cared much for Geos. I occasionally
used GeoPaint, but I hated GeoWrite. SpeedScript is much better for my
purposes. SpeedScript runs from the command-line, which is much
easier. With GeoPaint or GeoWrite or any other Geos-based software,
you have to run up Geos first, *then* load the desired program.

Again, just another GUI. Not that I mean to slam other computers, but
that is the main reason I never tried a MAC, *because* of the GUI.

--
[,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
Complexity freaks do it with minimum SPACE.

1830. FA Commodore, Atari. Mattel Aquarius

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-06 00:00:00 UTC
From: Paul Pereira <nospam.ppereira@ix.netcom.com>
Message-ID: <79hs2o$t80@dfw-ixnews11.ix.netcom.com>
Source record: 55087
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ti

Please visit my auctions. There is one day left on most items.

http://members.ebay.com/aboutme/ppereira/

1831. Re: Atari 1200XL still boots up to green screen, but not totally unresponsive

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: MM <mm@mm.com>
Message-ID: <79lhsm$f6k$1@east43.supernews.com>
Source record: 54838

Don't overlook the OS. If you pull the os and boot up, you will get those
exacy symptoms.

bmw3@cec.wustl.edu wrote in message <79kslkeri1@nnrp1.dejanews.com>...
>In article <36ae54d1.621301@news.localnet.com>,
> aarona@localnet.com wrote:
>> >A couple weeks again I posted about an Atari 1200XL that just booted
>> >up to solid green screen. I've since replaced the memory chips
>> >(several times), the CO14806 MPU and the CO6060 MMU. I've also
>> >resocketed all IC's, just in case there was a corroded contact
>> >somewhere. However, all this appears to have had no significant
>> >effect. The TV screen is still green, regardless of the presence of a
>> >cartridge or any button pressed (including the reset button).
>>
>> You *may* have a power supply problem. Do you get any wierd sounds
>> from the monitor/TV speaker?
>
>I first tried a different power supply (namely the power brick for my 1030
>floppy drive), and that had no effect. I then took an oscilloscope to the
>motherboard and checked the power, ground, and clock signals on the various
>TTL chips (for which I knew the pin-outs); all signals seemed fine, with
full
>swings between 0V and +5V.
>
>I did notice, however, that the output of the actual clock crystal
(CO61090)
>put out a rather messy 0 to 1V square wave with frequency 3.60-3.65 MHz.
>This doesn't seem to match exactly with the 3.57945 MHz listed for that
part,
>but I'm sure the scope and the probe I used introduced errors. The actual
>amplitude of the raw clock signal probably wasn't a problem, since I saw
>perfect 0V-5V square waves on the clock inputs of several TTL chips, but if
>the clock frequency were skewed even slightly, I suppose that could distort
>the display image enough to fall out of sync with the TV.
>
>To answer you second question, I get no sound whatsoever from the TV.
>Naturally, I hear a slight buzz when the turn volume up enough, but that
buzz
>doesn't change when press reset, fiddle the joystick, or whatever.
>
>Since I've already replaced the MPU, the memory decoder chip, and the
actual
>memory, I suppose this leaves the Antic, the GTIA, and the Pokey. Oh
well...

>
>Thank you for replying.
>
>------------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1832. Re: Atari-> Win3.1-> ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36BDE837.707D@netmagic.net>
Source record: 54839

Vidar "Hawk" Olavesen wrote:
>
> Win98 sucks more than anything I ever tried. Has anybody experienced
> problems with print spoolers, hang-ups in that shitty Outlook (man that's a
> piece of junk). I do have hang-ups from time to time on my Win95 and IE
> 3.02, but not nearly as much as I had on 98. Somebody once said : The time
> Microsoft products stops to suck, is when they make vacum cleaners.
>
> I am considering trying out Linux or something. Any others with experiences
> there ?
>
> VINNIE5757 <vinnie5757@aol.comnospam> wrote in article
> <19990207071131.12257.00000013@ng108.aol.com>...
> > I've gone from my trusty Atari to a PC with Windows 3.1.. any advice
> here.. now
> > what??? I feel this whole Windows environment is a joke..
> bloatware/kluge..
My son's xmas present was a 330 PII. Much speculation about my abilities
to assemble PCs since the standard response when you say you have
problems it ~you don't know what you are doing.

Anyway, thing crashes while playing Free Cell, not to mention several
other pretty standard programs.

If you want to set up a news appliance type device, Linux is the way to
go. I don't have a lot of experience with Xwindows, but the standard
programs you expect to work with a net capabile machine, like
newsreaders, email, etcetera work better then you could imagine.

When they ran the 'Mathmatica' speed trials, something like 7 of the top
10 machines were Intel boxes running different flavors of Linux. Windows
just made the list with a couple of Macs scoring well.

You may want to get the latest version you can on CD, like Red Hat. My
son finally converted to a Linux head after ~10 years of nagging Unix at
him & he sees it as the only really good solution to his network
problems.

1833. Re: Keyboards I have known

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: "Nicholas R. Melnick" <nmelnick@takeabyte.com>
Message-ID: <WGuv2.59$k22.2774@ptah.visi.com>
Source record: 54840
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

I still enjoy my old Macintosh 512KE keyboard. Those pressed down hard, and
you knew when you hit that damn key. It was too noisy, tho, but I still
liked it. :)

- Nicholas R. Melnick, President, Take-A-Byte Systems
http://www.takeabyte.com | +1 (888) 261-6641
http://www.takeabyte.net | Voice Mail / Fax

In article <79g2gv$q8e$1@nnrp1.dejanews.com>, jim9@postmaster.co.uk wrote:

> Personaly I always loved the feel of the Sony MSX keyboards.

1834. Re: Clock during SERIAL I/O

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990207221430.12499A-100000@vtn1>
Source record: 54841

On Sun, 7 Feb 1999, Tony wrote:

> First,
>
> 1: is it used for serial I/O?
>
> 2: If so, after a command frame, does it continue to allow the
> peripheral to communicate back to the computer? or does the peripheral
> generate it's own reply clock?(unlikely).
>
>
> thanks
>
>
> tony
>
>

1. No.

2. N/a.

You're welcome.

;^)
John

1835. Re: Can anyone help me out? Please?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990207223423.12499C-100000@vtn1>
Source record: 54842

On 7 Feb 1999, Hajjej wrote:

> I'm in dire need for the cord that connects my 1200XL to a composite monitor.
> The old one just kinda died, and I cant use my atari without a monitor! It had
> 5 pins on one end and A/V plugs on the other. If you know where I can get one,
> pleeeeeeease tell me!
>
> Thanks,
> John Shawler
>
>

You can use the cables designed for the 8-bit Commodore machines. Another option is a DIN-to-RCA adapter; Radio Shack used to sell one for about $5.

John

1836. Re: XEGM Keyboard to 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990207222848.12499B-100000@vtn1>
Source record: 54843

On 7 Feb 1999, LWhite6497 wrote:

> >The PC keyboards are so vastly superior to >(especially the XE) those on
> >the Atari-8, it'd be worth the extra effort.
> >
> Are there plans or kits for sale to do this
> anymore?
>
> Yeah, the pastel isn't my favorite, either.
>
> Larry
>
>
>
For a while you could buy a "TransKey" kit which would do the trick but I believe the company (Dataque) is defunct. IIRC it used around 10 IC's and certainly was not cheap. Still... sure wish I had one--the only thing I've really grown to hate on the XE is the keyboard.

Bob Wooley or one of the other hardware gurus Jwould most likely have more info.

John

1837. atari 600xl problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: Robert Collet <Collet@worldnet.att.net>
Message-ID: <79ilrh$r8@bgtnsc01.worldnet.att.net>
Source record: 54947
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

I've got a broken atari 600xl, which when turned on just displays a horizontal white line and makes funny noises. I wasnt too concerned about this, seeing as how I got it for free. Even so, I took it apart and noticed that the board had white deposits over everything. I cleaned it up but it still wouldnt work, so I gave up. Well, Today I bought an Atari tape drive (I thought I might be able to use it with my aquarius) for ten bucks, So now I'm motivated to fix the 600xl so I can use it. Should I just give up and buy a new atari 8-bit, or is there anything I could possible do to repair, or that anyone can do (I know a place that can do that type of stuff, expensive though...) to repair the beast.
Thanks for your help
Chris Collet

1838. XEGM Keyboard to 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990206213841.17698.00000816@ng109.aol.com>
Source record: 54948

Has anyone tried hooking a XE Game Machine Keyboard
to a 130 XE (or XL)? I'm putting a system in a PC-type
case, and it seem like it would be a whole lot easier than
some of the other options such as a PC keyboard.

Larry White

1839. 800 Keyboard Problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: looking4news@my-dejanews.com
Message-ID: <79j1lf$2m4$1@nnrp1.dejanews.com>
Source record: 54949

I got my Atari 800 out the other day and was amazed to find that disk drive still works. But some of the keys on the keyboard have died -- mostly along the bottom row of keys.

I never tinkered with the hardware much. Is it toast or can the keyboard be resurrected easily?

Please advise.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1840. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36bce8e8.17982463@news.localnet.com>
Source record: 54950
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sat, 6 Feb 1999 18:40:31 +0000, Jason <tmr@cosine.demon.co.uk>
wrote:

>Jason =-(
>> Mono and multicolour sprites are the same width as each other (24
>> pixels). Mono and mixed colour (sorry, don't know the technical term)
>> PMGs are (I assume) the same width as each other (8 pixels).
>
>Marek Pavlik:
>> Hi.. you are wrong. If I did well understand the C64 sprites in
>> multicolor mode has 12 pixels across in resolution like graphics
>> 160x200.
>
>This is where the confusion comes from, the C64 screen is *always*
>320x200. A multicolor sprite is 24 pixels wide but displays like a
>160x200 image with 12 pixels across. Physically, however, it is *still*
>24 pixels across and can be positioned horizontally and vertically at
>any position in that 320x200 area.

You really like to play fast and loose with the terms. =-)

In terms of sprite movement & fine scrolling, you are right about the
C-64 being locked into 320x200 resolution. In terms of the various
color modes, the C-64's color resolution can be locked into 160x200.

>Just putting sprite multicolour mode on *does* *not* affect the screen
>resolution so the sprites are *still* 24x21 pixels in size and *still*
>are three times the width of a player.

BUT NOT THE PHYSICAL (VISUAL) WIDTH!!

>Unless someone forgot to mention that players double in width when two
>are overlaid there is no ambiguity here.

??????????????????????????????
I don't understand the above comment.

1841. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36bcd086.11740220@news.localnet.com>
Source record: 54951
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

>I have no idea what it meant by "color-clock-wide" but yes, they're 24
>pixels across.

Color clocks are very important to understand. I should have more thoroughly explained it with my initial message.

Color on a monitor (or TV) screen is achieved by mixing 3 (positive) primary colors: RED, GREEN, & BLUE.In order to produce white, all three primary colors must be turned on. Grey levels are achieved by varying the intensity of all three PRIMARY COLORS equally. Unequal intensity changes (ie. higher intensity of one PRIMARY COLOR over another) produces other colors.

Each of these 3 primary colors are physically separated from each other on the display screen but are so small that the human eye cannot see them individually. To see the primary colors, use either a magnifying glass or, believe it or not, just spritz water on the display. (it is easier to see them on a completely white display) They are usually positioned in a triangle where each of the three imaginary points of the triangle contain one of the three colors. These are known as COLOR TRIADS.

Increasing the number of COLOR TRIADS within a given area of the screen also increases the apparent resolution (usually referred to in PC circles as DOT PITCH). TELEVISION displays & COLOR COMPOSITE monitors contain only a small number of these TRIADS while high resolution SUPER VGA COMPUTER MONITORS contain many times more in within the same area.

In order to freely control the color of a pixel on the screen, a computer *MUST* produce a pixel that contains at least one whole COLOR TRIAD. If the pixel is smaller than this, then the color of the pixel is not guaranteed.

What does this have to do with COLOR CLOCKS? Read on.

Atari & Commodore 8-bit computer's normal color (non-text) display resolution is 160 pixels across. Each pixel happens to correspond with one complete COLOR TRIAD or *COLOR CLOCK*. Both computers also support a higher resolution (usually used for TEXT display) which contains exactly double the number of pixels per horizontal line (320 pixels vs. 160 pixels). Unfortunately, in this hi-res mode, each pixel does not contain a full COLOR TRIAD, and, therefore, strange COLOR ARTIFACTING can occur if less than two sequential pixels are turned on. (Some ingenious programmers have taken advantage of COLOR

ARTIFACTING in order to produce more colors than the C-64/Atari
hardware normally supports.)

Atari Player Missile (or PM) "sprites" have been "locked" so that each
PM pixel corresponds to a whole COLOR CLOCK. C-64 SPRITES in 3 color
mode are also "locked" so that each pixel (consisting of two bits)
equals one whole color clock. However, unlike Atari PM SPRITES,
Commodore 64 SPRITES in monochrome (one color) mode can be set so that
each pixel is only half a color clock wide (half the width of an
Atari PM pixel). This effectively means that C-64 SPRITES (in
monochrome only) can be double the resolution of an Atari sprite.

>> 3. In color mode, each pair of bits controls 1, 1 color-clock-wide
>> pixel (12 pixels across).
>
>No, the pixels fatten out, so the area covered is still 24 pixels.

NOPE! When the C-64 sprites are in three color mode, each pixel is
controlled by 2 bits within the 24 bit wide sprite. In this mode a
C-64 SPRITE is 12 pixels wide. NOT 24!!!!
>
>> Since Atari P/MGs are 8, 1 color-clock-wide pixels across, and half of
>> 8 is 4, and 4 is the difference between 8 and 12, then it would indeed
>> appear that C64 sprites are 50% wider than Atari P/MGs. Have I missed
>> something here?
>
>Mono and multicolour sprites are the same width as each other (24
>pixels). Mono and mixed colour (sorry, don't know the technical term)
>PMGs are (I assume) the same width as each other (8 pixels).

C-64 SPRITES, either in mono or three color mode, are the same
physical width. However, the physical width of one three-color sprite
pixel is equal to the physical width of two mono-color sprite pixels.
Both SPRITE modes can also be "STRETCHED" to double width (but with
the same number of pixels).

>Okay, I'll draw a diagram. Please use non-proportional fonts! =-)
>
>C64 mono xyxyxyxyxyxyxyxyxyxyxyxy 24 pixels across
>C64 multi xxyyzzaaxxyyzzaaxxyyzzaa 24 pixels across
>Atari 1 PMG xyxyxyxy 8 pixels across
>Atari 2 PMGS xyzaxyza 8 pixels across
>
>See? =-)

NOPE!!

C64 mono (single x equals width of one pixel)
xxxxxxxxxxxxxxxxxxxxxxxx

C64 three-color (two x's equal width of one three color pixel)
xxxxxxxxxxxxxxxxxxxxxxxx

Atari Sprite (two x's equal one bit as well as width of one pixel)
xxxxxxxxxxxxxxx

Both Atari & C-64 sprite hardware can STRETCH their respective sprites
in both the horizontal and vertical direction so that they're double
the original width and height. Atari Sprites can also be QUADRUPLED
(but only in the horizontal direction). However, since the amount of
data contained in the sprite is the same, the individual pixels become
very blocky.
>> I've seen some demos that actually use the SAME sprite twice on the
>> same scanline, by restuffing the horizontal position register. Is the
>> same thing possible with the C64?
>
>No, the max the system can handle on a line is the 8 sprites. But since
>the Atari would have to reproduce it's players a total of four times
>across the screen to match a C64 in multicolour sprite mode (and even
>then, as explained, the sprites are only a third of the width)... =-)

As I said above, Atari sprites ARE NOT A THIRD OF THE WIDTH
(physically).

1842. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36bceacd.18468023@news.localnet.com>
Source record: 54952
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Fri, 5 Feb 1999 20:00:27 +0000, Jason <tmr@cosine.demon.co.uk>
wrote:

>Aaron:
>> $C000 would be......hmmmmm.....this'll take a moment.....
>> ...$C is equivalent to 12. 12 multiplied by 4096 is......
>> ...40960+8192=49158...WOULD THE ANSWER BE 49,158 IN DECIMAL?
>
>How embarrassing for you, it's 49152. =-)
>
>(That said, I have it memorised because Zeus 64 assembler sits there,
>which is what I work with...)
>--
>Jason =-)

%$^$*%%$#%#^ &%*&#%#H *%&$^#@& **$#%#%&*^HH^%&$!!!!

Now that the temper tantrum is over, I guess I'm less of a man than I
thought. Oh, well, I guess it's time to join the choir. =-(

(should have cheated wih a calculator...no one would have known. ;-))

1843. Re: Disk formatting question

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <79j3uv$230$1@pale-rider.INS.CWRU.Edu>
Source record: 54953

(Asks Russ about sector numbers and how DOS locates a sector.)
I dunno which Russ you're talking to, me or Russ Brown or
some other Russ. Rick (Cortese) would be a better person to ask.
I don't know what the sector number arrangement is on double
sided A8 disks. They are sorta rare as only the xf551 could
do double sided, and maybe some Trak or Percom or something.

As for how PC DOS knows where a sector is, there is data
before the actual sector data that helps the controller
locate a sector. You can look at this 'timing' data
with ANADISK. There's a crc for the sector, gap bytes,
address bytes, and other stuff in the inter-record
gaps that the controller uses.

Maybe Rick will explain it.
Russ (Gilbert)

1844. Re: atari 600xl problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: Chris Gill <seqrdat@NOSPAM.the.net.nz>
Message-ID: <79jjop$kg9$1@reader1.reader.news.ozemail.net>
Source record: 54954
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Robert Collet wrote in message <79ilrh$r8@bgtnsc01.worldnet.att.net>...
>I've got a broken atari 600xl, which when turned on just displays a
>horizontal white line and makes funny noises. I wasnt too concerned about
>this, seeing as how I got it for free. Even so, I took it apart and noticed

Check the power supply, I've been through 3 of them in the last year where
the rectifiers have cut out, some of them are serviceable while some of them
are epoxy filled, and it takes hours with a chisel trying to get them apart
before getting frustrated and useing it as a doorstop

1845. Re: NEW!!! The "Break Movie" Warehouse's new JAVA atascii player!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: Chris Gill <seqrdat@NOSPAM.the.net.nz>
Message-ID: <79jk1tgtk1@reader1.reader.news.ozemail.net>
Source record: 54955

Sorry, missed the original post....
where abouts are the movies archived?

(loads up Lebreak in anticipation)
Used to love the ones that came through on OasisNet

1846. Re: XEGM Keyboard to 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990207004834.4817A-100000@vtn1>
Source record: 54956

On 7 Feb 1999, LWhite6497 wrote:

> Has anyone tried hooking a XE Game Machine Keyboard
> to a 130 XE (or XL)? I'm putting a system in a PC-type
> case, and it seem like it would be a whole lot easier than
> some of the other options such as a PC keyboard.
>
> Larry White
>
>
Yeah but...

The PC keyboards are so vastly superior to (especially the XE) those on
the Atari-8, it'd be worth the extra effort.

And...

PC keyboards don't have those tacky, pastel buttons :^)

John

1847. Re: Disk formatting question

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990207005129.4817B-100000@vtn1>
Source record: 54957

On 7 Feb 1999, James R. Gilbert wrote:

>
> (Asks Russ about sector numbers and how DOS locates a sector.)
> I dunno which Russ you're talking to, me or Russ Brown or
> some other Russ. Rick (Cortese) would be a better person to ask.
> I don't know what the sector number arrangement is on double
> sided A8 disks. They are sorta rare as only the xf551 could
> do double sided, and maybe some Trak or Percom or something.
>
> As for how PC DOS knows where a sector is, there is data
> before the actual sector data that helps the controller
> locate a sector. You can look at this 'timing' data
> with ANADISK. There's a crc for the sector, gap bytes,
> address bytes, and other stuff in the inter-record
> gaps that the controller uses.
>
> Maybe Rick will explain it.
> Russ (Gilbert)
>
>
Essentially the same thing for Atari drives. As to the XF551: sectors
1-720 are on side A of the disk as for a 1050 but, sectors 721 to 1440 are
on side B and start closest to the hub. Apparently the layout was selected
by Atari to ensure the XF551 could maintain compatibility with
single-sided drives. The only problem is the hardest sectors to read for
any drive are those closest the hub because they're so much smaller
physically--so with the XF551, if track 40 goes bad on both sides of a
disk, you lose sectors 703-720 _and_ most likely all of side two.

I think the XF551 design team was probably the same one that decided to
run 80-column video through a joystick port "for compatibility".

John

1848. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <eSt4rBAPsWv2Ew7m@cosine.demon.co.uk>
Source record: 54958
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Marek Pavlik:
> Hi.. you are wrong. If I did well understand the C64 sprites in
> multicolor mode has 12 pixels across in resolution like graphics
> 160x200.

Jason =-(
> This is where the confusion comes from, the C64 screen is *always*
> 320x200. A multicolor sprite is 24 pixels wide but displays like a
> 160x200 image with 12 pixels across. Physically, however, it is
> *still* 24 pixels across and can be positioned horizontally and
> vertically at any position in that 320x200 area.

Aaron:
> You really like to play fast and loose with the terms. =-)

I think we have different terms...

> In terms of sprite movement & fine scrolling, you are right about the
> C-64 being locked into 320x200 resolution. In terms of the various
> color modes, the C-64's color resolution can be locked into 160x200.

No it can't, even in multicolour mode, the smooth scroll is still the
same and monocolour sprites can overlaid. In multicolour character mode
you can *mix* the resolutions at will with *no* tricks. The screen is
always 320x200.

Jason =-(
> Unless someone forgot to mention that players double in width when two
> are overlaid there is no ambiguity here.

Aaron:
> I don't understand the above comment.

I'm beginning to understand where the confusion comes from, here. When
you're using two players together to make three colours, do you *have*
to drop into 160x200 or can you do it on the stock power up screen?

If it's the former, the C64 doesn't have this limitation, I've been
assuming the latter.
-- _____
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____/ /
_______________________________\/

1849. Re: 800 Keyboard Problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990207070251.12257.00000012@ng108.aol.com>
Source record: 54959

>Is it toast or can the keyboard be
>resurrected easily?

I hate to tell you, but it's tinker time... I don't know anything about the chips (I hope someone here that does, catches this and jumps in...) I've done a lot with my 800, compared to the XL's.. they're very sturdy... and forgiving... This is what I'd do...

I'd disassemble the 800.. turn it over.. take out the 4 screws... once inside, take off the shielding, etc.. keep track of the screws, and the order you're doing things... at teh very least.. carefully unplug the keyboard ribbon cable, clean the contacts... if you have a cleaner from Radio Shack, that's good.. ask what the othe's think about alcohol.. may leave a film.. or, try a pencil erasor.. carefully rub.. then re-install cable.. carefully... firmly... that may work... plug it in and try it... if not, try pushing all the chips.. make sure none are loose... the keyboard is tied into one of them... (I myself, would then take out each, one at a time, and re-install... over time, the pins can oxidize.. and loose contact..)

If that doesn't work... all your cables, chips, and boards are all cleaned up.. and installed properly... one of the other folks here may know which chip it might be...

Good luck.... give it s shot.. it's a good project.. well worth it!

B'rgds,
Vinnie

"Can't means don't want to!"

1850. Atari-> Win3.1-> ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990207071131.12257.00000013@ng108.aol.com>
Source record: 54960

I've gone from my trusty Atari to a PC with Windows 3.1.. any advice here.. now what??? I feel this whole Windows environment is a joke.. bloatware/kluge.. with all the newer stuff out there, my 486/3.11 is outdated.. do I cave in and go on to a PII/Wini98.. or jump to a Mac... I'm not an artist... (Ok, I sell Tshirt... maybe another type of artist!).. the new Imac looks great... I'm caught up into this herd mentality with Windows... I have simple needs... Word Processor, Spreadsheet, Internet.. financial.. etc... I had all that on my Atari..Should I go back... ... Ok, the modem was a bit slow..2400!

Thanks!!!!!!!!
B'rgds,
Vinnie

"Can't means don't want to!"

1851. Re: Atari-> Win3.1-> ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be52a5$5b5178a0$a3364382@vidar>
Source record: 54961

Win98 sucks more than anything I ever tried. Has anybody experienced problems with print spoolers, hang-ups in that shitty Outlook (man that's a piece of junk). I do have hang-ups from time to time on my Win95 and IE 3.02, but not nearly as much as I had on 98. Somebody once said : The time Microsoft products stops to suck, is when they make vacum cleaners.

I am considering trying out Linux or something. Any others with experiences there ?

VINNIE5757 <vinnie5757@aol.comnospam> wrote in article <19990207071131.12257.00000013@ng108.aol.com>...
> I've gone from my trusty Atari to a PC with Windows 3.1.. any advice here.. now
> what??? I feel this whole Windows environment is a joke.. bloatware/kluge..
> with all the newer stuff out there, my 486/3.11 is outdated.. do I cave in and
> go on to a PII/Wini98.. or jump to a Mac... I'm not an artist... (Ok, I sell
> Tshirt... maybe another type of artist!).. the new Imac looks great... I'm
> caught up into this herd mentality with Windows... I have simple needs... Word
> Processor, Spreadsheet, Internet.. financial.. etc... I had all that on my
> Atari..Should I go back... ... Ok, the modem was a bit slow..2400!
>
> Thanks!!!!!!!!
> B'rgds,
> Vinnie
>
> "Can't means don't want to!"
>

1852. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: MaPa <marek.pavlik@vslib.cz>
Message-ID: <36BDA1D5.83DE037C@vslib.cz>
Source record: 54962
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

I think we are talking about visual width os sprites. C64 sprites on
TV will produce for example object 3cm across (in monocolor and in
multicolor). Atari PMG will produce on the same TV object 2cm across so
C64 sprites are visualy 50% wider... howgh :)

1853. Re: Atari-> Win3.1-> ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990207070946.9542A-100000@vtn1>
Source record: 54963

On 7 Feb 1999, VINNIE5757 wrote:

> with all the newer stuff out there, my 486/3.11 is outdated.. do I cave in and
> go on to a PII/Wini98.. or jump to a Mac...

If I could afford it, I'd go to a Power Mac G3; they run circles around a PII at the same clock speed. I've played with an old Power Mac (66mhz and a 6100 or 7100 CPU). It could run Win95 using a software emulator and outperform a 75mhz Pentium running the same stuff sans emulation.

> the new Imac looks great...

Personally, I think the looks suck, the lack of a floppy drive is a pain and the keyboard is an Atari-type abortion where you cut out some keys to save a few cents.

> I had all that on my Atari..Should I go back... ... Ok, the modem was a
> bit slow..2400!

If you don't care about graphics on the WWW, get a Black Box or MIO and stick a 14k4 modem on it. The Black Box is the better of the two because the MIO will only handle (really old) 256-byte sector hard drives which are terribly hard to find. Then again, the MIO does give you an external RAMdisk which makes for really fast re-boots. For a few bucks more, look at adding RAM to your 486 and maybe going to a Pentium I--should be cheap now--with that you could easily go to Win95 if you need to (if nothing else good comes out of Microsoft, they did a really good job with Excel).

> "Can't means don't want to!"

I always thought a headache meant "don't want to!" :)

John

1854. Re: How to find out how many days are from one date to another ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990207073554.9542B-100000@vtn1>
Source record: 54964
Cross-posted to: alt.c64,comp.sys.atari.8bit

```
On Fri, 5 Feb 1999, John Iannetta wrote:

> For the C-64:
>
> >> begin program
> 10 poke55,0:poke56,160:clr:c$=chr$(147):r$=chr$(18)

Any BASIC programmer would have no trouble with the rest of the program
but would you care to enlighten us Atarians as to the effect generated by
the "pokes" and the 147 and 18 characters?

Thanks

John
```

1855. FS: Carts. & Accessories

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <79kd4poal1@ramp2.tir.com>
Source record: 54965

Assembler Editor Cart. (w/Atari Assember Book by Inman & Inman) $10
BASIC Cart. $2
BASIC Cart. (w/ orig. box) $2.50
Basketball Cart. $3
Blue Max Cart. $5
Bug Hunt Cart. $3
Bug Hunt Cart. (w/manual) $4
Bug Hunt Cart. (w/o case) $1
Centipede Cart. $3
Congo Bongo Cart. $4.50
Defender Cart. $3
Dig Dug Cart. $3
E.T. Phone Home Cart. (unopened) $4
Eastern Front (1941) Cart. $2.50
Eastern Front (1941) XE Cart. $3
Flight Simulator II Cart. $4
Football Cart. $4
Frogger Cart. $5
One On One Cart. $5
One On One Disk (w/manual & packaging) $10
Pac-Man Cart. $3
Qix Cart. $3
Star Raiders Cart. $3
Super Breakout Cart. $2.50

Atari Trackball $6
4-Button Joystick $3
Paperclip Protection Key $3
SVI Quickshot I Joystick $3

Buyer pays shipping costs.
--
The Collectaholic's Page - http://www.tir.com/~mkusz/
Sports Memorabilia, Non-Sports Cards & Other Collectibles

1856. Re: Atari-> Win3.1-> ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36BDBEB7.F71CCC79@arn.net>
Source record: 54966

Well, I personally would go w/ a NEW power MAc G3 (the ones that look like an iMac on crack) because I love Macs. It's expensive as hell though. If you end up getting a PC, get a Dell or Hewlett Packard, hell, maybe even a Gateway 2000.

I have an Acer and I have liked it since I have bought it....until I wanted to upgrade the processor. PCs are like a dime a dozen these days (the ones you don't special order or build yourself anyway) and the reason for this is because they are designed to be inflexable "throw-away" computers. Sure you can plug in more mem., add a new hardrive and crap, but the motherboards are pretty custom to that machine.

That's why I went back to tinkering w/ my Atari. It wasn't designed to be upgradeable but there is and will only be specific Ataris. Why spend a crap load of time trying t tinker w/ a PC when you can get a new one for $900 something dollars.

What pisses me off also about PCs that they have a lack of, that I loved about the Atari computer, is that they knew the system had limitations and they made programs to optimize the hardware they had and did some pretty creative stuff.

Nowadays, obtimize? That's a curse word. Just get a computer w/ a faster processor, more mem., and a bigger HD. Even though we really don't need it it programmers these days (Microsoft) weren't so sloppy in thier coding.

I think if things continue the way they are, there is going to be a major info. overload. How fast is too fast?

Laters,

antbaker@arn.net

VINNIE5757 wrote:
>
> I've gone from my trusty Atari to a PC with Windows 3.1.. any advice here.. now
> what??? I feel this whole Windows environment is a joke.. bloatware/kluge..
> with all the newer stuff out there, my 486/3.11 is outdated.. do I cave in and
> go on to a PII/Wini98.. or jump to a Mac... I'm not an artist... (Ok, I sell
> Tshirt... maybe another type of artist!).. the new Imac looks great... I'm
> caught up into this herd mentality with Windows... I have simple needs... Word
> Processor, Spreadsheet, Internet.. financial.. etc... I had all that on my
> Atari..Should I go back... ... Ok, the modem was a bit slow..2400!
>
> Thanks!!!!!!!!

> B'rgds,
> Vinnie
>
> "Can't means don't want to!"

1857. WTB: Even MORE Atari stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36BDC1F0.DFA5FE6A@arn.net>
Source record: 54967

Hello all,

I already have a GANGLOAD of Atari stuff, but, it's all at my dad's house and I can't get down there until Spring Break to get some of it and I can't wait any longer:)...plus it is always good to have a lil' more extra:).

I already have a 130XE and XF551 drive but I want to buy another set. Here is my list:

Good condition, clean, working 130XE (hopefully one w/ a mem. upgrade).
" " XF551
SIO2PC cable
Manuals
Some Antic Mags. (I am looking for first issue to 1985).

Send me some prices, I am really interested. This is going to be for the good of the entire Atari community because basically what I am going to do is make some disk images and put them on my soon-to-be developed web page, and type out some lost Atari programs and stick them on there (mostly from Antic) for those people who were kicking themselves back in the day that they didn't get the software disks (oh, by the way, I have a ton of those I am going to make images of as well).

Also, could someone look into seeing if I could do that (scan old Antic mags. and stick them on the Internet) w/o legal trouble since I will NOT be profiting at any way and this is a service to the Atari community? I know it has been attempted before but I think the project fell through and I commend the person who at least attempt that daunting task.

Laters,

antbaker@arn.net

1858. Clock during SERIAL I/O

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: Tony <ARudzki@sgi.net>
Message-ID: <36BDCD96.CFA02F90@sgi.net>
Source record: 54968

First,

1: is it used for serial I/O?

2: If so, after a command frame, does it continue to allow the
peripheral to communicate back to the computer? or does the peripheral
generate it's own reply clock?(unlikely).

thanks

tony

1859. 8 Bit Sale (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <79kj2e$el5$1@epos.tesco.net>
Source record: 54969

I still have some 8 bit items left to clear, these are spares, as I am not parting with my trusty Atari(s). All VGC and tested, list available.

Dorset, England.

01 202 256927

richard.daley@tesco.net

1860. Re: atari 600xl problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <36bdd1df.1409731@news.wxs.nl>
Source record: 54970

On Sat, 6 Feb 1999 18:13:21 -0800, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>
>
>On 7 Feb 1999, Robert Collet wrote:
>
>> I've got a broken atari 600xl, which when turned on just displays a
>> horizontal white line and makes funny noises.
>
>Check the power supply is giving a good solid 5vdc
I have had funny things happen too with flaky power supplies.
Maybe in your case the RF modulator is broken? On a 600 XL
it is hard to tell, since it does not have a video output.

>> Well, Today I bought an Atari tape drive (I thought I might be able
>> to use it with my aquarius) for ten bucks,
>
>It's very doubtful the tape drive will be compatible with anything other
>than an Atari 8-bit (a bit of special circuitry makes them different from
>other cassette drives. They were never worth spit with the Atari anyway.
Actually, having done lots of research on cassette stuff for the
Atari, there are lots of tapes that are bad quality. Sometimes it is
amazing that the Atari can still boot these sometimes. I suppose
there are more reliable ways to store data on tapes nowadays.
I am currently loading tapes at 820 baud, after cleaning them up
with a PC. People blame the unit, while in fact they should blame
the manufacturers of these bad tapes.
Anyway, $10 for a cassette unit? Sometimes you can buy a complete
system for a little bit more, so indeed repairing it is not worth
while most of the time. Just find yourself another used one.

1861. Re: Atari-> Win3.1-> ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990207131134.02493.00001129@ng122.aol.com>
Source record: 54971

Yep... I agree with you guys... (especially John and his headache analogy!)

The crazy thing.. I can keep what I've got.. upgrade the processor for about $100... buy a new modem... and, walla... or.. buy and Emachine.. box only for about $399... and try to reinstall all my stuff... hoping it'll all work... OR, run to something neater.. like a Mac.. I cannot understand WHY 40 meg... etc, is not enough! I got alot done with 48k... 540k I was in heaven! Jeez... why won't they let me get by with what I've got! The G-3 looks like an absolute monster....
B'rgds,
Vinnie

"Can't means don't want to!"

1862. Re: Atari-> Win3.1-> ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <79kl5u$nf4$1@winter.news.rcn.net>
Source record: 54972

Vidar "Hawk" Olavesen wrote in message <01be52a5$5b5178a0$a3364382@vidar>...
>Win98 sucks more than anything I ever tried. Has anybody experienced
>problems with print spoolers, hang-ups in that shitty Outlook (man that's a
>piece of junk). I do have hang-ups from time to time on my Win95 and IE
>3.02, but not nearly as much as I had on 98. Somebody once said : The time
>Microsoft products stops to suck, is when they make vacum cleaners.
>
>I am considering trying out Linux or something. Any others with experiences
>there ?
>
I think Windows 98 will work better for me than Windows 95 did. I wanted to
do the 98 upgrade, and in the process it made some of the partitions I had
created with Partition Magic and had "hidden" visible. And they were
bootable partitions! So I formatted the hard drive and started again. I
never saw anything run as smoothly as it does under 98, but that's just a
week old.

Meantime, the 130XE keeps chugging along ...

1863. Re: Atari-> Win3.1-> ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <79klt1rro1@winter.news.rcn.net>
Source record: 54973

Vinnie, the only advantage I can see to a PC over a Mac is in terms of connectivity to the Atari. I null-modem back and forth between the two machines, and it saves me a lot of trouble. Whereas my Atari's modem is like yours (2400 baud) I can download files to the PC and then null them over to the Atari. Macs can do that just as well.

However, I don't believe there's anything like SIO2PC or APE for the Mac (guys, correct me if I goofed on this one.) The SIO2PC interface lets the PC act as a file-server (among other things) for the Atari. It uses .ATR files (Atari disk images -- of which the Pool Disk has tons) and has saved me many hours putting together the OHAUG newsletter. What's more, I can preview all of those disk images on the PC using any one of several emulators.

If you do get a PC, get one that's upgradable and configurable so that it will do what you want to do now, and what you think you'd want to do with it in the forseeable future. Same for a Mac. Personally, I see the Imac as intended to be a starter machine. From my standpoint, it looks flimsy (keyboard, CD-ROM drive especially) and with your computer experience you'd probably be happier with a higher-level Mac.

VINNIE5757 wrote in message <19990207071131.12257.00000013@ng108.aol.com>...
>I've gone from my trusty Atari to a PC with Windows 3.1.. any advice here..
now
>what??? I feel this whole Windows environment is a joke..
bloatware/kluge..
>with all the newer stuff out there, my 486/3.11 is outdated.. do I cave in
and
>go on to a PII/Wini98.. or jump to a Mac... I'm not an artist... (Ok, I
sell
>Tshirt... maybe another type of artist!).. the new Imac looks great... I'm
>caught up into this herd mentality with Windows... I have simple needs...
Word
>Processor, Spreadsheet, Internet.. financial.. etc... I had all that on my
>Atari..Should I go back... ... Ok, the modem was a bit slow..2400!
>
>Thanks!!!!!!!!
>B'rgds,
>Vinnie
>
>"Can't means don't want to!"

1864. Fuji Bitmap???

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990207133324.02892.00001002@ng124.aol.com>
Source record: 54974

Anyone have the Atari Fuji logo as a file?? Jpeg, BitMap???? Hmmm.. how about the multicoor one! Put that on my PC!
B'rgds,
Vinnie

"Can't means don't want to!"

1865. Re: Atari-> Win3.1-> ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <79kmen$232$1@winter.news.rcn.net>
Source record: 54975

Vinnie, as I see it, the PC wins this argument in only one area --
connectivity to the Atari.

While both PCs and Macs can communicate with the Atari via a null-modem cable, only the PC (correct me if I goofed on this one, guys) can make use of something like the SIO2PC interface. I use this interface to have the PC serve files to my Atari from .ATR files (Atari disk images) that I keep on the PC or load in from the Pool Disk CD-Roms. I can preview those disk images on the PC using any one of several emulators. But the SIO2PC device, plus its software or A.P.E. has saved me many hours in putting together the OHAUG newsletter.

Back to null-modeming for a moment. This is also handy. There is a school of thought that buying either a Mac or a PC is useless if you can get a Black Box and a faster modem for the Atari. But if you absolutely need a PC or Mac, you can download with them at 56K and then transfer to the Atari via the null-modem connection at up to 9600 baud with an 850 interface or 19.2Kbps with a Black Box or MIO.

Between a PC or a Mac? Either way, I'd go for as configurable and upgradeable as possible. But the Imac is being marketed as a beginner's machine, and parts of it seem very flimsy to me. Comparing higher level G3s to PCs seems more reasonable.

VINNIE5757 wrote in message <19990207071131.12257.00000013@ng108.aol.com>...
>I've gone from my trusty Atari to a PC with Windows 3.1.. any advice here..
now
>what??? I feel this whole Windows environment is a joke..
bloatware/kluge..
>with all the newer stuff out there, my 486/3.11 is outdated.. do I cave in
and
>go on to a PII/Wini98.. or jump to a Mac... I'm not an artist... (Ok, I
sell
>Tshirt... maybe another type of artist!).. the new Imac looks great... I'm
>caught up into this herd mentality with Windows... I have simple needs...
Word
>Processor, Spreadsheet, Internet.. financial.. etc... I had all that on my
>Atari..Should I go back... ... Ok, the modem was a bit slow..2400!
>
>Thanks!!!!!!!!
>B'rgds,
>Vinnie
>
>"Can't means don't want to!"

1866. Re: XEGM Keyboard to 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990207133902.18802.00001068@ng143.aol.com>
Source record: 54976

>The PC keyboards are so vastly superior to >(especially the XE) those on
>the Atari-8, it'd be worth the extra effort.
>
Are there plans or kits for sale to do this
anymore?

Yeah, the pastel isn't my favorite, either.

Larry

1867. Re: Atari 1200XL still boots up to green screen, but not totally unresponsive

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: bmw3@cec.wustl.edu
Message-ID: <79kslkeri1@nnrp1.dejanews.com>
Source record: 54977

In article <36ae54d1.621301@news.localnet.com>,
aarona@localnet.com wrote:
> >A couple weeks again I posted about an Atari 1200XL that just booted
> >up to solid green screen. I've since replaced the memory chips
> >(several times), the CO14806 MPU and the CO6060 MMU. I've also
> >resocketed all IC's, just in case there was a corroded contact
> >somewhere. However, all this appears to have had no significant
> >effect. The TV screen is still green, regardless of the presence of a
> >cartridge or any button pressed (including the reset button).
>
> You *may* have a power supply problem. Do you get any wierd sounds
> from the monitor/TV speaker?

I first tried a different power supply (namely the power brick for my 1030 floppy drive), and that had no effect. I then took an oscilloscope to the motherboard and checked the power, ground, and clock signals on the various TTL chips (for which I knew the pin-outs); all signals seemed fine, with full swings between 0V and +5V.

I did notice, however, that the output of the actual clock crystal (CO61090) put out a rather messy 0 to 1V square wave with frequency 3.60-3.65 MHz. This doesn't seem to match exactly with the 3.57945 MHz listed for that part, but I'm sure the scope and the probe I used introduced errors. The actual amplitude of the raw clock signal probably wasn't a problem, since I saw perfect 0V-5V square waves on the clock inputs of several TTL chips, but if the clock frequency were skewed even slightly, I suppose that could distort the display image enough to fall out of sync with the TV.

To answer you second question, I get no sound whatsoever from the TV. Naturally, I hear a slight buzz when the turn volume up enough, but that buzz doesn't change when press reset, fiddle the joystick, or whatever.

Since I've already replaced the MPU, the memory decoder chip, and the actual memory, I suppose this leaves the Antic, the GTIA, and the Pokey. Oh well...

Thank you for replying.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1868. Re: How to find out how many days are from one date to another ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: bnholmes@rain.org
Message-ID: <79kr02lro2@news.rain.org>
Source record: 54978
Cross-posted to: alt.c64,comp.sys.atari.8bit

John K. Picken (yg473@victoria.tc.ca) wrote:
> On Fri, 5 Feb 1999, John Iannetta wrote:

> > For the C-64:
> > >> begin program
> > 10 poke55,0:poke56,160:clr:c$=chr$(147):r$=chr$(18)
>
> Any BASIC programmer would have no trouble with the rest of the program
> but would you care to enlighten us Atarians as to the effect generated by
> the "pokes" and the 147 and 18 characters?
>
> Thanks
>
> John

Ah-hah! An Atarian spy visiting comp.sys.cbm.... (don't we still shoot spies?)

From the recesses of my brain, I seem to recall that the poke 55 & 56 were just to reserve memory. The 147 is a clear screen poke, and the 18 is probably a 'reverse' (change the charactor printed to inverse).

I just dropped out of the terminal mode to check, yes... the chr$(18) changes a charactor to it's reverse.

Someone will probably jump in to correct me if this is wrong... hope it helps. (Even *if* you're a vile Atarian spy... I guess you're still an 8-bitter...)

And just as I start to post this, I see that I'm about to reply to a non-Commodore newsgroup... oh! the shame... I hope non of my Commodore friends see me in that *other* group...

1869. Can anyone help me out? Please?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: hajjej@aol.com
Message-ID: <19990207144302.17886.00001034@ng-fw1.aol.com>
Source record: 54979

I'm in dire need for the cord that connects my 1200XL to a composite monitor. The old one just kinda died, and I cant use my atari without a monitor! It had 5 pins on one end and A/V plugs on the other. If you know where I can get one, pleeeeeeease tell me!

Thanks,
John Shawler

1870. FA: ATARI 800XL + 9 Video Game Carts + more! END TONIGHT!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: Cosmictoys@mindspring.com
Message-ID: <36be181c.34690918@news.mindspring.com>
Source record: 54980
Cross-posted to: rec.games.video.marketplace,rec.games.video.atari,rec.games.video.misc,alt.atari.2600,comp.sys.atari.8bit

Up for bids on ebay through Sunday evening. 2/7/99

Bid starts at $9.99

ATARI 800XL in very good condition, with power supply Rf cable SIO
cable WICO Boss Joystick and 9 video game carts!

Centipede, Missile Command, Donkey Kong, Space Invaders,
STAR WARS, Pac-Man, Atariwriter, Ms. Pac-Man, + Basketball.

See a PHOTO and a complete description at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=63926988

Thanks for looking!

1871. Bounty Bob cart wanted !!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <36BDFBD4.5FA9@ccnet.com>
Source record: 54981

```
Jay Colen wrote:
>
> If you have a Bounty Bob cart for sale or trade let me know.
>
> --
> 4Jays Classic Video Games and Old Computers
> Buy/Sell/Trade/Service/Parts
> Atari 2600/5200/7800,Colecovision,Intellivision,
> Odyssey 2,Fairchild,Pongs,Handhelds,Etc
> Commodore 64/128/Amiga and Atari 8bit/16 bit
>
> http://www.ncal.verio.com/~4jays/

--
4Jays Classic Video Games and Old Computers
Buy/Sell/Trade/Service/Parts
Atari 2600/5200/7800,Colecovision,Intellivision,
Odyssey 2,Fairchild,Pongs,Handhelds,Etc
Commodore 64/128/Amiga and Atari 8bit/16 bit

http://www.ncal.verio.com/~4jays/
```

1872. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: Niall Tracey <niallt@dai.ed.ac.uk>
Message-ID: <Pine.SOL.3.95.990207210912.5459F-100000@topcat.dai.ed.ac.uk>
Source record: 54982
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Thu, 4 Feb 1999, Jon Melbo wrote:

> On 3 Feb 1999 20:34:30 -0700, sjudd@kc.trail.com (Steve Judd) wrote:
>
> >When I cover one eye, the world does not lose its 3D appearance.
> >
> >>Steve
>
> Steve, now I KNOW you are certifiable. Okay then there Steve... just
> settle for that one eye open thing. Yer right, taint no differeunce
> anywho. All the same. See exactly the same. Scientific fact don't
> know nuttin'.
>
That's a bit harsh. Seeing as the eye can only focus on a single depth
'layer' at a time, your always only properly seeing a single 2D at any
time anyway....

I think....

>POP< (Brain exploding)

Niall Tracey

```
_________________
A X o
/</ \>
/ \ /\
___/ /___\ \___
```

Your thoughts betray you...

1873. Re: Atari-> Win3.1-> ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990207162519.21960.00001241@ng-fp1.aol.com>
Source record: 54983

>I'm caught up into this herd mentality with Windows... I have simple needs...
Word
>Processor, Spreadsheet, Internet.. financial.. etc... I had all that on my
Atari..Should I go back... ... Ok, the modem was a bit slow..2400!

If you have space, use both. With JAM!!
you can connect both to one VGA monitor.
The world has moved past W3.1, although
there is obviously a lot of stuff that still can
be used. With APE and it's PC Mirror, moving files is much easier than a null
modem,
and using APE+ at 3X speed is awesome. I
have built my own PC's for quite a few years
(since maybe 1985). W95 and W98 seem
especially sensitive to driver problems, so my
next PC will be a system where someone
else has worked out the bugs. HP, Compaq?
In weak moments now and then, I think a
MAC would be nice, but then I come back
to reality realizing that MACs have such a
low market share.
Larry

1874. Re: Disk formatting question

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: Russ Brown <russb@io.com>
Message-ID: <79l2lr$hu4$1@hiram.io.com>
Source record: 54984

Yeah, Tony got the wrong Russ there. I'm a newbie to this and I don't know anything about A8 sector addressing. Glad I could start an interesting discussion, however... :-)

For those who might have construed something more exotic, by "I wonder if hardware isn't easier" I meant building an SIO2PC cable vs. some software-only solution. I don't know how to modify drive electronics or mechanicals and I'm sorry if I implied otherwise.

IMHO (since Russ G. brought it up), I think XF551 was a very strange hardware ploy, particularly considering lessons learned from the 1050's "less, later, for more" marketing strategy. It's no wonder Atari couldn't survive! I always have this pathetic vision of a group of about 5 talented engineers being completely oppressed by a company more interested in stifling competition than growing business.

Amiga and ST were both worthy successors, but their companies didn't have the know-how or moxie to survive in a low-margin business climate and didn't want to learn.

Whew, I feel better now....

--Russ (Brown)

John K. Picken wrote in message ...
>
>
>On 7 Feb 1999, James R. Gilbert wrote:
>
>>
>> (Asks Russ about sector numbers and how DOS locates a sector.)
>> I dunno which Russ you're talking to, me or Russ Brown or
>> some other Russ.

1875. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <36BDBCBE.MD-0.198.unsatisfactory@bigfoot.com>
Source record: 54985
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

On Sat, 06 Feb 1999 16:06:10 GMT, Mike Uhl (of comp.sys.sinclair "fame")
wibbled on for an age:

> For just the same reason, I never cared much for Geos. I occasionally
> used GeoPaint, but I hated GeoWrite. SpeedScript is much better for my
> purposes. SpeedScript runs from the command-line, which is much
> easier. With GeoPaint or GeoWrite or any other Geos-based software,
> you have to run up Geos first, *then* load the desired program.
>
> Again, just another GUI. Not that I mean to slam other computers, but
> that is the main reason I never tried a MAC, *because* of the GUI.

I often run programs here by pressing RAmiga-E and typing the name in.
It's certainly quicker than flaffing about with directories.

Unfortunately, on Win95 all your programs are hidden in some massively
deep directory structure containing spaces and it's a lot easier to
create shortcuts on the backdrop and run everything from there (which
is what I do). Okay, it clutters it up but it's either that or flaff
around with the horrible "Start" menu.

Chris

--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
| http://www.bigfoot.com/~ysac |
+-----------------------------ICQ:28784166-+

1876. Re: How to find out how many days are from one date to another ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <79l52s$317@chronicle.concentric.net>
Source record: 54986
Cross-posted to: alt.c64,comp.sys.atari.8bit

"John K. Picken" <yg473@victoria.tc.ca> writes:

>> 10 poke55,0:poke56,160:clr:c$=chr$(147):r$=chr$(18)

>Any BASIC programmer would have no trouble with the rest of the program
>but would you care to enlighten us Atarians as to the effect generated by
>the "pokes" and the 147 and 18 characters?

CHR$(147) = ATASCII chr$(125) (clear screen)
CHR$(18) = Turn reverse mode on (there's no Reverse key like the Atari's)

The POKEs force BASIC to use memory all the way up to $a000 (hence 0, 160).
This is the normal case -- I think John has just added it merely for the
sake of safety, since another program might have tinkered with the end of
BASIC memory pointer before this one is run.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1877. Re: Fuji Bitmap???

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <79l63t$6od$1@winter.news.rcn.net>
Source record: 54987

I have to second Vinnie's motion here. Could it be posted in the binaries group, with an explanation that it's for a PC, but it's subject is definitely Atari?

VINNIE5757 wrote in message <19990207133324.02892.00001002@ng124.aol.com>...
>Anyone have the Atari Fuji logo as a file?? Jpeg, BitMap???? Hmmm.. how about
>the multicoor one! Put that on my PC!
>B'rgds,
>Vinnie
>
>"Can't means don't want to!"

1878. Re: How to find out how many days are from one date to another ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: captainrat@inficad.com
Message-ID: <36be2e70.24100156@news.inficad.com>
Source record: 54844
Cross-posted to: alt.c64,comp.sys.atari.8bit

```
good program, john. i ported it to gw basic on my pc, mostly by
inserting spaces. made me grateful my atari basic used spaces, too.
'ready$' had me puzzled for a minute there...those characters just
print on the pc--did they do something special in commodore basic?
of course, i left out the pokes, but i included your hard-drive backup
instruction.

On Sun, 7 Feb 1999 07:40:33 -0800, "John K. Picken"
<yg473@victoria.tc.ca> wrote:
>On Fri, 5 Feb 1999, John Iannetta wrote:
>> For the C-64:
>> >> begin program
>> 10 poke55,0:poke56,160:clr:c$=chr$(147):r$=chr$(18)
>Any BASIC programmer would have no trouble with the rest of the
program
>but would you care to enlighten us Atarians as to the effect
generated by
>the "pokes" and the 147 and 18 characters?
>Thanks
>John
```

1879. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: earl.halliwell@dyess.af.mil
Message-ID: <79mv3s$2nr$1@nnrp1.dejanews.com>
Source record: 54845
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

In article <36bcd086.11740220@news.localnet.com>,
aarona@/REMOVE/localnet.com wrote:

> Atari & Commodore 8-bit computer's normal color (non-text) display
> resolution is 160 pixels across. Each pixel happens to correspond with
> one complete COLOR TRIAD or *COLOR CLOCK*. Both computers also support

Close, but not quite. If you ever happen to look *very closely* at a lone
artifacted pixel, you'll note that it actually spans multiple pixel triads.
Artifacting can't possibly be the result of precise color triad manipulation,
because then it would appear differently on TVs with different dot pitches.

The actual cause of color artifacting has to do with signal bandwidth and
other very technical things which I don't fully understand myself.

A bit of trivia: CTIA 400/800s artifacted in blue/green, GTIA 400/800s
artifacted in green/blue, and all XL/XEs artifact in red/blue.

Regarding C64 sprites, for what it's worth, doubling the width of a
single-color sprite so its pixels were equivalent to that of an Atari P/MG
would indeed make it 3 times wider.

Here's hoping DejaNews doesn't maul this post too... <g>

--
Clay Halliwell | ATARI XL/XE DO + THE
earl.halliwell@dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H
Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy today.
Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed.
http://www.atarihq.com/jeo/ "The Atari Jaguar: You know... for kids!"

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1880. Re: Atari-> Win3.1-> ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <36bef698.792681@corp.supernews.com>
Source record: 54846

Lets not forget that millions of people got by on 486's with 3.1....

If it gets the job done, just stick with it. I have loads of stuff attached to my pc (girlfriend is a design major) and it works great. Windows really isn't that bad.

Ive also tinkered with linux, it's great fun. And with StarOffice available now, it's an even better choice. Linux NEVER crashed on me.

But it's more work to get your system configured correctly. I didn't mind messing with it for hours, I wanted to learn about unix.

That 486 is still functional, and quite powerful....just like your Atari. Don't get anything else until you need it. And if you got by with your Atari for so long, I suspect you don't.

eric

1881. Re: Atari-> Win3.1-> ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <36bef85f.1248370@corp.supernews.com>
Source record: 54847

On Sun, 7 Feb 1999 07:28:51 -0800, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

> For a few bucks more, look
>at adding RAM to your 486 and maybe going to a Pentium I--should be cheap
>now--with that you could easily go to Win95 if you need to (if nothing
>else good comes out of Microsoft, they did a really good job with Excel).
>

Check this out....

http://www.compgeeks.com/cgi-bin/details.asp?cat=Mboards&sku=205-5475

1882. Re: 800 Keyboard Problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: indizgize@aol.com
Message-ID: <19990208065321.16982.00001467@ng148.aol.com>
Source record: 54848

>>Is it toast or can the keyboard be
>>resurrected easily?

>If that doesn't work... all your cables, chips, and boards are all cleaned
>up..
>and installed properly... one of the other folks here may know which chip it
>might be...

If we're talking about an 800xl then the chips to try swapping out ar the ones at positions U24 and U25 part # CD4051BE. I had a partial row of dead keys and I swapped those 2 chips around to determine if indeed those were the problem chips. Magically the bad keys moved on the keyboard as well.. :-) I replaced the defective one with a Motorola part # MC14051BCP and its working just fine.

C.

1883. Re: Can anyone help me out? Please?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@agel.ucl.ac.be>
Message-ID: <01be533e$bdcf26a0$1e036882@canaima.math.ucl.ac.be>
Source record: 54849

Hajjej <hajjej@aol.com> wrote in article
<19990207144302.17886.00001034@ng-fw1.aol.com>...
> I'm in dire need for the cord that connects my 1200XL to a composite
monitor.
> The old one just kinda died, and I cant use my atari without a monitor!
It had
> 5 pins on one end and A/V plugs on the other. If you know where I can get
one,
> pleeeeeeease tell me!
>
> Thanks,
> John Shawler
>

Hi John,

If you have some experience with soldering material, you can build one.
For that, check my web page where I describe how to do that :

http://gauss.math.ucl.ac.be/~manu/Atari/monitor.html

Have fun!

Emmanuel F.

1884. Re: How to find out how many days are from one date to another ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: John Iannetta <76703.4244@CompuServe.COM>
Message-ID: <OV5i4s3U#GA.218@ntdwwaaw.compuserve.com>
Source record: 54850
Cross-posted to: alt.c64,comp.sys.atari.8bit

captainrat@inficad.com (captain rat) said,

"i ported it to gw basic on my pc, mostly by inserting spaces. made me grateful
my atari basic used spaces, too. 'ready$' had me puzzled for a minute
there...those characters just print on the pc--did they do something special in
commodore basic?".

MS-DOS, GW basic, and Qbasic, use spaces as delimiters. The Commodore 64
does not. "Part 1 of demo" is a valid file name, and:

```
10 ifa<10thenifa>2then?"hello":goto90
```

is a valid program line. Variables names use either one or two characters;
additional characters in the name are ignored. Thus,

```
10 rf=50000:pokerface,20
```

will poke 20 into address 50000. And

```
10 t=8:closet
```

will close logical file number 8. There are many variations of that idea, too
humorous to mention. In the case of "ready$", it is the same as "read y$".
And "ready" is the same as "read y". They both use "data" statements to
define a variable (either y$ or y).

And thanks for reminding me to change that corny tag line of mine.

--
When backing up your hard drive, shift into reverse gear S M O O T H L Y.

John

1885. Re: How to find out how many days are from one date to another ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: John Iannetta <76703.4244@CompuServe.COM>
Message-ID: <#0ZI6r3U#GA.218@ntdwwaaw.compuserve.com>
Source record: 54851
Cross-posted to: alt.c64,comp.sys.atari.8bit

"John K. Picken" <yg473@victoria.tc.ca> said,

"> 10 poke55,0:poke56,160:clr:c$=chr$(147):r$=chr$(18)

Any BASIC programmer would have no trouble with the rest of the program
but would you care to enlighten us Atarians as to the effect generated by
the "pokes" and the 147 and 18 characters?".

I am not familiar with the planet "Atari", but welcome to Earth! I think
that you will find us to be a civilized race (if you ignore that stuff going on
in Washington, DC).

CHR$(18) makes subsequent characters sent to the screen, print in reverse
video. A carriage return, CHR$(13), cancles CHR$(18). CHR$(147) clears the
screen, and puts the cursor at the upper left corner of the screen.

The two pokes that you mentioned set the highest address for BASIC program
memory to 40959, the highest address permitted. Some BASIC programs set that
address to a lower number at the start of the program, to protect memory above
that address (where text, sound data, or graphics data, may be stored). If a
user then loads and tries to run a BASIC program that extends past that
address, he will get an "out of memory" error as soon as a variable is used.
So I got into the habit of starting my BASIC programs with those two pokes, as
a service to my fellow C-64 users. It tends to make them ignore the program
bugs. We Earthlings are a conniving bunch.

--
When backing up your hard drive, shift into reverse gear S M O O T H L Y.

John

1886. Re: How to find out how many days are from one date to another ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: Tim Knigge <tim@asset-control.com>
Message-ID: <36BEEB7B.879E8CE8@asset-control.com>
Source record: 54852
Cross-posted to: alt.c64,comp.sys.atari.8bit

The following C program will do the trick (I'm assuming that you're able to
make the translation to your favourite programming language yourself):

```
#define leap_year(y) (y%4 == 0 && y%100 != 0 || y%400 == 0)

int mdays[] = { 0,31,59,90,120,151,181,212,243,273,304,334 };
int ldays[] = { 0,31,60,91,121,152,182,213,244,274,305,335 };

long
kDay(long date)
/* compute the difference in days between date (YYYYMMDD) and a fixed
reference date (1/1/1900)
*/
{
register long dif = 0; /* difference in days */
register long nr_of_ly; /* # of leap years */
register long year_dif; /* difference in years */
int yr = date / 10000,
mth = date % 10000 / 100,
day = date % 100;

year_dif = yr - 1900; /* difference in years */
nr_of_ly = (year_dif-1)/4 - (year_dif-1)/100 + (year_dif+299)/400;
dif += nr_of_ly*366 + (year_dif-nr_of_ly)*365;
dif += (leap_year(yr)) ? ldays[mth-1] : mdays[mth-1];
dif += day - 1;
return(dif);
}
```

To find the difference between two dates date_1 and date_2, use kDay(date_1)
- kDay(date_2)

good luck,

Tim Knigge

Vidar "Hawk" Olavesen wrote:

> Anybody has a good formula for calculating days from one date to another,
> including leap years. Help would be appreciated a lot.
>
> Thanks

1887. Re: Atari-> Win3.1-> ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990208083824.15894.00000005@ng32.aol.com>
Source record: 54853

Yep... that's all I keep reading about.. Linux.. You folks are right about the G3... though, the floppy-less Imac is easily correctable.. per your comments, I guess the fact that it's not easily upgradable is the bigger problem here.... G3? hmm... gotta toy with one... BTW, I stayed with 3.1 because 95 and 98 just don't excite me..... it seems to me that every Microsoft product has major problems, built in obsolesence, just to keep them going... all my expense.....
B'rgds,
Vinnie

"Can't means don't want to!"

1888. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F6u6HB.6B2@cix.compulink.co.uk>
Source record: 54854

In article <36ba9fb3.3973525@news.localnet.com>,
aarona@/REMOVE/localnet.com (Aaron) wrote:

> On Thu, 04 Feb 1999 11:17:37 -0600, Anthony Baker <antbaker@arn.net>
> wrote:
>
> >Another way is to try a plot statement in GR. 9-11. Those are specific
> >to the GTIA chip as well.
> I don't believe the old Atari 800 OS supported GR.9-11.
My old 400 understood gr.9-11.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1889. Re: How to find out how many days are from one date to another ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: Tim Knigge <tim@asset-control.com>
Message-ID: <36BEEA03.FADE7D8A@asset-control.com>
Source record: 54855

The following C code will do the trick (I'm assuming you're able to do the translation to your favourite language yourself):

```
static int mdays[] = { 0,31,59,90,120,151,181,212,243,273,304,334 };
static int ldays[] = { 0,31,60,91,121,152,182,213,244,274,305,335 };
#define leap_year(y) ((y%4 == 0 && y%100 != 0 || y%400 == 0) ? 1 : 0)

long
kDay(long date)
/* compute the difference in days between date (YYYYMMDD) and a fixed
reference date (1/1/1900)
*/
{
register long dif = 0; /* difference in days */
register long nr_of_ly; /* # of leap years */
register long year_dif; /* difference in years */
int yr = date / 10000,
mth = date % 10000 / 100,
day = date % 100;

year_dif = yr - 1900; /* difference in years */
nr_of_ly = (year_dif-1)/4 - (year_dif-1)/100 + (year_dif+299)/400;
dif += nr_of_ly*366 + (year_dif-nr_of_ly)*365;
dif += (leap_year(yr)) ? ldays[mth-1] : mdays[mth-1];
dif += day - 1;
return(dif);
}
```

The difference in days between two dates >= 1/1/1900 can now be established using:

```
kDay(date_1) - kDay(date_2)
```

Vidar "Hawk" Olavesen wrote:

> Anybody has a good formula for calculating days from one date to another,
> including leap years. Help would be appreciated a lot.
>
> Thanks

1890. BOB KLASS!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: mark <webmaster@turborater.com>
Message-ID: <79mq8q$lp8$1@nnrp03.primenet.com>
Source record: 54856

i cant find your email address and was going to buy some Acoustic Couplers
from you..

please drop me a line so we can complete this deal!

1891. EDITORIAL on "Commodore 64" Re-release Possibilities

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: baronvr@my-dejanews.com
Message-ID: <79nmt3mrf1@nnrp1.dejanews.com>
Source record: 54857
Cross-posted to: rec.games.vectrex,comp.sys.atari.8bit

In the 2-99 Yahoo Internet Life and at www.commodore64.com there's a new c64 shown. It's like a cross between WebTV, a cheap 100mhz computer with 16MB RAM/3.5 floppy/modem/win3.1, and a c64. It's $250, but it begs the question: how much would just the c64 part have been? I'm guessing that a c64 with a built-in 5.25 floppy, modem, and (maybe) cheap HD, could have been done for under $100.

Is there a need? Would anyone care? What about a no-frills COMMODORE 64, an ATARI 8 bit computer or a VECTREX with a keyboard and language cart? Well...yes, yes, yes, and yes.

In the computer revolution, it's easy to forget those left behind. A huge number of households have computers, but a majority don't. $1,000 to $2000 for a normal setup just isn't in everybody's grasp. A $100 computer would have a huge market. Most of those less fortunate would have a chance to buy a computer. Who needs a Pentuim to type a letter, play a great game, or balance a checkbook anyhow? In a small way, those households might also have an advantage...

Most kids with computers don't program. With the old 8bit computers it was impossible to own one without picking up a little BASIC here and there and having the door open to higher languages. Within a week of getting my Atari 400 and 410 cassette drive (and a pack of the cheapest 90min Kmart Tapes for storage...some things have to be learned the hard way) I was CREATING my own programs. Today, kids brag about what programs they BOUGHT or the setup they BOUGHT. Back then, kids were more likely to brag about what they DID, or CREATED. And as low level as the language was, it instilled the ability to logically and reasonably work through a problem and later on, when someone was ready for higher level languages, they were easier to grasp. All in all, I think that the 8bit computer/consoles helped make better people.

Also, playing on a Vectrex or Atari will allow people to appreciate gameplay and originality before being wowed by flashy visuals.

A $100 computer? Sure. The sales numbers may start off small and even stay small, but if it's done at all it'll probably be done by small companies that wouldn't rely on huge numbers to make the whole thing worthwhile. The chips themselves probably would add less than a dollar to production costs, everything would depend on how cheap the parts and assembly would be. (hmmm...what about kits?)

Classic gamers would buy them, but probably not enough to warrant the whole effort (unless the company is geared towards small numbers). The key is that there's a new audience out there. Before kids discover N64s and Dreamcasts, before theyre put on a "one click away from everything" operating system, it

would be one last chance to show them how to do it for themselves. One more chance to show them pure gameplay, without hardware accelerated 3D. Besides, if I could play with my kids two-player MULE or Armor Attack, it would be very, very cool.

Thanks for indulging me. I feel better now.

c cole
baronvr

--
Spike's Big Vectrex Page
http://members.xoom.com/baronvr/
baronvr@REMOVEusa.net
--

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1892. Re: Email and News

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: Mike Uhl <ShoeLeather_Express@RadioLink.net>
Message-ID: <Mike.Uhl.1999020806080751@ShoeLeather.Express>
Source record: 54858
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

On 6 Feb 1999, Jason Compton
wafted these smoke signals into the breeze:
> In comp.sys.cbm Mike Uhl <ShoeLeather_Express@RadioLink.net> wrote:
> : used GeoPaint, but I hated GeoWrite. SpeedScript is much better for my
> : purposes. SpeedScript runs from the command-line, which is much

> Now, I LOVED SpeedScript and got through several years of school with it,
> but they're sort of different animals. On a single-floppy 64 I would
> never want to fire up GeoWrite to write a letter, for example, but if you
> wanted to do anything with layout or font changes, SpeedScript just
> doesn't fit the bill.

This may be a valid argument for GeoWrite, but I never had a need for
fonts and such. About the only thing I need in that regard is the
occasional double-sized letters for emphasis and such. In comparing
GeoWrite to SpeedScript, I would say if you want "pretty", go for
GeoWrite. If you want good functionality, go with SpeedScript. I have
always preferred functionaliy over "pretty".

> : easier. With GeoPaint or GeoWrite or any other Geos-based software,
> : you have to run up Geos first, *then* load the desired program.
>
> That's the nature of a disk-based operating system.

That's understandable in a computer that doesn't have an operating
system and needs to load one in. The C64 doesn't have that defect. You
just load a proggy and run it. :-)

--
[,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
These opinions are MINE I tell you ....all mine!!!
(nobody else wants them)

1893. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: Mike Uhl <ShoeLeather_Express@RadioLink.net>
Message-ID: <Mike.Uhl.19990208001948 47@ShoeLeather.Express>
Source record: 54859
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

On Fri, 5 Feb 1999, "Russ Brown"
wafted these smoke signals into the breeze:
> No kidding about thickness. Mine definitely goes in the backpack.
>
> The plotter/cassette interface was really a mixed deal. Plotter was
> really cool (send it x and y and the color to use to get there and it
> would draw a line). Cassette interface was so lame as to be nearly
> unusable.
>
> Tandy/Radio Shack was definitely a model of human brilliance and
> fallibility in those days. Remember CoCo?

Oh, yeah. I remember wanting to try it out, but it was just too
expensive for me to handle. What I do remember of it though, was the
oddball interface slots it had. Now that I think about it, maybe it
wasn't so bad that it was too expensive.

> Liked VIM until I was assimilated. Resistance is futile.

Umm, what do you mean, "assimilated?" Does that mean you once had a
decent OS but had to sacrifice it for the sake of employment? I notice
your newsreader is Micro$haft Outhouse Expunged. ;-) Hey, things
aren't all that bad, though. In spite of your reduced capabilities,
there are ports of VIM available for a wide variety of OS's and
non-OS's like WinBloats.

As for me, I just can't live without VIM. I am constantly being amazed
by its capabliities, and I'm not even using a current version. And
when I use it as an offline newsreader, there are so many things that
I am able to do with it that I have never even heard of in another
newsreader.

But, I digress. I could go on and on.

--
[,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
Want to get a job? Learn Windows.
Want to get the job done? Learn Unix.

1894. Re: Atari-> Win3.1-> ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: Chris Gill <seqrdat@NOSPAM.the.net.nz>
Message-ID: <79llbr$h51$1@reader1.reader.news.ozemail.net>
Source record: 54860

VINNIE5757 wrote in message <19990207071131.12257.00000013@ng108.aol.com>...
>I've gone from my trusty Atari to a PC with Windows 3.1.. any advice here..
now
>what??? I feel this whole Windows environment is a joke..
bloatware/kluge..

Yes... and we are all still waiting for the punchline

>go on to a PII/Wini98.. or jump to a Mac... I'm not an artist... (Ok, I
sell
>Tshirt... maybe another type of artist!)..

A Mac doesn't go out of fashion as quick, so you aren't obsolete as soon as
you walk out of the showroom..
Best thing is to have a play with both and see what you prefer, and check
the support. I think I can speak for a lot of people when saying I'm waiting
for the Windows empire to crash and burn and a revolution to take place in
the linux or beos scene where hardware won't quite so relevant.

>the new Imac looks great... I'm

I wouldn't buy one, not very expandable and no floppy would be a bit of a
pain in the butt

>caught up into this herd mentality with Windows... I have simple needs...
Word
>Processor, Spreadsheet, Internet.. financial.. etc... I had all that on my
>Atari..Should I go back... ... Ok, the modem was a bit slow..2400!

You could permanently run an atari emulator which could be blistering fast
on good hardware, and use a cheapo pc type modem :)

Cheers,
Chris Gill
(Still using the Amiga until a viable system is on the market)

1895. Re: How to find out how many days are from one date to another ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990208103907.3050A-100000@vtn1>
Source record: 54861
Cross-posted to: alt.c64,comp.sys.atari.8bit

Thanks to all for the replies re C64 BASIC.

I had pretty well guessed the c$ but the r$ was something I'd never seen.

The 18 character is somewhat interesting--I wrote a ml call for Atari BASIC years ago to do the same thing. I guess it's a toss up as to whether it's better to have a key or a function. Both would have been nice.

John

1896. Re: Fuji Bitmap???

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: onlyinohio@aol.comN0spAM
Message-ID: <19990208145254.19059.00000108@ng-fp1.aol.com>
Source record: 54862

Where is the binaries group? I've been trying to find the Fuji for months. Really would like one of the animated, coloring changing ones or a 3-D rotating one. But anything will do.

1897. Video Data

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36BE6A9A.C04799E1@worldnet.att.net>
Source record: 54863

Larry,

Thanks for mailing that info to me, seems like the LM1811 may solve
my timing and burst gate issues, we'll have to see.

Curt

1898. Re: Atari-> Win3.1-> ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: David Hopcroft <davidh@cdex.ericsson.se>
Message-ID: <01be5351$8fed42e0$60cb30a4@etlcolpc23.ericsson.se>
Source record: 54864

> While both PCs and Macs can communicate with the Atari via a null-modem
> cable, only the PC (correct me if I goofed on this one, guys) can make
use
> of something like the SIO2PC interface.

This is a problem with an iMac though there is no standard serial interface
port. You have to buy an extra box to plug in to the USB ports. Costs
about 80 UK Pounds:(
The floppy drive I can easally live without but lack serial ports is just
too much for me:). BTW the SCSI port has also gone AWOL.

If you want a Mac go for a second user system. They may not be a fast as
the newer Macs but at least they have serial ports, SCSI and a floppy
drives supplied as standard. Cost a lot less too :)

ALSO
Why has no cable been made to connect to the SIO port on the Atari to the
Mac?

As far as I know the serial port on a mac is RS422 or RS485 semi-standard
which is (+/- 5 volt operation). The Mac serial port can be connected
directly to a RS232 serial port (on Pc's and modems) and in most cases
works fine.
As far as I can see a cable similar in construction to the SIO2PC/Ape could
be made with a logic buffer chip instead of the MAXIM part? Mind you then
some one would have to write some software for it ;)

1899. A question for you atarians

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: "www.timlarock.com" <webmaster@timlarock.com>
Message-ID: <36BE7B7E.F0879CB3@timlarock.com>
Source record: 54865

I posted this in
rec.games.video.atari
& was reffered to come to this group for this type of info
so here it is & thanks all of you
==========
I just picked up a Atari 65xe
w/ a 1050 disk drive & quite a few disks
to go with it....also incl. was the manuals for both
and these are both in the box too
the boxes are not in the best shape
but they arent falling apart either
& yes they do work...
well my question is
is this one better than the 400/800's?
ok a better way to phrase it is.....
in the atari line of them old computers where does this one stand...
I didnt see ant of these on auction anywhere so is it that rare?
or is it just that nasty of a piece of junk that no one wants it?
any info on this would be great basicly what is this thing worth to a
atari 8bit collector? if I put it on ebay what should i expect to get
for it?

thanks in advance
tim
please reply w/ a email & to the group
thanks
--

Start of E-mail sig.....
ALSO
I have a cd w/ over 600mb of cracks on it
and i add new files each month
I sell it and i give out some files as needed too
to see the list go to
http://psxpage.bizhosting.com/crk.html

my main page is http://psxpage.bizhosting.com

let me know if ya need anything

TIM
ICQ= 7681118
IM SCREEN NAME= timlarock
http://messages.to/psxpage
http://psxpage.bizhosting.com

1900. Re: XEGM Keyboard to 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0802991737470001@macmcurrent.library.carleton.edu>
Source record: 54866

In article <Pine.GSO.3.95.iB1.0.990207222848.12499B-100000@vtn1>, "John K. Picken" <yg473@victoria.tc.ca> wrote:

>For a while you could buy a "TransKey" kit which would do the trick but I >believe the company (Dataque) is defunct.

Can anyone verify DataQue is gone? They've probably been gone for years, but I have yet to hear of someone actually checking (and thus, they're still listed in the vendor FAQ).

Thanks,

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

1901. Re: A question for you atarians

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <36BE813C.AA8691A8@ix.netcom.com>
Source record: 54867

The 65XE was the lower end XE type machine. The XEs were somewhat less compatible with certain games than were the XLs, but that's not really a huge problem.

The 65XE had 64K of memory, it basically replaced the popular 800XL. The numbers on it are somewhat limited because of it being the "lesser" machine available, and the timing of its release, which was unfortunately not too long before the mid-80's videogame crash (and Atari has always, for better or worse, been associated with videogames). That said, it's not a huge rarity, no, although it might very well be the "rarest" Atari 8-bit that was in general release in the US (I suppose the 1200XL might vie for this, though...).

If someone were to advertise a RARE ATARI 65XE, my assumption would be that the dealer was a flea market type who didn't really know or care about the machine, and who was looking to get as much of money as he could, through whatever means possible. Personally, I don't like dealing with those people. Although the fact that you advertise yourself as accepting money for cracked software doesn't precisely give me a warm fuzzy feeling about your business practices, either...

In the box, with the manual and power supply, I'd guess you could eventually get a buyer if you advertised it in the $US40-$US50 range. Auctions can go either way, I wouldn't be surprised at anywhere from $US20-$US70 at auction.

The 1050 is the commonest Atari 8-bit disk drive, the "collectibility" comes with the manual and box. Probably around $US35 for the drive and power supply, the box and manual might add $10 if the right collector comes along.

Jeff

"www.timlarock.com" wrote:

> I posted this in
> rec.games.video.atari
> & was reffered to come to this group for this type of info
> so here it is & thanks all of you
> ==
> I just picked up a Atari 65xe
> w/ a 1050 disk drive & quite a few disks
> to go with it....also incl. was the manuals for both
> and these are both in the box too
> the boxes are not in the best shape
> but they arent falling apart either

> & yes they do work...
> well my question is
> is this one better than the 400/800's?
> ok a better way to phrase it is.....
> in the atari line of them old computers where does this one stand...
> I didnt see ant of these on auction anywhere so is it that rare?
> or is it just that nasty of a piece of junk that no one wants it?
> any info on this would be great basicly what is this thing worth to a
> atari 8bit collector? if I put it on ebay what should i expect to get
> for it?
>
> thanks in advance
> tim
> please reply w/ a email & to the group
> thanks
> --
>
> Start of E-mail sig.....
> ALSO
> I have a cd w/ over 600mb of cracks on it
> and i add new files each month
> I sell it and i give out some files as needed too
> to see the list go to
> http://psxpage.bizhosting.com/crk.html
>
> my main page is http://psxpage.bizhosting.com
>
> let me know if ya need anything
>
> TIM
> ICQ= 7681118
> IM SCREEN NAME= timlarock
> http://messages.to/psxpage
> http://psxpage.bizhosting.com

1902. Re: EDITORIAL on "Commodore 64" Re-release Possibilities

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: Brett Walach <vectrex@inil.com>
Message-ID: <36bf9b3e@news.inil.com>
Source record: 54868
Cross-posted to: rec.games.vectrex,comp.sys.atari.8bit

baronvr@my-dejanews.com wrote:

>Is there a need? Would anyone care? What about a no-frills COMMODORE 64, an
>ATARI 8 bit computer or a VECTREX with a keyboard and language cart?
>Well...yes, yes, yes, and yes.

I use an old computer with a 80 Meg HD and 4 Mbytes of RAM for 6809 & 68HC11 coding... I also use it for my EPROM and C programmer, actually it is the only thing I can use to do these things... my other computer is just way too fast. I think there is always going to be a need for slower, cheaper computers... Plus, I don't feel bad tweaking things on a cheaper computer. Hardware things. Hooking things up to the ports that could be harmful, or anything else to that extent. Older computers are just fun to play with. I usually don't work on it, since all of the things I do require so much more processing power. We have been constantly updated with new applications and hardware that require bigger and better computers. We are brainwashed into using bigger and better. Well, not brainwashed, but rather forced to. It's the old timers, or hardware hackers, that get use out of the older slower machines...

Don't think many kids would want one... If you can't run AOL 4.0, forget it.

Sincerely,
Brett Walach

1903. 800XL Cartridge Detect Problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: 8-Bits <demita@sprynet.com>
Message-ID: <79oa0f$e9c$1@juliana.sprynet.com>
Source record: 54869

I have an 800xl that boots fine to BASIC Ready prompt, but does not detect
any game cartridges.

I have cleaned all connector contacts and did continuity checks on all connector and board traces. These appear to match another 800xl I am using.

Could there be a failing support chip that would not have an effect on the BASIC boot?

Are there any diagnostic routines available for the 800XL?

Thanks for any help - John

1904. Re: Fuji Bitmap???

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: Russ Brown <russb@io.com>
Message-ID: <79ob3cmei1@hiram.io.com>
Source record: 54870

Why not bop on down to Atari Planet (http://www.holyoak.com/atari/) or APE (http://www.nacs.net/~classics/) and grab one using your browser? It's just a right-click away, with permission of course.

--Russ Brown

OnlyInOhio wrote in message
<19990208145254.19059.00000108@ng-fp1.aol.com>...
>Where is the binaries group? I've been trying to find the Fuji for months.
>Really would like one of the animated, coloring changing ones or a 3-D rotating
>one. But anything will do.

1905. Re: EDITORIAL on "Commodore 64" Re-release Possibilities

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: Michael Bobroski <mbobrosk@injersey.com>
Message-ID: <36BFBBE4.FE0B5B7C@injersey.com>
Source record: 54871
Cross-posted to: rec.games.vectrex,comp.sys.atari.8bit

Heheheh.... I was actually going to 'recreate' a ' pc' Commie 64 w/ some spare parts and a TV-Out video card.... I wanted the unit to be small & compact like the original C64, along with a built in 3.5" floppy. I had all of the stuff, but I couldn't locate my old 386 slimline, of which I was going to use the mini power supply and the L-Shaped ISA adaptor so the cards could lay on their side... I could make my own adaptors, but I would still need a mini power supply... I figured I'd just run a C64 emulator on it. I even have a half-hacked 1541 drive laying around that's only a few steps away from being interfaced to a pc parallel port. Oooh... and I have loads of old floppies! :) The 'Commodore 64 Web.It' is what inspired me to do this in the first place. I e-mailed the company before they publicly announced the price. When I received the estimate, I figured I could do it better myself. The C64 compatibility is really just a gimmick (Unfortunately).. It should've had a 1541 interface.

-Mike

baronvr@my-dejanews.com wrote:

> In the 2-99 Yahoo Internet Life and at www.commodore64.com there's a new c64
> shown. It's like a cross between WebTV, a cheap 100mhz computer with 16MB
> RAM/3.5 floppy/modem/win3.1, and a c64. It's $250, but it begs the question:
> how much would just the c64 part have been? I'm guessing that a c64 with a
> built-in 5.25 floppy, modem, and (maybe) cheap HD, could have been done for
> under $100.
>
> Is there a need? Would anyone care? What about a no-frills COMMODORE 64, an
> ATARI 8 bit computer or a VECTREX with a keyboard and language cart?
> Well...yes, yes, yes, and yes.
>
> In the computer revolution, it's easy to forget those left behind. A huge
> number of households have computers, but a majority don't. $1,000 to $2000
> for a normal setup just isn't in everybody's grasp. A $100 computer would
> have a huge market. Most of those less fortunate would have a chance to buy a
> computer. Who needs a Pentuim to type a letter, play a great game, or balance
> a checkbook anyhow? In a small way, those households might also have an
> advantage...
>
> Most kids with computers don't program. With the old 8bit computers it was
> impossible to own one without picking up a little BASIC here and there and
> having the door open to higher languages. Within a week of getting my Atari
> 400 and 410 cassette drive (and a pack of the cheapest 90min Kmart Tapes for
> storage...some things have to be learned the hard way) I was CREATING my own
> programs. Today, kids brag about what programs they BOUGHT or the setup they
> BOUGHT. Back then, kids were more likely to brag about what they DID, or

> CREATED. And as low level as the language was, it instilled the ability to
> logically and reasonably work through a problem and later on, when someone
> was ready for higher level languages, they were easier to grasp. All in all,
> I think that the 8bit computer/consoles helped make better people.
>
> Also, playing on a Vectrex or Atari will allow people to appreciate gameplay
> and originality before being wowed by flashy visuals.
>
> A $100 computer? Sure. The sales numbers may start off small and even stay
> small, but if it's done at all it'll probably be done by small companies that
> wouldn't rely on huge numbers to make the whole thing worthwhile. The chips
> themselves probably would add less than a dollar to production costs,
> everything would depend on how cheap the parts and assembly would be.
> (hmmm...what about kits?)
>
> Classic gamers would buy them, but probably not enough to warrant the whole
> effort (unless the company is geared towards small numbers). The key is that
> there's a new audience out there. Before kids discover N64s and Dreamcasts,
> before theyre put on a "one click away from everything" operating system, it
> would be one last chance to show them how to do it for themselves. One more
> chance to show them pure gameplay, without hardware accelerated 3D. Besides,
> if I could play with my kids two-player MULE or Armor Attack, it would be
> very, very cool.
>
> Thanks for indulging me. I feel better now.
>
> c cole
> baronvr
>
> --
> Spike's Big Vectrex Page
> http://members.xoom.com/baronvr/
> baronvr@REMOVEusa.net
> --
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1906. Re: Making own cartridges ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990208230804.3016A-100000@vtn1>
Source record: 54872

On 9 Feb 1999, Megaqualle wrote:

> Is it possible to remove the ROM from an ATARI cartridge and replace it with an
> other ?
> I have got a lot of Millipede and Ballblazer carts and I want to try to make
> some new ATARI cartridge games.Are there any problems ? I think Millipede is 8K
> , Ballblazer 32K and the new EPROMs shouldn´t be larger.
>
A 32k Atari cartridge? I never heard of one larger than 16k because they
don't bank switch.

John

1907. Re: How to find out how many days are from one date to another ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: Daniel Morrow <videoman@cdsnet.net>
Message-ID: <36BFE4A5.A4EF24B8@cdsnet.net>
Source record: 54873
Cross-posted to: alt.c64,comp.sys.atari.8bit

Doesn't the reverse on and reverse off keys on the c64 keyboard qualify as being
like the reverse key on the atari's?

Cameron Kaiser wrote:

> "John K. Picken" <yg473@victoria.tc.ca> writes:
>
> >> 10 poke55,0:poke56,160:clr:c$=chr$(147):r$=chr$(18)
>
> >Any BASIC programmer would have no trouble with the rest of the program
> >but would you care to enlighten us Atarians as to the effect generated by
> >the "pokes" and the 147 and 18 characters?
>
> CHR$(147) = ATASCII chr$(125) (clear screen)
> CHR$(18) = Turn reverse mode on (there's no Reverse key like the Atari's)
>
> The POKEs force BASIC to use memory all the way up to $a000 (hence 0, 160).
> This is the normal case -- I think John has just added it merely for the
> sake of safety, since another program might have tinkered with the end of
> BASIC memory pointer before this one is run.
>
> --
> Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
> -- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
> head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
> personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1908. Re: 800 Keyboard Problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36BFDB57.E030980D@sisna.com>
Source record: 54874

There are about 3 different keyboards for the 800sl, one is he marlar type that does two different things, comes wiht marlar and keyboard that presses on the board, then the second one has cups that press on the marlar, the third has hard driven which has circuit board and jumpers to comlete the circuit which do you have?

bob

1909. Collectables ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36BFDDA7.2E748841@sisna.com>
Source record: 54875

```
1,ea Crossfire, cart game box ect..Nice condition $5.00 shipped
1.ea Temple o Adhepshai, box nice contition ect $5.00 shipped
1.ea Mr. Cool Cart game box ect nice cont $5.00 shipped
2 ea, Sucess with Math Sealed Box docs ect $5.00 ea shipped
1 ea The great main to California Race, box docs, $ 5.00 shipped
2 ea Atari Logo Carts with Programing manuual. $8.00 each shipped.
bob
```

1910. Atari Collectables?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36BFDE3D.94AB6750@sisna.com>
Source record: 54876

1 ea, IOMEGA Bernouli box, in a shoe box power supply with 30 20mg carts, open to offers on this.

Works on a ICD MIO or CSS Black Box..

bob

1911. Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36BFDF69.8DE9078@sisna.com>
Source record: 54877

Atari 800XL computer Stock with Power Supply ans Video cable
$25.00 shippem

Atari 130XE computer Stock with Poer Supply and Video cable
$35.00 Shipped.

Atari 1050 Disk Drive with power supply and SIO cable $20.00
shipped

Atari 1050 Disk Drive with ICD/FTE Double Density Modification installed
$35.00 shipping included.

bob

1912. NEW!!! The "Break Movie"

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-08 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <918607532@stackbbs.xs4all.nl>
Source record: 54878

>remember those old break-movies on atari BBS long ago.

What do you mean, long ago ???

You must be living in a cave or something !

Have you ever been looked around in the REAL atari 8-bit world lately ???
There are still plenty of ONLINE BBS' running on the REAL Atari 8-Bit
hardware. And there's no better way to view ATASCII-movies then online on
a REAL Atari 8-bitter...

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1913. FS : ATARI Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: megaqualle@aol.com
Message-ID: <19990208220138.15704.00000305@ng42.aol.com>
Source record: 54879

FS : Archon,Rescue on Fractalus,Ballblazer,Airball,Hardball,Millipede,Eastern
Front , Desert Falcon, Necromancer ...
with box & manual !!!

FS 2 : ATARI 800 XL PAL

If youï¿½re interested , please contact me !

1914. Making own cartridges ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: megaqualle@aol.com
Message-ID: <19990208220442.15704.00000307@ng42.aol.com>
Source record: 54880

Is it possible to remove the ROM from an ATARI cartridge and replace it with an other ?
I have got a lot of Millipede and Ballblazer carts and I want to try to make some new ATARI cartridge games.Are there any problems ? I think Millipede is 8K , Ballblazer 32K and the new EPROMs shouldnï¿½t be larger.

1915. Atari CX42 Wireless Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <zNNv2.7066$YP1.11533829@newse3.tampabay.rr.com>
Source record: 54881

I bought what appeared to be "New In Box" CX42 Wireless Joysticks, with factory twist-ties, etc (even price sticker showing KayBees toys as source). These appeared to have "zero-usage", but when I installed the requisite two alkaline 9-volt batteries, the performance of these babies ranges from erratic to nonexistant control while playing games on the 2600. The "TV transceiver" portion of the product appeared equally "mint" in condition, so the crummy performance of this product is baffling to me. I am only about 6 feet away when I try to use these controllers, and I have read that these Atari units were supposed to have been very good as wireless controllers go. What -- if anything -- can I do to make these controllers behave more accurately?
--MB

1916. Re: XEGM Keyboard to 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19990209030713.13224.00000222@ngol02.aol.com>
Source record: 54882

Im Artikel <Pine.GSO.3.95.iB1.0.990207222848.12499B-100000@vtn1>, "John K. Picken" <yg473@victoria.tc.ca> schreibt:

>For a while you could buy a "TransKey" kit which would do the trick but I
>believe the company (Dataque) is defunct. IIRC it used around 10 IC's and
>certainly was not cheap. Still... sure wish I had one--the only thing I've
>really grown to hate on the XE is the keyboard.
>
>Bob Wooley or one of the other hardware gurus Jwould most likely have
>more info.
>
>John

Look at http://members.aol.com/MacFalkner

'AKI - Atari Keyboard Interface'

Theres a solution to connect a PC keyboard to the ATARI. Its like TansKey but it uses only one chip (PIC16C84) and the new layout is plug and play (if you have a pokey with a socket).

bye, MacFalkner.

1917. Re: Clock during SERIAL I/O

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19990209030719.13224.00000223@ngol02.aol.com>
Source record: 54883

Im Artikel <36BDCD96.CFA02F90@sgi.net>, Tony <ARudzki@sgi.net> schreibt:

>1: is it used for serial I/O?

Theres an OUTclock while the atari is sending (commandframe and data). It can be used in peripheral. (The HDI Interface (by Erhard Pï¿½tz - see ABBUC) use this outclock to detect the actual speed rate without fail-access while toggling to ultraspeed)

>2: If so, after a command frame, does it continue to allow the

The outclock is only available while the atari sends a bit/byte. It stopps after the command frame.

>peripheral to communicate back to the computer? or does the peripheral
>generate it's own reply clock?(unlikely).

No, theres no way. The POKEY can be programmed to shift in with an INclock (i think so) but the operating system programs the POKEY to shift in asyncron with 19200 Baud (some speeders switch to higher baudrates). The inclock isnt used for reading serial bytes.

bye, MacFalkner.

1918. Re: Making own cartridges ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19990209032335.27499.00000258@ngol06.aol.com>
Source record: 54884

Im Artikel <19990208220442.15704.00000307@ng42.aol.com>, megaqualle@aol.com (Megaqualle) schreibt:

>Is it possible to remove the ROM from an ATARI cartridge and replace it with
>an
>other ?
>I have got a lot of Millipede and Ballblazer carts and I want to try to make
>some new ATARI cartridge games.Are there any problems ? I think Millipede is
>8K
>, Ballblazer 32K and the new EPROMs shouldnï¿½t be larger.

I have build an Flash-ROM upgrade to install up to 512KB OS ROM and 512KB BASIC (CARTRIDGE) ROM. The prototype runs perfectly. With this upgrade you can burn/test your own cartridges in your atari, also several OS-ROMs (OS modifications), later you can burn the data in a real cartridge if you want.

Look at http://members.aol.com/MacFalkner
'AFLOS - Atari-FLash-OS'

Today i have the problem that i can only simulate 8K cartridges (like BASIC), but i will also simulate bankswitched modules like MAC65 etc therefore its 'only prototype' this time.

bye, MacFalkner

1919. FS: Atari 8-bit hardware/software

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <36BFEA54.7486B66C@cyou.com>
Source record: 54885

I am selling the following Atari 8-bit items. The prices do not include shipping.

Jumpman Jr. Cart (Box/Docs) $3
Star Fleet I (Box/Docs) $5
Animation Station (Drawing Pad/Box/Docs) $7
Decision in the Desert (Box/Docs) $3
Ghost Hunter (Cassette) - (Box/Docs) $3
Ninja (Box/Docs) $3
LA Swat/Panther $3
Tobot/Bros (Box/Docs) $3
Drag (Box/Docs) $3
F-15 Strike Eagle (Box/Docs) $3
Access Triple Pack - Raid over Moscow, Beach Head, and Beach Head II (Box/Docs) $5
Party Quiz - 4 player trivia (Controller/Box/Docs) $7
Graphix AT - Printer Interface (Docs) $3
Centipede Cart $2
Galaxian Cart $2

--
Larry Richardson
larryr@cyou.com

1920. FS : Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <36C048FC.A0D539C1@midamer.net>
Source record: 54886
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Mint cond., includes interface card and disk, memory card and all boxes
and instructions. Looks and works like new.

e-mail offers to Lmartin@midamer.net

1921. FS : Portfolo

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <36C04910.3BB16E46@midamer.net>
Source record: 54887

Mint cond., includes interface card and disk, memory card and all boxes
and instructions. Looks and works like new.

e-mail offers to Lmartin@midamer.net

1922. Re: How to find out how many days are from one date to another ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <79pl8r$5lh@journal.concentric.net>
Source record: 54888
Cross-posted to: alt.c64,comp.sys.atari.8bit

Daniel Morrow <videoman@cdsnet.net> writes:

>Doesn't the reverse on and reverse off keys on the c64 keyboard qualify as
>being like the reverse key on the atari's?

Functionally, yes (if you press CTRL-9, Atari people, your text on a 64 will start appearing in reverse). But this isn't the same as the Atari's Reverse key. You can actually do this on an Atari:

10 print"[press the reverse key]hello[press the reverse key]"

And when you LIST and RUN this, you'll see the reverse letters. hello will be reversed. You're not inserting any control characters -- you've actually entered HELLO in reverse video.

On the 64, you'd have to defeat quote mode for this trick (else you'd insert the Reverse character code, which ruins the whole game). But it won't work the same way. Try this:

10 print""[press INST/DEL to erase that last quote][CTRL-9]hello[CTRL-0]"

Looks good, right? List it, still looks good, right? Run it. It changes the text colour to white and prints nothing else. The reason is because it sees the H as a CHR$(8), the E as a CHR$(5) (the code for white), etc. -- all as control codes. Thus, the Atari Reverse key and RVSON on the 64 don't work the same way.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

1923. Re: Atari CX42 Wireless Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0902990846500001@macmcurrent.library.carleton.edu>
Source record: 54889

In article <zNNv2.7066$YP1.11533829@newse3.tampabay.rr.com>, "Bowling"
<mbowlin1@tampabay.rr.com> wrote:

I bought a new set relatively recently also. While I too was a bit
disappointed in the range of operation, I would say I definitely had
better luck than your description.

Do you suppose there're other things in your environment causing interference?

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

1924. Atari 1010 Tape Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: Jeff Britcher <jpbjpb@alltel.net>
Message-ID: <79pht2$n4r$1@news1.alltel.net>
Source record: 54890

I have an Atari 1010 tape drive - no cables or power cord - just the unit - let me know if you need this

jpbpb@alltel.net

1925. Wang computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <36c04ef8.0@news3.uswest.net>
Source record: 54891

I don't know who to ask so I'm posting this for my fellow atarians.
Recently I came to acquire a wang minicomputer(?) from an insurance agency.
The computer itself measures 15"x15"x22" and has several large cards
accessible from the back. Two of them are labeled channel 1-4 and have four
db25 plugs each. I also have the disk and hard drive thing which is about
half the size, with a 5.25" floppy, two hard drives, and two more empty
racks inside. I have two terminals w/monitors and a tape backup unit as
well. So what can I do with this thing?

Thanks,

Patrick Robbins

1926. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F6w8Fx.Co1@cix.compulink.co.uk>
Source record: 54892

In article <36BDA1D5.83DE037C@vslib.cz>, marek.pavlik@vslib.cz (MaPa)
wrote:

> I think we are talking about visual width os sprites. C64 sprites on
> TV will produce for example object 3cm across (in monocolor and in
> multicolor). Atari PMG will produce on the same TV object 2cm across so
> C64 sprites are visualy 50% wider... howgh :)
Atari sprites can be set to different widths. This gives rectangular
pixels but has its uses.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1927. Re: A question for you atarians

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F6w8Fz.Cos@cix.compulink.co.uk>
Source record: 54893

In article <36BE7B7E.F0879CB3@timlarock.com>, webmaster@timlarock.com
(www.timlarock.com) wrote:

> I posted this in
> rec.games.video.atari
> & was reffered to come to this group for this type of info
> so here it is & thanks all of you
> ==
> I just picked up a Atari 65xe
> w/ a 1050 disk drive & quite a few disks
> to go with it....also incl. was the manuals for both
> and these are both in the box too
> the boxes are not in the best shape
> but they arent falling apart either
> & yes they do work...
> well my question is
> is this one better than the 400/800's?
Its a much later model. It has more memory, a few graphics frills and is
quite a nice machine. The 130XE has more RAM (128K versus 64K). I
certainly wouldn't argue if I got offered one at a reasonable price.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1928. Re: Atari CX42 Wireless Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <yXYv2.5$sS6.37385@newse3.tampabay.rr.com>
Source record: 54894

It's possible, although...
What type(s) of machinery/devices would cause such interference? I am attempting to use these with a "projection" type TV. I am in a residential area, with no "new construction" in the immediate area. Our radio (both am and fm) reception is fine.
I know it's not the "same", but our wireless telephones all work fine; also, TV remote controllers (including a "video sender" that transmits cable to a receiver in another room without cable) all work fine. Note: the above items are not in use when I use the Atari wireless joysticks. Any further thoughts/remedies? Anyone?

1929. Re: EDITORIAL on "Commodore 64" Re-release Possibilities

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: baronvr@my-dejanews.com
Message-ID: <79psc7$i5i$1@nnrp1.dejanews.com>
Source record: 54895
Cross-posted to: rec.games.vectrex,comp.sys.atari.8bit

In article <36bf9b3e@news.inil.com>,
"Brett Walach" <vectrex@inil.com> wrote:

> Don't think many kids would want one... If you can't run AOL 4.0, forget it.

Unfortunately, you're right. On the other hand, for kids with nothing but a Gameboy there might be some hope. If all I was suggesting amounted to a "disposable" computer to be replaced by an expensive one after a year, that wouldn't be so bad (my current computer depreciates at about $100 a month). The kid'll make a few simple games, play some classic ones, then abondon the thing so his dad doesn't have to share it.

I'm not only thinking about them. The subtext of my post is that I want some inexpensive but brand new gear for myself. I didn't take advantage when Vectrexes were originally sold at clearance for $50 each...I want another chance!

c cole
baronvr

--
Spike's Big Vectrex Page
http://members.xoom.com/baronvr/
baronvr@REMOVEusa.net
--

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1930. Re: EDITORIAL on "Commodore 64" Re-release Possibilities

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: baronvr@my-dejanews.com
Message-ID: <79pskjiba1@nnrp1.dejanews.com>
Source record: 54896
Cross-posted to: rec.games.vectrex,comp.sys.atari.8bit

The Yahoo article made it sound like a c64 re-release. On the bright side,
it's going to come preloaded with a software library. A c64 and a built in
1541 would have been much cheaper and more useful, but, it's a start.

c cole

In article <36BFBBE4.FE0B5B7C@injersey.com>,
Michael Bobroski <mbobrosk@injersey.com> wrote:
> Heheheh.... I was actually going to 'recreate' a ' pc' Commie 64 w/ some
spare
> parts and a TV-Out video card.... I wanted the unit to be small & compact
like
> the original C64, along with a built in 3.5" floppy. I had all of the stuff,
but
> I couldn't locate my old 386 slimline, of which I was going to use the mini
power
> supply and the L-Shaped ISA adaptor so the cards could lay on their side... I
> could make my own adaptors, but I would still need a mini power supply... I
> figured I'd just run a C64 emulator on it. I even have a half-hacked 1541
drive
> laying around that's only a few steps away from being interfaced to a pc
parallel
> port. Oooh... and I have loads of old floppies! :) The 'Commodore 64
Web.It'
> is what inspired me to do this in the first place. I e-mailed the company
> before they publicly announced the price. When I received the estimate, I
> figured I could do it better myself. The C64 compatibility is really just a
> gimmick (Unfortunately).. It should've had a 1541 interface.
>
> -Mike

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1931. Re: Wang computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: "Randal R. Gray" <at289@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990209162515.4507A-100000@halifax.chebucto.ns.ca>
Source record: 54897

play with your wang? (:

Randy Gray
mountain biking guy.

Local Nova Scotia mountain biking info is available at:
http://www.chebucto.ns.ca/~at289/Profile.html

On Tue, 9 Feb 1999, Patrick Robbins wrote:

> I don't know who to ask so I'm posting this for my fellow atarians.
> Recently I came to acquire a wang minicomputer(?) from an insurance agency.
> The computer itself measures 15"x15"x22" and has several large cards
> accessible from the back. Two of them are labeled channel 1-4 and have four
> db25 plugs each. I also have the disk and hard drive thing which is about
> half the size, with a 5.25" floppy, two hard drives, and two more empty
> racks inside. I have two terminals w/monitors and a tape backup unit as
> well. So what can I do with this thing?
>
> Thanks,
>
> Patrick Robbins
>
>
>
>

1932. FS: Mosaic Items

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: Jack <jackaloy@ix.netcom.com>
Message-ID: <36C0A704.1144@ix.netcom.com>
Source record: 54898

I have the following items for sale - complete in original boxes. I have not tested them. Make an offer.

The Mosaic Adapter for Atari 800 - reconfigures memory.

Mosaic I/O Package for use with Atari controller jacks

Mosaic 64K Cable Kit #1 for use with Mosaic 64K RAM Select.

In addition I have MPP-1156 Serial Adapter for use with the MPP-1150 interface.

1933. Re: Email and News (was: (Re: Binaries (Was Re: Tits))

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: Mike Uhl <ShoeLeather_Express@RadioLink.net>
Message-ID: <Mike.Uhl.1999020913491980@ShoeLeather.Express>
Source record: 54899
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

On 7 Feb 99, "Chris Young"
wafted these smoke signals into the breeze:
> On Sat, 06 Feb 1999 16:06:10 GMT, Mike Uhl (of comp.sys.sinclair
> "fame") wibbled on for an age:
>
> > Again, just another GUI. Not that I mean to slam other computers,
> > but that is the main reason I never tried a MAC, *because* of the
> > GUI.
>
> I often run programs here by pressing RAmiga-E and typing the name in.
> It's certainly quicker than flaffing about with directories.
>
> Unfortunately, on Win95 all your programs are hidden in some massively
> deep directory structure containing spaces and it's a lot easier to
> create shortcuts on the backdrop and run everything from there (which
> is what I do). Okay, it clutters it up but it's either that or flaff
> around with the horrible "Start" menu.

Please, don't get me started *again* on WinBloats. If I can't access
the CLI straight on, I don't want anything to do with it. I've grown
quite accustomed to just typing in a command and the computer executes
the appropriate response. As far as using a menu is concerned, I write
my own. That way, I know what to expect. I don't get any rude
surprises, and the computer doesn't lock up on me for some
unexplicable, irrational reason.

I did at one time use WinBloats. Then one day, without warning, it
locked up my computer. I had to turn it off to reboot. When I did
reboot, my harddrive was trashed, and no operating system. Of course,
once I fdisked and reformatted the drive, I restored everything from
backups. Then I deleted everything that had anything to do with
WinBloats. I haven't used it since, and I don't intend to.

--
[,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
Windows has detected that the mouse has moved.
Please reboot for this change to take effect.

1934. Carts. & Accessories

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <79qd2r$or0$5@ramp2.tir.com>
Source record: 54900

```
Assembler Editor Cart. (w/Atari Assember Book by Inman & Inman) $10
BASIC Cart. $2
BASIC Cart. (w/ orig. box) $2.50
Basketball Cart. $3
Blue Max Cart. $5
Bug Hunt Cart. $3
Bug Hunt Cart. (w/manual) $4
Bug Hunt Cart. (w/o case) $1
Centipede Cart. $3
Congo Bongo Cart. $4.50
Defender Cart. $3
Dig Dug Cart. $3
E.T. Phone Home Cart. (unopened) $4
Eastern Front (1941) Cart. $2.50
Eastern Front (1941) XE Cart. $3
Flight Simulator II Cart. $4
Football Cart. $4
Frogger Cart. $5
One On One Cart. $5
One On One Disk (w/manual & packaging) $10
Pac-Man Cart. $3
Qix Cart. $3
Star Raiders Cart. $3
Super Breakout Cart. $2.50

Atari Trackball $6
4-Button Joystick $3
SVI Quickshot I Joystick $3

Buyer pays shipping costs.
--
The Collectaholic's Page - http://www.tir.com/~mkusz/
Sports Memorabilia, Non-Sports Cards & Other Collectibles
```

1935. Re: Wang computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36C0BEB2.44ED@netmagic.net>
Source record: 54901

```
Patrick Robbins wrote:
>
> I don't know who to ask so I'm posting this for my fellow atarians.
> Recently I came to acquire a wang minicomputer(?) from an insurance agency.
> The computer itself measures 15"x15"x22" and has several large cards
> accessible from the back. Two of them are labeled channel 1-4 and have four
> db25 plugs each. I also have the disk and hard drive thing which is about
> half the size, with a 5.25" floppy, two hard drives, and two more empty
> racks inside. I have two terminals w/monitors and a tape backup unit as
> well. So what can I do with this thing?
>
> Thanks,
>
> Patrick Robbins
Try asking is alt.folklore.computers I think. Lots of old timers there
last time I looked.
```

1936. Re: Wang computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <0v3w2.43$y3.1123@newse2.tampabay.rr.com>
Source record: 54902

Are you an Attorney, Patrick? (I may know you...)

1937. Re: Wang computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990209164852.3210B-100000@vtn1>
Source record: 54903

On Tue, 9 Feb 1999, Patrick Robbins wrote:

> So what can I do with this thing?
>
Do you have a boat that could use an anchor?

;^)

John

1938. Re: EDITORIAL on "Commodore 64" Re-release Possibilities

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: "Dr. Luveno" <psmaster@saturnlives.com>
Message-ID: <79qoeg$jbp@newsops.execpc.com>
Source record: 54904
Cross-posted to: rec.games.vectrex,comp.sys.atari.8bit

> In the computer revolution, it's easy to forget those left behind. A huge
> number of households have computers, but a majority don't. $1,000 to $2000
> for a normal setup just isn't in everybody's grasp.

http://www.e4me.com

$500 bucks gets you a complete system with genuine Intel Celeron 333A.
All you need is a monitor...

It's a good time to be a consumer, that is for sure...

1939. FS: PSX Game Atari Classics by Activison

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: The Basement <swolfe1@mail.gcnet.net>
Message-ID: <79qqta$h2v@world1.bellatlantic.net>
Source record: 54905

For Sale: Play Station Game

Activision Classics
30 Games for the Atari 2600 including Pitfall, Atlantis, Keystone Kapers, etc.
Puplished by Activision
1 or 2 players

20$ plus shipping

Brand New, Played only once... traded PSX for palm Top and no longer can play game

These games are awesome!

--
-=[The Basement: Microcomputer Society]=-
http://members.xoom.com/basementcomp
Keyboard not attached. Press F10 to continue.

1940. Re: Email and News

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-09 00:00:00 UTC
From: Darren Spiteri <Spit@spam-free.UUCP>
Message-ID: <pk7o97.b6.ln@bucket>
Source record: 54906
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

On Mon, 8 Feb 1999 11:13:19 -0600 (CST), Mike Uhl wrote:
> This may be a valid argument for GeoWrite, but I never had a need for
> fonts and such. About the only thing I need in that regard is the
> occasional double-sized letters for emphasis and such. In comparing
> GeoWrite to SpeedScript, I would say if you want "pretty", go for
> GeoWrite. If you want good functionality, go with SpeedScript. I have
> always preferred functionaliy over "pretty".

Yeah, I do all my editing with VIM and insert control sequences through out my
text like .ul, .lq, .ds etc. Then I run macros which search and replace these
with the actual printer escape sequences. I've pretty much got all the
functions I used most in BBWriter implemented in VIM macros, also alternate
pagination before printing. :)
--
+-___ ___ ______ __ __/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\-+
: / __)| _ \||_ _| /__/_/ NOTE: Above email address is fictitious. :
|:__ \: _:: :: : @# '') "Bunch of savages in this town..." - Dante |
`(____/|_|><|_||_|><><__3- - -*(at)hempseed(dot)com><><><><><><><><><><>'

1941. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: "White Flame (aka David Holz)" <white-flame!!!@remove!!!.geocities.com>
Message-ID: <79t6ne$845$1@barad-dur.nas.com>
Source record: 54788
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Jon Melbo wrote in message <36c0cf8b.7219009@news.pressenter.com>...
>Using only one eye, you have NO real depth perception. Yes, there are
>visual "clues" which hint at depth of things but it aint real. The

Rephrase that to "Using only one eye [and holding perfectly still], you have NO real depth perception." With one eye closed, and while walking around (especially sideways), I can adequately judge the depth location of surrounding objects. It's just that with 2 eyes you can do that from 1 physical location, using your 2 built-in vantage points.

White Flame (aka David Holz)
http://fly.to/theflame

1942. Re: Possible new I/O Box

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: Tony <ARudzki@sgi.net>
Message-ID: <36C23551.7D6619F6@sgi.net>
Source record: 54789

BadBob1952 wrote:
>
> You've pretty much described and old PC running APE.

Or an 8-bit with a new view of the world.

1943. MARIA

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: Tony <ARudzki@sgi.net>
Message-ID: <36C238A3.18B8624F@sgi.net>
Source record: 54790

Does anyone have specs on MARIA? the graphics chip in the 7800?

256 colors at 320 x 192 ...is this true?

Tony

1944. Re: Interesting site: Atari 8-bit and Linux

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <79tdik$5ae$1@winter.news.rcn.net>
Source record: 54791

Another approach, for sure! Tom Hunt was working on a proxy server using Windows 95 that had some promise. I also have text access to the Internet through my library's system (no attachments or downloads, however) and I use the Atari straight with Ice-T for that -- at 2400 baud!

What do you run on the Linux end -- femul?

cliff friedel wrote in message <36C20ECC.3F961FCB@penn.com>...
>For everyone's benefit. Actually did this and got the 8-bit onto the
>net (by serial-linking into my Linux box and then telnetting around).
>Neat stuff if you have an SIO2PC cable and want to goof around. Enjoy!
>
>Cliff
>
>http://atrey.karlin.mff.cuni.cz/~pavel/atari/
>
>

1945. Re: Possible new I/O Box

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <79tdqq$79o$1@winter.news.rcn.net>
Source record: 54792

Only newsgroups, Curt? :)

Curt Vendel wrote in message <36C21A69.C6A62788@worldnet.att.net>...
>Hi Tony,
>
> You may want to work with us, myself and 2 other engineers, we are
>laying out the plans for an 800XL motherboard with 5 parallel bus slots
>and a slot for an NSTC to RGB converter board. However, I'd love to
>hear more about your efforts, perhaps we could all collaborate and come
>up with someone very cool. We're keeping everything quiet cause quite
>frankly the newsgroups get a little whiney and impatient. Lets talk.
>
>
>Curt
>
>
>

1946. Re: BOB KLASS!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <36C24045.7CF931E4@sisna.com>
Source record: 54793

Your not the only one. I just lost 36 messages today, Netscape ate
them, so if anyone replied to my posts of a couple days ago I didn't get
the mail on any of the items I posted.

Still have the modems for you.
bob

1947. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36c0cf8b.7219009@news.pressenter.com>
Source record: 54907
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Sun, 7 Feb 1999 21:10:35 +0000, Niall Tracey <niallt@dai.ed.ac.uk>
wrote:

>On Thu, 4 Feb 1999, Jon Melbo wrote:
>
>> On 3 Feb 1999 20:34:30 -0700, sjudd@kc.trail.com (Steve Judd) wrote:
>>
>> >When I cover one eye, the world does not lose its 3D appearance.
>> >
>> >>Steve
>>
>> Steve, now I KNOW you are certifiable. Okay then there Steve... just
>> settle for that one eye open thing. Yer right, taint no differeunce
>> anywho. All the same. See exactly the same. Scientific fact don't
>> know nuttin'.
>>
>That's a bit harsh. Seeing as the eye can only focus on a single depth
>'layer' at a time, your always only properly seeing a single 2D at any
>time anyway....
>
>I think....

Using only one eye, you have NO real depth perception. Yes, there are
visual "clues" which hint at depth of things but it aint real. The
difference between using one eye as compared to two is the same as
viewing a common picture, or using a stereoscopic viewer with the
proper set of two pictures. I really don't know why some people
reject valid scientific explanation. If you do not trust science then
at least trust the market. If one eye alone could do it all we would
have is telescopes and no binoculars. We would only have computer
monitors and no one would make LCD shutter glasses, we would not be
able to use triangulation when using survey equipment from different
positions.

As to your eyes... they are sensor equipment hooked up to your
computing device (brain). A brain is able to compute depth based on
sensory input from two eyes using triangulation just like a surveyor
can calculate depth or distance siting a spot from to different
vantage points. With only one eye, we can make guesses about distance
based upon an assumed size of something and how large it looks, and
also by something being obscured by something else. If you have a
sphere in the sky of unknown size with one eye you cannot tell
distance because of the size and distance relationship. With two
eyes, so long as the spere is not so far away as to make the angle to

the eyes so acutely small that our brain is unable to compute, you are able to gauge how far away it is, and then thusly also its size.

1948. Re: Wang computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <2u6w2.83$y3.1940@newse2.tampabay.rr.com>
Source record: 54908

Obviously, this gentleman possesses a well-equipped Wang. Although the Wang Floppy is only 5.25", it is stated to possess a double hard drive, such that when put to the tape (after the Floppy is backed-up, of course), is no less than 22" long, with a girth of 15" on both other sides! And he is such a Card, that his Wang is capable of channeling up to Four, with 25 Plugs each! It is even stated that "Monitor" Lewinsky may be interested in this particular Wang!
--MB

Randal R. Gray wrote in message ...
>play with your wang? (:
>
>Randy Gray
>mountain biking guy.
>
>Local Nova Scotia mountain biking info is available at:
>http://www.chebucto.ns.ca/~at289/Profile.html
>
>On Tue, 9 Feb 1999, Patrick Robbins wrote:
>
>> I don't know who to ask so I'm posting this for my fellow atarians.
>> Recently I came to acquire a wang minicomputer(?) from an insurance
agency.
>> The computer itself measures 15"x15"x22" and has several large cards
>> accessible from the back. Two of them are labeled channel 1-4 and have
four
>> db25 plugs each. I also have the disk and hard drive thing which is
about
>> half the size, with a 5.25" floppy, two hard drives, and two more empty
>> racks inside. I have two terminals w/monitors and a tape backup unit as
>> well. So what can I do with this thing?
>>
>> Thanks,
>>
>> Patrick Robbins
>>
>>
>>
>>
>

1949. Re: EDITORIAL on "Commodore 64" Re-release Possibilities

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <79r274$6e8@bgtnsc02.worldnet.att.net>
Source record: 54909
Cross-posted to: rec.games.vectrex,comp.sys.atari.8bit

The only way I think this would fly is if it would be about $75, and come loaded with more games then you could shake a stick at.. otherwise people would head for a playstation, or a n-64 for games...

let's face it, the 64 and the atari has really been forgotten by alot of people, and unless it's a big value added thing, technology prices have dropped too far to make a expensive version of these fly...

I REALLY don't think they'd sell unless they were around $50, but was kind with the $75 price tag...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

1950. Re: Making own cartridges ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36c21a38.26339455@news.pressenter.com>
Source record: 54910

On Mon, 8 Feb 1999 23:12:04 -0800, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>
>
>On 9 Feb 1999, Megaqualle wrote:
>
>> Is it possible to remove the ROM from an ATARI cartridge and replace it with an
>> other ?
>> I have got a lot of Millipede and Ballblazer carts and I want to try to make
>> some new ATARI cartridge games.Are there any problems ? I think Millipede is 8K
>> , Ballblazer 32K and the new EPROMs shouldnï¿½t be larger.
>>
>A 32k Atari cartridge? I never heard of one larger than 16k because they
>don't bank switch.
>
>John
>

My SpartaDOS X cart is 64K. My OSS carts like Action! and BASIC-XL
have like 24K or so I think.

1951. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <36C12515.F54D208D@ix.netcom.com>
Source record: 54911
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Jon Melbo wrote:

> proper set of two pictures. I really don't know why some people
> reject valid scientific explanation.

I can't explain it either.

The nice thing is that I can comfortably drop them in the killfile without worrying I'll miss something useful later on.

Jeff

1952. Re: Making own cartridges ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990210001731.19114D-100000@vtn1>
Source record: 54912

On Wed, 10 Feb 1999, Jon Melbo wrote:

> My SpartaDOS X cart is 64K. My OSS carts like Action! and BASIC-XL
> have like 24K or so I think.

SDX is 64k consisting of two 8k banks of code and six 8k banks of ROMdisk. Action! and MAC/65 each consist of one 4k bank of common code and three selectable 4k banks of code. BASIC-XE appears to be one 4k bank of common code and two 4k selectable banks of code with an additional option to use the RAM under the cartridge. i.e. the common OSS carts are a maximum of 16k total though they could be made larger.

The part of my statement you didn't pick up on was that Atari cartridges do not bank switch. That is why they are limited to 16k i.e. the address space from $8000-$BFFF.

John

1953. Basic sources

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: Computer City <info@compcity.nl>
Message-ID: <918635588.278656@perla.rotterdam.luna.net>
Source record: 54913

Hi,

Does anyone know where to get Basic sources for the 8-bit Atari on the net?
I mean for example games listings that used to be published in magazines
back in the 80's.

Thanks!
Ron van Herk,
info@compcity.nl

1954. Re: Making own cartridges ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <36C14768.E4D40F9B@asw.cz>
Source record: 54914

"John K. Picken" wrote:

> SDX is 64k consisting of two 8k banks of code and six 8k banks of ROMdisk.
> Action! and MAC/65 each consist of one 4k bank of common code and three
> selectable 4k banks of code. BASIC-XE appears to be one 4k bank of common
> code and two 4k selectable banks of code with an additional option to use
> the RAM under the cartridge. i.e. the common OSS carts are a maximum of
> 16k total though they could be made larger.
>
> The part of my statement you didn't pick up on was that Atari cartridges
> do not bank switch. That is why they are limited to 16k i.e. the address
> space from $8000-$BFFF.

I don't get it. What is bankswitching then? I though it's swapping
different parts of rom in one place ($8000-$BFFF)

J.Kubec

1955. Re: Even MORE Atari stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: Kent Johnson <compx2k@javanet.com>
Message-ID: <79roleqtp1@winter.news.rcn.net>
Source record: 54915

I got all the stuff you're asking for. Please give me a listing of what you want and what you would be willing to pay. My experience has been that people really don't want all this Atari stuff I have, so I refuse to list it. Tell me what you want and what you will pay and I will tell you yes or no.

--Kent
Anthony Baker wrote in message <36BDC1F0.DFA5FE6A@arn.net>...
>Hello all,
>
>I already have a GANGLOAD of Atari stuff, but, it's all at my dad's
>house and I can't get down there until Spring Break to get some of it
>and I can't wait any longer:)...plus it is always good to have a lil'
>more extra:).
>
>I already have a 130XE and XF551 drive but I want to buy another set.
>Here is my list:
>
>Good condition, clean, working 130XE (hopefully one w/ a mem. upgrade).
>" " XF551
>SIO2PC cable
>Manuals
>Some Antic Mags. (I am looking for first issue to 1985).
>
>Send me some prices, I am really interested. This is going to be for
>the good of the entire Atari community because basically what I am going
>to do is make some disk images and put them on my soon-to-be developed
>web page, and type out some lost Atari programs and stick them on there
>(mostly from Antic) for those people who were kicking themselves back in
>the day that they didn't get the software disks (oh, by the way, I have
>a ton of those I am going to make images of as well).
>
>Also, could someone look into seeing if I could do that (scan old Antic
>mags. and stick them on the Internet) w/o legal trouble since I will NOT
>be profiting at any way and this is a service to the Atari community? I
>know it has been attempted before but I think the project fell through
>and I commend the person who at least attempt that daunting task.
>
>Laters,
>
>antbaker@arn.net

1956. Atari items wanted in UK

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F6xsEr.EG3@cix.compulink.co.uk>
Source record: 54916

Anyone in the UK have any Atari machines or software they want to sell?
I'm ideally after stuff like 130XE, 800, 1050 and software on disk. I'm in
Southend, Essex so anything in driving distance would be ideal!

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1957. Re: EDITORIAL on "Commodore 64" Re-release Possibilities

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: pg@sff.net
Message-ID: <36c11bca.6448420@news.newsguy.com>
Source record: 54917
Cross-posted to: rec.games.vectrex,comp.sys.atari.8bit

"Dr. Luveno" <psmaster@saturnlives.com> wrote:

> > In the computer revolution, it's easy to forget those left behind. A huge
> > number of households have computers, but a majority don't. $1,000 to $2000
> > for a normal setup just isn't in everybody's grasp.
>
> $500 bucks gets you a complete system with genuine Intel Celeron 333A.
> All you need is a monitor...

You can get Internet-ready computers in the trash, these days. A 486-33
system with Windows 3.1 and a few old programs makes a perfectly decent
machine for e-mail, netnews, and Web browsing.

Paul Guertin
pg@sff.net

1958. Re: Wang computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F6y0MB.4sL@cix.compulink.co.uk>
Source record: 54918

In article <36c04ef8.0@news3.uswest.net>, Probb26666@usa.net (Patrick Robbins) wrote:

> I don't know who to ask so I'm posting this for my fellow atarians.
> Recently I came to acquire a wang minicomputer(?) from an insurance

Any idea what OS it is? Does it boot up? Most systems like this just come with the basic OS and software they were designed to run i.e. an insurance package. Beyond that you're stuck. If you're lucky, it may be a Unix variant in which case it ought to have compilers and text tools on it. If not, they should be fairly easy to source from somewhere on the net.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1959. Re: EDITORIAL on "Commodore 64" Re-release Possibilities

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: baronvr@my-dejanews.com
Message-ID: <79sag0mjf1@nnrp1.dejanews.com>
Source record: 54919
Cross-posted to: rec.games.vectrex,comp.sys.atari.8bit

Reality begins to set in for me...but...$60, I think would fly. The graphics aren't much less sophisticated than a Gameboy which sells for around there. You lose portability, but you gain a computer with a language...big gain. It's just because of that technology price drop that I think the thing could be made for $50-60. The only thing that would cost more is a new Vectrex, because it requires a special vector screen and an analog 4-button controller.

I'm really reaching here...

c cole

--
Spike's Big Vectrex Page
http://members.xoom.com/baronvr/
baronvr@REMOVEusa.net
--

In article <79r274$6e8@bgtnsc02.worldnet.att.net>,
"Gareee" <gareee@worldnet.att.net> wrote:
> The only way I think this would fly is if it would be about $75, and come
> loaded with more games then you could shake a stick at.. otherwise people
> would head for a playstation, or a n-64 for games...
>
> let's face it, the 64 and the atari has really been forgotten by alot of
> people, and unless it's a big value added thing, technology prices have
> dropped too far to make a expensive version of these fly...
>
> I REALLY don't think they'd sell unless they were around $50, but was kind
> with the $75 price tag...

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1960. Re: Making own cartridges ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36C1ABD6.4919@netmagic.net>
Source record: 54920

Jindrich Kubec wrote:
>
> "John K. Picken" wrote:
>
> > SDX is 64k consisting of two 8k banks of code and six 8k banks of ROMdisk.
> > Action! and MAC/65 each consist of one 4k bank of common code and three
> > selectable 4k banks of code. BASIC-XE appears to be one 4k bank of common
> > code and two 4k selectable banks of code with an additional option to use
> > the RAM under the cartridge. i.e. the common OSS carts are a maximum of
> > 16k total though they could be made larger.
> >
> > The part of my statement you didn't pick up on was that Atari cartridges
> > do not bank switch. That is why they are limited to 16k i.e. the address
> > space from $8000-$BFFF.
>
> I don't get it. What is bankswitching then? I though it's swapping
> different parts of rom in one place ($8000-$BFFF)
>
> J.Kubec

Could if you wanted to. But the language carts use the $A000-$BFFF region so you have an extra 8k of ram for program space. That is why they have the slightly unusual bank switching at $B000-$BFFF.

There really is no limit in how big of a cart rom you could use. ROMs are static, so if you wanted to you could even mount a mechanical switches on top of a cart to select banks. Much more elegant solution to use latches under software control though.

1961. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: Niall Tracey <niallt@dai.ed.ac.uk>
Message-ID: <Pine.SOL.3.95.990210160128.13199A-100000@topcat.dai.ed.ac.uk>
Source record: 54921
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> also by something being obscured by something else. If you have a
> sphere in the sky of unknown size with one eye you cannot tell
> distance because of the size and distance relationship. With two
> eyes, so long as the spere is not so far away as to make the angle to
> the eyes so acutely small that our brain is unable to compute, you are
> able to gauge how far away it is, and then thusly also its size.
>
>
But if you're used to using your eyes, then you will intuitively know the
distance that your lens is focussing on. It's a barely noticeable part of
perception, and vastly underrated. It is _the_ best part of estimation
after the obvious binocular thing. (And binoculars are popular because
it's uncomfortable staring down a tube with one eye squeexing the other
shut. It is not a matter of estimating distance - the lenses in the
binoculars really throw _that_ off....

Niall T.

1962. Re: Even MORE Atari stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <36C1AF5B.C47C8D7B@ix.netcom.com>
Source record: 54922

Kent Johnson wrote:

> I got all the stuff you're asking for. Please give me a listing of what you
> want and what you would be willing to pay. My experience has been that
> people really don't want all this Atari stuff I have, so I refuse to list
> it. Tell me what you want and what you will pay and I will tell you yes or
> no.

My experience has been that people who refuse to make a simple list of what they have and how much they want for it (particularly when in response to a message that was already pretty precise) will, at best, be just as lazy when it comes to packaging, sending, and doing any necessary followup to the deal, and at worst, are looking to rip people off.

Caveat Emptor.

Jeff

1963. Re: Making own cartridges ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990210080519.17268C-100000@vtn1>
Source record: 54923

Answered via email

1964. Crush, Crumble, and Chomp

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: Don Rae <donrae@telusplanet.net>
Message-ID: <Trjw2.3032$_Y2.13886@news2.telusplanet.net>
Source record: 54924

To my HORROR I discovered that my Crush,Crumble, and Chomp disk was mangled.

Anyone know where I can find a replacement, by any chance?

- Don

1965. Pin-outs for 1200xl LSI chips

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: bmw3@cec.wustl.edu
Message-ID: <79sld6$1ct$1@nnrp1.dejanews.com>
Source record: 54925

Is there any central website where I could find pin-out diagrams for the LSI packages in the Atari 1200xl? Specifically, I'm looking for pin-outs for the CPU, ANTIC, GTIA, POKEY, memory decoder chip, and possible even the two OS ROM's. And before you ask, I did check the Atari 8-bit faq, which only had pin-outs for the external ports.

Thanks.
Ben West

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1966. Trade for 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: Anthony Rudzki <tony@embeddedmicro.com>
Message-ID: <36C1D2F4.48EF3033@embeddedmicro.com>
Source record: 54926

Does anyone have a LOT of 8-bit stuff with:

at least, a 130XE and XF551 drive,

that would like to trade for a Mega STE?

I may be wanting to get rid of mine, but would like to get some 8-bit stuff instead. Lance at video 61 got my Mega ST and the 8-bit stuff I got in return REALLY got me hooked again!!

Thanks,

Tony

Private e-mail at: ARudzki@sgi.net

1967. Possible new I/O Box

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: Anthony Rudzki <tony@embeddedmicro.com>
Message-ID: <36C1D515.DB9544FB@embeddedmicro.com>
Source record: 54927

I am in the design phases of a new expansion accessory for the 8-bits
and I am wondering if there is an interest:

SIO connection to allow EVERYONE to use it,
2 serial ports >9600 baud
1 Parallel port
Floppy connector
Possibly IDE hard drive connection

Think its a good idea? e-mail me at: ARudzki@sgi.net

2 background questions:
1-Is "speeded up" I/O a matter of setting pokey up with registers? or
does the 8-bit have to do all the work

2-I believe there is an interrupt line on the SIO port entering the
8-bit. Is this vector usable to have a peripheral get the 8-bits
attention?

Suggestions are welcome, too.

Thanks. Tony

1968. Frogger on the PC (Hasbro)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <79sl2g$63r$1@alexander.INS.CWRU.Edu>
Source record: 54928

My daughter is stuck on PC Frogger, the new one from Hasbro.
We tried www sources and usenet rec.games.video.sony (PX has
the Frogger also). No luck.
I turn to csa8, where just about anything can be asked and
get an answer.
She's stuck at 'Sewer' level, 'uncanny' something. Can't
get the orange and purple froggies.
Thanks
Russg

1969. Re: Wang computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: trek@ihgp98h199.ih.lucent.com
Message-ID: <79skmm$4ub@ssbunews.ih.lucent.com>
Source record: 54929

In article <36c04ef8.0@news3.uswest.net>,
Patrick Robbins <Probb26666@usa.net> wrote:
>I don't know who to ask so I'm posting this for my fellow atarians.
>Recently I came to acquire a wang minicomputer(?) from an insurance agency.
>The computer itself measures 15"x15"x22" and has several large cards
>accessible from the back. Two of them are labeled channel 1-4 and have four
>db25 plugs each. I also have the disk and hard drive thing which is about
>half the size, with a 5.25" floppy, two hard drives, and two more empty
>racks inside. I have two terminals w/monitors and a tape backup unit as
>well. So what can I do with this thing?

Be ready for some torture. When I ran on a Wang (back in
70-73 in the USNavy) it was a pretty hot computer. You
could buy the programmable desktop calculator as it was
sold back then - with harddisk, etc. It did have an
assembler. Sorry, no higher level languages back then
but the assembler was pretty well designed with macro
capabilities and subroutine calls. I did the programming
for the Navy to check that items being purchased under
contract met the tests as specified in the contract
(statistical programming.) Ran everything from planes,
to torpedoes, to fire fighting equipment - you name it
and we tested it.

It kept me out of Nam, was a fantastic first job, and
taught me more about computers than I had learned in
my first two years of CS at Southern Illinois University.

If you do take to programming the beast, you will have
to be meticulous. Actually it sounds like you have a
later model than I programmed on since its called a
minicomputer. Maybe higher level languages even
became available for it.

With our older model we ran everything from simple
statistical chi squares to regression analyses. It
was quite capable and produced great results for us.
Served a team of 90 officers who were testing the
equipment. Yea for OPTEVFOR! Thus started my computer
career.

Cheers, Wayne
>
>Thanks,
>
>Patrick Robbins

>
>

1970. Who has a KIM-I for sale?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: Erik Van den Broeck <erik.vandenbroeck@ping.be>
Message-ID: <36C1F21E.7011046E@ping.be>
Source record: 54930

If you do, mail me.

Erik

1971. Please post UK, USA etc in the For Sale headers.

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: Tim Denning <tim@timsplace.freeserve.co.uk>
Message-ID: <MAi7tHA1bcw2EwA+@timsplace.freeserve.co.uk>
Source record: 54931

OK guys I am sick of reading for sale ads coming from the US when I live in the UK. Please save me the time and bother by adding 2 or 3 simple digits in the subject matter of the post, it aint hard and im sure allot of ppl here will agree with me .

Tim Denning, Sad old computer collector & Father of two.

Sinclair ZX81, Spectrums 16K, 48K, 128K, +2, +2A, Mattel Aquarius, Memotech, Acorn Electron, BBC B, Atari 400, 800/600XL, 65XE, 7800, Jaguar, Vectrex, Amstrad CPC464, Commodore`s Vic 20, C64, +4, etc etc

Http://www.timsplace.freeserve.co.uk ....for a view on all the above.

1972. Re: Possible new I/O Box

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990210175102.13106.00000134@ngol04.aol.com>
Source record: 54932

You've pretty much described and old PC running APE.

Bob Stone

badbob1952@aol.com

1973. Interesting site: Atari 8-bit and Linux

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: cliff friedel <cfriedel@penn.com>
Message-ID: <36C20ECC.3F961FCB@penn.com>
Source record: 54933

For everyone's benefit. Actually did this and got the 8-bit onto the
net (by serial-linking into my Linux box and then telnetting around).
Neat stuff if you have an SIO2PC cable and want to goof around. Enjoy!

Cliff

http://atrey.karlin.mff.cuni.cz/~pavel/atari/

1974. Atari 400 Memory Limitation

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: Bret Kellihan <bkellihan@earthlink.net>
Message-ID: <79t30c$7qs$1@murdoch.acc.Virginia.EDU>
Source record: 54934

Could someone out there please send post info on how to upgrade a 16K Atari 400 system, to a 48K? I use to have an Atari 400 with 48K, but I sold it about 10 years ago. The best I could find is one with 16K. I assume it's just a matter of swapping a few memory chips (I hope), but I really don't know anything about the memory architecture of a 400. Please help !!!

thanks,
bret

1975. Re: EDITORIAL on "Commodore 64" Re-release Possibilities

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: Steve@thecollector.demon.co.uk
Message-ID: <36c0accc.2102937@news.demon.co.uk>
Source record: 54935
Cross-posted to: rec.games.vectrex,comp.sys.atari.8bit

On Tue, 09 Feb 1999 17:52:24 GMT, baronvr@my-dejanews.com wrote:

>The Yahoo article made it sound like a c64 re-release. On the bright side,
>it's going to come preloaded with a software library. A c64 and a built in
>1541 would have been much cheaper and more useful, but, it's a start.
>
Wouldn't it be much better is the good old SX64 portable were
re-released at a reasonable price. I for one would buy one in a flash
as I've been hunting for one at the right price for ages.

1976. Re: The best Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: Bret Kellihan <bkellihan@earthlink.net>
Message-ID: <79t3b1$7t1$1@murdoch.acc.Virginia.EDU>
Source record: 54936

>5. If you are a diehard then the 400 is the best with a 48k upgrade and
>a keyboard upgrade

What would be required to do this? I love the 400, but I'm not a big fan of
the membrane keyboard...

1977. Re: Possible new I/O Box

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-10 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36C21A69.C6A62788@worldnet.att.net>
Source record: 54937

Hi Tony,

You may want to work with us, myself and 2 other engineers, we are laying out the plans for an 800XL motherboard with 5 parallel bus slots and a slot for an NSTC to RGB converter board. However, I'd love to hear more about your efforts, perhaps we could all collaborate and come up with someone very cool. We're keeping everything quiet cause quite frankly the newsgroups get a little whiney and impatient. Lets talk.

Curt

1978. Designing a 'NEW' home computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: puputai@aol.com
Message-ID: <19990210200231.13902.00000191@ng-fc1.aol.com>
Source record: 54794

I've often thought about the possibilities for
a new computer line, designed along the
lines of the older atari's and commodores.
I myself miss the days of messing around
on my 800xl.

Before the atari my Dad bought
an Ohio Scientific Challenger 1P, which
we built a hard drive interface for, added memory, joysticks, and I hooked up a
terminal
for a decent screen. I also owned a couple
of Hitachi peach mb-6890 computers which
were really interesting 6809 beasts, Imagine
an IBM-pc made lots better, with a 6809 cpu
driving it. I programmed these lots too.

I then bought a second hand atari-800xl. Anybody even remotely into graphics
back
in the 80's _HAD_ to try out an atari 8 bitter.
I loved the machine, its Display List, graphics
modes, sound, a fastish 1.79 mhz 6502, player
missile graphics...

My next machines were embedded cpu's and
Silicon Graphics/Suns/PC's Unix boxes,
Netware etc...

Somehow the current PC just doesnt have the
same kind of appeal...

I've been thinking quite a bit lately about
the chances for a startup to design a new
inexpensive entry level computer. NOT IBM-PC compatible.

I was thinking about something
with say a strong-arm CPU, and a fast
DSP chip generating the video [Does anybody remember the TV-Typewriter
type stuff, and a book back in the late 70's
which had details on using the CPU to generate the video signals....].

Anyway I've done a few cost calculations
and had a few idea's and figure it would be
doable to build something for say $200 which
was expandable and _fun_ to use.
Ideally I'd like a machine with
a core OS in ROM, and some Flash memory

(flash cards ???bit pricey but I like the idea
of no moving parts)...
totally solid state usable with no HDD. Ethernet
or something similar for connectivity...USB ??
You could have a built in modem, and download a new OS from the internet if you
wanted... [flash memory for OS???]

The OS and all software /hardware sold would
be totally open... Is this an insane idea ???

Imagine a large lunchbox, with a bunch
of ports on it [VGA connector, composite
video out, serial, ide, centronics, joystick
ports (programmable for IO like the old atari]
and a PS/2 keyboard/mouse connector.

You plug a $4 PS/2 keyboard and $4 PS/2
mouse in, hook up either your existing SVGA
monitor or composite video, and turn it on...

This machine _wouldnt_ be faster than
a current PC, but it would be a nice intergrated
box... You could expand it much like the
old atari 8'bitters. Hook up an IDE drive,
a floppy, a cd-rom drive, whatever you want.
But you dont have to buy then at the outset.

Other idea's were recently inspired by the
purchase of a $35 brand new sega genesis.
The C-compiler is available, and its got a
68000 in it and some graphics hardware...
I've wondered if there would be a market
for a super cartridge with a minimal 68000 OS,
PS/2 keyboard connector and C compiler/
editor built in..., some way to transfer files
to/from a host computer...

Just my pondering...
Responses welcome...

1979. Re: Atari 400 Memory Limitation

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990210203619.00618.00000219@ng-cd1.aol.com>
Source record: 54795

Atari makes a 48k module that you can install... swap out the old board, in with the new.. and add 4 jumper wires.... There are ways to modify the 16k board... however, since the board goes for about $20, may be easier to buy one... get in touch with Best Electronics or hmmm.. B and C (?) ...
B'rgds,
Vinnie

"Can't means don't want to!"

1980. Re: Atari 400 Memory Limitation

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <79tllukjp2@mohawk.hwcn.org>
Source record: 54796

Bret Kellihan (bkellihan@earthlink.net) wrote:
: Could someone out there please send post info on how to upgrade a 16K Atari
: 400 system, to a 48K? I use to have an Atari 400 with 48K, but I sold it
: about 10 years ago. The best I could find is one with 16K. I assume it's
: just a matter of swapping a few memory chips (I hope), but I really don't
: know anything about the memory architecture of a 400. Please help !!!

: thanks,
: bret

The Atari 400 was upgraded with a custom memory board. It also required
soldering 4 points on the bottom of the main board. I have heard of plans
to upgrad an Atari 16k board to 256k or so, but know nothing of it. The
best bet for upgrading the Atari 400 memory is to find an old board and to
install it.....or grab a 32k board and swap it.

I still have my original Atari 400 with 48k and I added a B-key keyboard
to it. The only thing I have to do is add the mod for monitor output and
it will be as capable as the 800......I have an 800, but I think I am
going to set up my 400 unit instead, with a couple of 810's, and an 850
with an 410 as well.....finally, my dream Atari setup I could not afford
back in 1983! :-)

Willy

1981. Re: Possible new I/O Box

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19990211013252.28642.00000187@ngol08.aol.com>
Source record: 54797

Im Artikel <36C1D515.DB9544FB@embeddedmicro.com>, Anthony Rudzki
<tony@embeddedmicro.com> schreibt:

>I am in the design phases of a new expansion accessory for the 8-bits
>and I am wondering if there is an interest:
>
>SIO connection to allow EVERYONE to use it,
>2 serial ports >9600 baud
>1 Parallel port
>Floppy connector
>Possibly IDE hard drive connection
>
>Think its a good idea? e-mail me at: ARudzki@sgi.net
>
>2 background questions:
>1-Is "speeded up" I/O a matter of setting pokey up with registers? or
>does the 8-bit have to do all the work
>
>2-I believe there is an interrupt line on the SIO port entering the
>8-bit. Is this vector usable to have a peripheral get the 8-bits
>attention?

1) You can speed up the serial port by setting pokey registers, but the
standard OS doesnt support this, you need additional driver software

2) An interrupt on the SIO INT line jumps into vector $204 (if i remember
right).
This vector isnt used by the standard os (links to a dummy return), you must
start your own software at this point.

bye, MacFalkner

http://members.aol.com/MacFalkner

1982. 1040ST, 520ST ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: Bret Kellihan <bkellihan@earthlink.net>
Message-ID: <79u13iimj1@murdoch.acc.Virginia.EDU>
Source record: 54798

I was given a box two years ago with both of these in the box, several monitor (B&W, and color), several boxes of single sided disks... (all sorts of programs), and external hard drive... (20 meg?) and a bunch of documentation.

I played with the stuff for a few days. Now it's sitting in a room in my house. The 520 never would work, but the 1040 works fine.

Are these worth anything? What level of computers were they? (ie High end? Low end?) I'm asking because the only Atari I've ever owned (on used) was an old 400....

thanks,
bret

1983. Re: Pin-outs for 1200xl LSI chips

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: Olav Queseth <olav.queseth@radio.kth.se>
Message-ID: <36C2A0C0.35136BF@radio.kth.se>
Source record: 54799

Hello!

Some of the pinouts are available at:

http://www.xmission.com/~trevin/atari/

One of the roms is a standard 27128 chip. The pinout can be found at

http://www.ece.orst.edu/cgi-bin/cgiwrap/~paul/pinouts/datasheet.cgi?27128

The other rom (basic) is a strange 8K rom in a 24 bit package. The
pinout is
similar to a 2732 except:

Pin 18 is A12 and pin 20 is Chip enable. (or was it the other way
around).

The pinout for 2732 can be found at:

http://www.ece.orst.edu/cgi-bin/cgiwrap/~paul/pinouts/datasheet.cgi?2732

I hope this info helps you. (I have an 600XL so things may be different
on a 1200XL). If you find the info on the memory decoder chip let
me know.

Sincerely
Olav

1984. Re: 1040ST, 520ST ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F6zJtM.7uz@cix.compulink.co.uk>
Source record: 54800

In article <79u13iimj1@murdoch.acc.Virginia.EDU>,
bkellihan@earthlink.net (Bret Kellihan) wrote:

> I was given a box two years ago with both of these in the box, several
> monitor (B&W, and color), several boxes of single sided disks... (all
> sorts
> of programs), and external hard drive... (20 meg?) and a bunch of
> documentation.
The 520 and 1040 were 16bit machines designed and sold as Mac killers. In
Europe and particularly the UK/Germany they did very well. The 1040 was
the first machine with 1Mb of RAM to sell for under $1000. They're a bit
crap now but in their day were fine machines that generally outperformed
both Mac and PC equivelents at half the price.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

1985. Re: Trade for 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: Kent Johnson <compx2k@javanet.com>
Message-ID: <79ucbh$f7j$1@winter.news.rcn.net>
Source record: 54801

I have a lot of 8 bit stuff, but I don't really want an STE.

--Kent.

1986. Re: Even MORE Atari stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: Kent Johnson <compx2k@javanet.com>
Message-ID: <79ucjo$g7a$1@winter.news.rcn.net>
Source record: 54802

Jeff Jewell wrote in message <36C1AF5B.C47C8D7B@ix.netcom.com>...

>My experience has been that people who refuse to make a simple list of what they
>have and how much they want for it (particularly when in response to a message
>that was already pretty precise) will, at best, be just as lazy when it comes to
>packaging, sending, and doing any necessary followup to the deal, and at worst,
>are looking to rip people off.
>
>Caveat Emptor.
>
>Jeff

I can name seven people on this new group who have offered me money and told me they would buy specific items at specific prices. Some of them still have posts on this news group today. Three of them told me they had mailed checks. I have received nothing from them.

When it comes to Atari stuff, it is the seller who is stuck. This is a buyers market, no doubt about it. So I will keep my Atari stuff. But when people say they want to buy something, well, I am skeptical.

--Kent

1987. Re: Atari CX42 Wireless Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <36C2C79B.6F439E8A@ix.netcom.com>
Source record: 54803

Michael Current wrote:
>
> In article <zNNv2.7066$YP1.11533829@newse3.tampabay.rr.com>, "Bowling"
> <mbowlin1@tampabay.rr.com> wrote:
>
> I bought a new set relatively recently also. While I too was a bit
> disappointed in the range of operation, I would say I definitely had
> better luck than your description.
>
> Do you suppose there're other things in your environment causing interference?
>
> -Michael
>
> --
> Michael Current, mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
> St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

My experience with them is fairly good. The only thin I didn't like was
that they ate batteries like crazy. Other than that, they seemed to work
fairly well to about 20' from the base. Not too bad in my opinion.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1988. Re: Atari CX42 Wireless Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <36C2C833.215B84E1@ix.netcom.com>
Source record: 54804

Bowling wrote:
>
> It's possible, although...
> What type(s) of machinery/devices would cause such interference? I am
> attempting to use these with a "projection" type TV. I am in a residential
> area, with no "new construction" in the immediate area. Our radio (both am
> and fm) reception is fine.
> I know it's not the "same", but our wireless telephones all work fine; also,
> TV remote controllers (including a "video sender" that transmits cable to a
> receiver in another room without cable) all work fine. Note: the above items
> are not in use when I use the Atari wireless joysticks. Any further
> thoughts/remedies? Anyone?

Bowling,
Just be sure to have very fresh/stong 9V batteries when you use them.
They tend to do wacky things with weak ones.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1989. Re: Atari 400 Memory Limitation

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990211073836.00116.00000003@ngol06.aol.com>
Source record: 54805

First.. how do you plan on adding a video output to the 400??? I've got a 400, with 48k board, and Bkey....I have only one article on how to add video, and it isn't easy for a novice as myself.....are there various plans...

Pleae let me know... also, what have yougot regarding memory.. it can go higher than 48k.. and Axlon bank select... any info here????
B'rgds,
Vinnie

"Can't means don't want to!"

1990. Re: Atari CX42 Wireless Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <5%Aw2.597$h5.3295@newse2.tampabay.rr.com>
Source record: 54806

The 9-volt alkaline batteries that I used were brand new, never used, fresh from a blister pack. What's more, I checked their "strength" with a battery meter, and they were very highly charged.
I REALLY wish these Wireless joysticks would work satisfactorily; they seem like such a neat product. Anyone have any additional ideas as to what might help? Is there, perhaps, some sort of "signal magnifier" that could be attached to the Transmitter unit on the TV? Or a receptor "magnifier" that could fit onto the antennae that are on each of the controllers? (sorta like the "magnifier" antenna attachments that you can buy for a cell phone's antenna)?
Or, is there something that might need to be "cleaned" inside the joystick units themselves? These units are brand spankin' new, so there's gotta be SOMETHING that will restore them to acceptability (I hope!)
--Mark

1991. B-key Keyboard?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: Bret Kellihan <bkellihan@earthlink.net>
Message-ID: <79v1gr$1c7$1@murdoch.acc.Virginia.EDU>
Source record: 54807

>I still have my original Atari 400 with 48k and I added a B-key keyboard
>to it. The only thing I have to do is add the mod for monitor output and
>it will be as capable as the 800......I have an 800, but I think I am
>going to set up my 400 unit instead, with a couple of 810's, and an 850
>with an 410 as well.....finally, my dream Atari setup I could not afford
>back in 1983! :-)
>
>Willy
>

B-key Keyboard? Is there a way to get past the membrane keyboard? I assume its possible (I'm an engineering student)... I just never thought there was an easy way to do it. What's involved in the upgrade?

The reason I've asked is because I'm trying to reassemble my Atari 400 system. I sold all of it 10 years ago... <sigh> When I bought it, it was a 48K. The only thing I've found to be reasonably priced and guaranteed working condition (as opposed to untested) was a 16K system, so I've ordered it, but I would really like to have that extra 32K of ram.

(Thanks Vinnie and Curt... I contacted best. I haven't found the exact part, but I sent them a message)

Another nice thing to be rid of would be the membrane keyboard... So what is the B-key keyboard? ;-)

thanks again,
bret

1992. 32 in 1 for trade

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <79v7r2$pb5$1@msunews.cl.msu.edu>
Source record: 54808
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I have a mint condition copy of 32 in 1 for trade, I know this is mildry
rare, so I'm not expecting Chase the Chuckwagon or anthying, but I would
like something nice.

Im especially looking for an NTSC Xenophobe or a NTSC Roadrunner, but
I'll entertain other offers, just ask!

Tempest

I have a list of games I own at

http://pilot.msu.edu/user/reicher6/2600.txt

I'm looking for anything not on that list.

1993. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36c72469.160040113@news.pressenter.com>
Source record: 54809
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Wed, 10 Feb 1999 01:20:06 -0500, Jeff Jewell
<jjewell@ix.netcom.com> wrote:

>Jon Melbo wrote:
>
>> proper set of two pictures. I really don't know why some people
>> reject valid scientific explanation.
>
>I can't explain it either.
>
>The nice thing is that I can comfortably drop them in the killfile without
>worrying I'll miss something useful later on.
>
>Jeff

Okay go ahead if you want. It's a free internet.

1994. Re: MARIA

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36C32AED.38782481@worldnet.att.net>
Source record: 54810

Actually the MARIE can do 320 X 216 maximum if I recall correctly. I doubt they'll still have it, but you can give it a shot, try contacting General Computer Corporation, they are still around and they are ones who designed the MARIE chip for Atari, who knows... someone might still have a file with the low-level specs and details of the chip.

Curt

Tony wrote:

> Does anyone have specs on MARIA? the graphics chip in the 7800?
>
> 256 colors at 320 x 192 ...is this true?
>
> Tony

1995. Re: Designing a 'NEW' home computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: Tobias Hirsch <T.Hirsch@online.de>
Message-ID: <36C326C9.9B94B568@online.de>
Source record: 54811

Pupu tai wrote (far more than quoted):

> Somehow the current PC just doesnt have the
> same kind of appeal...

I totally agree ... it's a box in the corner, that mostly does its job ...
sometimes a bit of unwilling, it seems ...

>
> I've been thinking quite a bit lately about
> the chances for a startup to design a new
> inexpensive entry level computer. NOT IBM-PC compatible.
>
> I was thinking about something
> with say a strong-arm CPU, and a fast
> DSP chip generating the video [Does anybody remember the TV-Typewriter
> type stuff, and a book back in the late 70's
> which had details on using the CPU to generate the video signals....].
>
> Anyway I've done a few cost calculations
> and had a few idea's and figure it would be
> doable to build something for say $200 which
> was expandable and _fun_ to use.
> Ideally I'd like a machine with
> a core OS in ROM, and some Flash memory
> (flash cards ???bit pricey but I like the idea
> of no moving parts)...
> totally solid state usable with no HDD. Ethernet
> or something similar for connectivity...USB ??
> You could have a built in modem, and download a new OS from the internet if you
> wanted... [flash memory for OS???]
>
> The OS and all software /hardware sold would
> be totally open... Is this an insane idea ???
>

Not at all ... but in my opinion the concept will fail as long as you don't have
BIG partner companies behind you.
Look at a stock AMIGA 1200 today ... ok, it is not fast, but it's expandable and
for a start it is sold for around 500 DM today. It's fun to use and if you want,
you could spend a lot of money do expand it to almost every level you want it to
reach ...
But ... few people know ... and few people do ... because it's not IBM compatible
... and it's ooold (early 90's design)! With a HD, a 68030 and some extra RAM it
runs all kinds of professionell software incl. up to date word proc's, spreadsheets

and stuff at a reasonable speed ...
Sure, the "big name" games are ported with a serious time delay (e.g. Myst, Quake, Z) ... and sometimes even by "hobby" teams taking an "open" source code and doing the job (e.g. Doom, Descent, Heretic, Hexen). And then, 3D games are no fun on a 68030 ... 68060 and/or PPC are expensive ... enough of that!
It's simply no choice to the public!

In my opinion, a cheap stock system with good expansion capabilities will find a ready market as long as it's easy to use, runs well-known office software and has a "power" company behind it which is able to provide finances to get the thing promoted ... with games, games, games ... well-known games, of course ...

In the gaming sector, Sony's Playstation is the prove that there is always a chance for something new, if it's good and if the promotion works!

Why shouldn't it work with a new computer design? The iMac kind of works, although it isn't THAT cheap ...
The Web.it doesn't work at all, although it IS kind of cheap ... but I'm not so sure that it's really good ... perhaps because it's IBM compatible?

Thanks for reading such a long text! Bye!

Tobias

1996. Re: B-key Keyboard?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990211153732.10869.00000163@ng-fx1.aol.com>
Source record: 54812

Ahhh .. the B-key 400! That was an exact replacement for the membrane keyboard! It was basically 'chicklet' sized keys, where the swithces and key caps were mounted on the top side of a board that was about the same size and thickness as the original membrane board. I'd say they were along the lines of some of the laptops out there today... go to (or shoud I say Goto !) Curts website and take a look around.. he's got one picutred there.. find the Atari Historical Society at : www.atari-history.com'.....
B'rgds,
Vinnie

"Can't means don't want to!"

1997. Re: Designing a 'NEW' home computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <79vhci$7fn$1@news.asu.edu>
Source record: 54813

>I've been thinking quite a bit lately about
>the chances for a startup to design a new
>inexpensive entry level computer. NOT IBM-PC compatible.

You just described the BeBox and all the TOS clones.

I keep watching. Hoping someone will do it right.
--

1998. Re: Possible new I/O Box

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: Don Rae <donrae@telusplanet.net>
Message-ID: <v9lw2.3446$_Y2.14816@news2.telusplanet.net>
Source record: 54814

Put a 10base-T connection on it, and it becomes more useful.

Anthony Rudzki wrote in message <36C1D515.DB9544FB@embeddedmicro.com>...
>I am in the design phases of a new expansion accessory for the 8-bits
>and I am wondering if there is an interest:
>
>SIO connection to allow EVERYONE to use it,
>2 serial ports >9600 baud
>1 Parallel port
>Floppy connector
>Possibly IDE hard drive connection
>
>Think its a good idea? e-mail me at: ARudzki@sgi.net
>
>2 background questions:
>1-Is "speeded up" I/O a matter of setting pokey up with registers? or
>does the 8-bit have to do all the work
>
>2-I believe there is an interrupt line on the SIO port entering the
>8-bit. Is this vector usable to have a peripheral get the 8-bits
>attention?
>
>Suggestions are welcome, too.
>
>Thanks. Tony

1999. Re: B-key Keyboard?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <199902111172011.16700.00000099@ngol03.aol.com>
Source record: 54815

I had one of those. Since I had used the membrane for so long, the "B-key" seemed great. But then I got an 800 and found out how lousy the B-key was too. Yes, the B-key is better than the membrane (much easier to use a smart bomb in Defender), but that's about all you can say about it.

Bob Stone

badbob1952@aol.com

2000. Re: Designing a 'NEW' home computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: paul@geeky1.ebtech.net
Message-ID: <7a00r1goq1@geeky1.ebtech.net>
Source record: 54816
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

brix@plush.DELETETHIS.de (Brix) writes:

>I'd prefer Flash Memory, yeah.
>
I wouldn't use flash - limited number of write-cycles. Write to it so many times, and it'll die just because it's exceeded the number of write cycles it can handle.

>Built in Modem not necessary.. should be connectable per USB.
>
Whoa, hold your horses on USB here. On a system like this, having everything under USB would be a Very Bad Thing(tm). You think you've got a bad rat's nest NOW, wait till everything's hooked up with USB! One long noodle... I'd go with standard connectors for as much as possible. You'd already be churning out the strangest computer anybody's seen in recent computing memory, no need to limit yourself by overusing USB.

2001. Re: Wang computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <36c3a032.0@news2.uswest.net>
Source record: 54817

Odd, isn't it?

Bowling wrote in message ...
>Has anyone noticed that -- since the original post -- Patrick has not
>responded once, to any of his contributors' responses?
>
>

2002. Re: Wang computer ... Wang VS ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <36c3a096.0@news2.uswest.net>
Source record: 54818

>It sounds like it could be a Wang VS....

I think it's a CS2. I'm interested in the multiuser aspects or something
like that...

2003. FS: Sealed Wizard and the Pricess by Sierra Vision for the Atari 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-11 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <7a0cn7$8g6$1@nntp2.uunet.ca>
Source record: 54819
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

I have two copies of Wizard and the Princess for sale for the Atari 8 bit.
The first still has it's original seal intact. The second copy has a broken
seal about 3/4 of the way along (probably due to ageing), but it can be seen
that the guides etc. inside could not have been removed as the gap in the
seal is not wide enough.

Please email offers to rsmith@planeteer.com

Thanks,

Richard.
~~~~~~
Richard Smith
Barrie, Ontario, Canada
email: rsmith@planeteer.com
Homepage: http://toronto.planeteer.com/~rsmith
Atari Warehouse: http://toronto.planeteer.com/~rsmith/atari.htm
~~~~~~

2004. can anyone help with 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-12 00:00:00 UTC
From: ghound@webtv.net
Message-ID: <517-36C49DFE-193@newsd-263.iap.bryant.webtv.net>
Source record: 54738

```
am trying to load a 1050 disk drive and
keep getting boot error. have tried all
directions in manual, and spare drive.
unit is working in cartridge mode. I would
appreciate any help you can give.
```

2005. Re: ANSI Compiler for 8-Bit Machines?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-12 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <36C4CD7A.8D02C25A@nh.ultranet.com>
Source record: 54739

Patrick/RPG wrote:

> Hello.
>
> I'm posting this to the relevant newsgroups, please post followups to
> comp.sys.cbm, or directly to my email address.
>
> I'm interested in knowing if there was ever a full ANSI 'C' Compiler,
> for any 8-bit machine, specifically those running x502 processors. IE:
> 6502, or 8502, any variant, any speed, and any system architecture.
>
> I'd like find this info out, in the hopes of porting such a package to
> the Commodore line of 8-bits. I know, I know, there are at least two C
> compilers for the Commodore, and another set of compilers for CP/M, but
> none of them offer full ANSI compliance. The closest thing I've found
> is HI-TECH C for CP/M, which does not have an option for producing x502
> based code, only Z80 code.
>
> Can anybody recommend anything?
>
> Thanks,
> Patrick
>
> PS: No news about cross compilers pls! There are already enough of
> those floating about! I'd like one that runs native to the destination
> processor! :)
>
> --
> Cyberad/RPG aka Patrick M Pritchard * http://www.interlog.com/~cr
> PLUR- Peace Love Unity Respect -Live It, Love It, Be It, BELIEVE!
> RENEGADE PROGRAMMING GROUP IN 1999 -- Taking It To The Next Level

How about the Deep Blue 'C' compiler for the Atari 8 bits? Not sure if
it's ANSI compliant though.

--
B r i a n S t u r k E.E./Soft Eng. 8-Bit Computer Geek
http://www.nh.ultranet.com/~bsturk

"Whatever happened to Pong??!" Frank Black
"HOL, The Hardware Obstruction Layer" The NTChrist

2006. FREE Atari Catalogs by E-Mail, FTP & the Web!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-12 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <7a30n8oos1@user1.teleport.com>
Source record: 54740
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,pnw.forsale,rec.games.video.atari,

Please direct all replies through E-Mail to bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I do not regularly read NewsGroups.

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--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

2007. Re: can anyone help with 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-12 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990212232116.25631A-100000@vtn1>
Source record: 54741

On Fri, 12 Feb 1999 ghound@webtv.net wrote:

> am trying to load a 1050 disk drive and
> keep getting boot error. have tried all
> directions in manual, and spare drive.
> unit is working in cartridge mode. I would
> appreciate any help you can give.
>
>
>
Sounds to me like a bad disk. Try a different boot disk--essentially any DOS and terminal program will get you started to the point where you can download the DOS you want (MYDOS or Sparta are the only ones worth considering).

John

2008. FS: Rare....Atari 400/TRS-80/etc Avalon Hill Games SW

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-12 00:00:00 UTC
From: Smitty <smitty@world-net.net>
Message-ID: <7a52ll$pkr@paperboy.world-net.net>
Source record: 54742
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I have 10 different AH games for sale these are
all cassette games and are all in excellent shape
(Brand new in shrink-wrap).

First come first serve. This is not an auction.
However if you want them you must
1. pay with a money order and
2. pay for shipping.

Easy enough...

Here's the goods, at very good prices:

Voyager I (Sabotage of the Robot Ship)
Works on TRS-80, Apple II, Atari400/800 and PET CBM $6

Arcade Pak #1 (Shootout at the OK Galaxy)
Atari 400, C-64, Vic-20, TRS-80 $6

Arcade Pak #2 (Five Card Draw Poker)
Works on Atari400/800, Apple II+, PET, TRS-80 $6

Arcade Pak #5 (Tank Arkade)
Works on Atari 400/800, Vic-20, CBM PET, Trs-80 $6

VC (NAM War Sim)
Works on Atari 400/800, TRS-80 $6

Computer Stocks & Bonds
Works on Atari 400/800, Apple II, PET, TRS-80 $6

Guns of Fort Defiance (1812 war sim)
Works on AtarI 800, TRS-80, PET, Apple II $6

Planet Miners
Works on Atari 400/800, Apple II, PET, TRS-80 $6

Knockout (Sports Illustrated)
Works on Atari 400/800 $6

Always save the best for last....

Tanktics (Computer Game of Armored Combat on the
Eastern Front). This is a very large game comes with...
Two-Piece full color 22"X16"mapboard
Over 240 1/2" counters
5 different scenarios
Instruction booklet

Cassette
(Remember it's shrink-wrapped)
Works on Atari 400/800, Apple II, PET, TRS-80 Only $10 :)

Get em' all for $60.

Good Luck,
Smitty
www.world-net.net/users/smitty

2009. Re: Designing a 'NEW' home computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-12 00:00:00 UTC
From: brix@plush.DELETETHIS.de
Message-ID: <MPG.112cf642a1d3fae398989a@news.uni-x.net>
Source record: 54820
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <19990210200231.13902.00000191@ng-fc1.aol.com>,
puputai@aol.com says...

> I was thinking about something
> with say a strong-arm CPU, and a fast
> DSP chip generating the video [Does anybody remember the TV-Typewriter
> type stuff, and a book back in the late 70's
> which had details on using the CPU to generate the video signals....].

Strong ARM would be nice.
What it should also have is a Basic Prompt at startup.. maybe a good
common basic dialect, like a mixture of them all.

Full screen Editor like on C64.
Up and downscrolling in Basiclistings, like some C64-Basic-Enhancements
give ya.

Graphical BASIC-instructions, like PLOT, SYMBOL, MOVE, DRAW, CIRLCE,
LOCATE.. just like an Amstrad and C128 have.

Sofware delivered in ROM should be a C-compiler/linker, A good Texteditor
and an Assembler tool.

Different GFX-Modes for different purposes:

Hires Bitmap with 8*8 bit, 8*16bit and 8*32bit cards, 2 colors.
4 bit per pixel, 16 Color Bitmaps. Palette based.
1 byte per pixel, 256 Color Bitmaps. Palette Based.
3 Byte per pixel, RGB-Bitmap.

1 common memory area (256x3 bytes) for a palette.
Palette entry 1 is always the background color for pictures, palette
entry 0 is always the transparency color.

Sprites:

256 Sprites visible the same time without any tricks.
Sprite-system:

1 (32bit-)Adress for memory-position of your sprite-pointers in a common
I/O-control area.

1 byte adress for lenght of sprite-pointer-table

sprite-pointer table setup:

Sprite 1 memory pos.,Sprite 1 X size in pixel (16bit), Sprite 1 Y size in
pixel (16bit), Sprite 1 X-Position (16bit), Sprite 1 Y-Position(16bit),

Sprite 2 memory pos.,Sprite 2 X size in pixel (16bit), Sprite 2 Y size in pixel (16bit), Sprite 2 X-Position (16bit), Sprite 2 Y-Position(16bit).....

Sprites have 1 mode only:
1 byte per pixel, 256 colors (from palette).

I have defined 16 bit as Sprite X/Y size, because that makes it possible to create even 65536 x 65536 pixel sprites.. that would make it possible to create whole game Levels with 4 layers using 4 very large sprites :).. each layer could be moved independently by simply modifying 4 bytes per layer!

Lots of FINE details... :))
We'd need a good soundchip too.. maybe Hardware MP3-decoding, MID/MODPLAY and chiptune.
The system could be fairly simple:
Load MP3, give start and endadress to Soundchip I/O, give type of data (MOD/MP3/Mid) and set "Init" and "GO!" bit... whahooo!! And the sound blasts off..

Oh yeah.. and at least a 32 bit liniar adress bus to access up to 4096 Megabytes directly :)

Oh, yeah.. and a MMU that makes each program run at $00-$xxxxxxxx.

Of course we need a register that tells the vertical and horizontal raster-position on the fly, so you could "theoretically" set a dot by waiting for a certain x/y position and modifying the background color. This should be inplemented, because then you are able to split graphics-modes and stuff on every spot on the screen if you want to.

> totally solid state usable with no HDD. Ethernet
> or something similar for connectivity...USB ??

USB.
HD should be built in as Standard, but the system must run properly, even when the HD crashes completely.
I'd prefer a usual 8 GB HD.. they'll become even cheaper.

There is no need for a built-in standard disc drive, but maybe the system should be sold together with an USB-zipdrive.

> You could have a built in modem, and download a new OS from the internet if you
> wanted... [flash memory for OS???]

I'd prefer Flash Memory, yeah.
Built in Modem not necessary.. should be connectable per USB.

> The OS and all software /hardware sold would
> be totally open... Is this an insane idea ???

Yeah, deliver all the diagrams with the Machine..

> Imagine a large lunchbox, with a bunch
> of ports on it [VGA connector, composite
> video out, serial, ide, centronics, joystick
> ports (programmable for IO like the old atari]
> and a PS/2 keyboard/mouse connector.

Not really.
The GFX-Card should be "built in", but expandable with an extra 3d
Graphics unit for high end GFX.

Drop PS/2 Mouse/Keyboard.. let's stick to USB.. no cable salad.
Video out is cool.
Programmable Joystickports are cool. They need a D/A-converter too, to
allow analogue and force-feedback joysticks too (besides the digital
pads/Sticks).
Should be 4 Joyports!

> You plug a $4 PS/2 keyboard and $4 PS/2
> mouse in, hook up either your existing SVGA
> monitor or composite video, and turn it on...

yeah. SVGA-Connector for your monitor is a must.
But I'd drop that ps/2 thingie.. USB is future.

> This machine _wouldnt_ be faster than
> a current PC, but it would be a nice intergrated
> box... You could expand it much like the
> old atari 8'bitters. Hook up an IDE drive,
> a floppy, a cd-rom drive, whatever you want.
> But you dont have to buy then at the outset.

sigh

> Other idea's were recently inspired by the
> purchase of a $35 brand new sega genesis.
> The C-compiler is available, and its got a
> 68000 in it and some graphics hardware...
> I've wondered if there would be a market
> for a super cartridge with a minimal 68000 OS,
> PS/2 keyboard connector and C compiler/
> editor built in..., some way to transfer files
> to/from a host computer...

C-Compiler should be a standard tool in the OS, as a good ML-Monitor
should be integrated in the OS.
Load Adresses should be shown when loading too.

> Just my pondering...
> Responses welcome...

Machine welcome.

-Brix-

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

Personal HP: http://www.plush.de/brix

GO64!magazine
CSW-Verlag
Goethestr.22
71364 Winnenden
Deutschland
Tel:/Fax: +49(0)7195/61120
GO64!magazine: http://www.go64.c64.org

2010. Re: B-key Keyboard?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-12 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990211191731.01372.00000269@ng-cr1.aol.com>
Source record: 54821

>I had one of those. Since I had used the membrane for so long, the "B-key"
>seemed great. But then I got an 800 and found out how lousy the B-key was
>too.
>Yes, the B-key is better than the membrane (much easier to use a smart bomb
>in
>Defender), but that's about all you can say about it.
>

I couldn't agree with you more.... But, it was great going from membrane to keystroke.. typing in all those magazine programs... finally, the 800 dropped in price... came packaged with 48k... that was the next 'baby' step!
B'rgds,
Vinnie

"Can't means don't want to!"

2011. Re: Wang computer ... Wang VS ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-12 00:00:00 UTC
From: puputai@aol.com
Message-ID: <19990211203844.11682.00000206@ng64.aol.com>
Source record: 54822

It sounds like it could be a Wang VS....

Warning::: This is all from ancient memory...

VS's were quite nice mini's built a few years ago, and an IBM System-360 type architecture... 16 32 bit registers if I recall correctly.... The wang I chiefly looked at was a VS-65. It had an interesting OS with the mainframe style frontend.... Definately not a CLI type interface... If it is a VS, it may be possible to track down some software for it... I think we had a fortran and cobol compiler and some other stuff, word processing/database type software. When looking at it I did notice it had floating point hardware and the technical specs said '4 MFLOPS'... 4 64 bit floating point registers pops to mind.

The terminals were well designed with decent screens and good keyboards and my overall impression of the hardware was good. It seemed well shielded and engineered in general... I have a vague recollection that the floppy on the front was used for an IPL [Inital program load, (booting up enough stuff to be able to start an install from tape).], and possibly loading the Microcode....

Without any serial numbers its hard to know...

what to use it for...

If it works its probably fine for lots of things like database stuff, programming, learning mainframe/mini stuff...

Of course a 486 with 8 MB of ram and a 300 mb IDE hard drive running linux would probably beat the pants off it, _AND_ suck a hell of a lot less power....

There is the coolness factor too. Nothing's cooler than saying to somebody 'Yeah thats my computer over there....' and seeing there eyes pop out... when they realize it isnt a beer fridge.

Chuck your 8 bit and monitor on top of one of the cabinets,throw in a star raiders cartridge, and then put your feet up on another cabinet..
now thats computing...

Pete

2012. Re: Designing a 'NEW' home computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-12 00:00:00 UTC
From: puputai@aol.com
Message-ID: <19990211204211.11682.00000207@ng64.aol.com>
Source record: 54823

The bebox's were sure nice machines as were
nextstep box's.... But they were a tad more
expensive... I'm thinking of something that
costs just a little more than a web-tv...
I havent checked out the TOS clones lately , but when I did look they seemed
quite pricey
for rather gutless hardware. Compared to
modern cheap hardware....

Pete

2013. Re: Wang computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-12 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <N3Nw2.1466$sS6.1667541@newse3.tampabay.rr.com>
Source record: 54824

Has anyone noticed that -- since the original post -- Patrick has not
responded once, to any of his contributors' responses?

2014. Re: B-key Keyboard?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-12 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990211225752.15897.00000395@ng-fp1.aol.com>
Source record: 54825

>I had one of those. Since I had used the membrane for so long, the "B-key"
>seemed great.

Made, as I recall, by InHome Computer
Products out of Canada. (?) Also produced
some software including the original B-Graph,
Crypts of Terror, and Gwendolyn. (Again,
from memory). I bought one of the B-Key's
for my daughter's 400. Unfortunately, she
never got really interested in the A8 - just
an occasional game of Pac Man. - She
could have done that just as well with the
membrane 400 keyboard. Oh well...
Larry

2015. Re: Wang computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-12 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <OUNw2.1470$sS6.1689802@newse3.tampabay.rr.com>
Source record: 54826

Yes, quite...
Patrick Robbins wrote in message <36c3a032.0@news2.uswest.net>...

2016. Re: Wang computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-12 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <v%Nw2.1471$sS6.1692893@newse3.tampabay.rr.com>
Source record: 54827

Frankly, I thought perhaps you were abducted by space aliens...
And -- who knows??? -- how do we know this is the REAL Patrick Robbins that is responding?? How do we know that you're not some horrible, godless SPACE MUTANT, wreaking your havoc on the hapless newsgroup souls which you have discovered in the charred remnants of your recent victim's computerized memory banks???...all the while, plotting your ultimate expansion into the remainder of the unsuspecting world of Atarians -- which, as we all know, constitutes the sole, intellectually evolved, worthwhile cradle of humanity as we know it!!???
--MB

Patrick Robbins wrote in message <36c3a032.0@news2.uswest.net>...
>Odd, isn't it?
>
>Bowling wrote in message ...
>>Has anyone noticed that -- since the original post -- Patrick has not
>>responded once, to any of his contributors' responses?
>>
>>
>
>

2017. Re: Trade for 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-12 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <LwOw2.702$9_.1207@news.flash.net>
Source record: 54828

Tony i have lots of 8-bit Atari Stuff
Ive sent ya mail please respond
tchermok@flash.net

In article <36C1D2F4.48EF3033@embeddedmicro.com>, Anthony Rudzki
<tony@embeddedmicro.com> wrote:

> Does anyone have a LOT of 8-bit stuff with:
>
> at least, a 130XE and XF551 drive,
>
> that would like to trade for a Mega STE?
>
> I may be wanting to get rid of mine, but would like to get some 8-bit
> stuff instead. Lance at video 61 got my Mega ST and the 8-bit stuff I
> got in return REALLY got me hooked again!!
>
>
> Thanks,
>
> Tony
>
> Private e-mail at: ARudzki@sgi.net

2018. ANSI Compiler for 8-Bit Machines?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-12 00:00:00 UTC
From: cr@interlog.com
Message-ID: <1dn3b6i.1wj4e8gzy9picN@ip203-99.cc.interlog.com>
Source record: 54829
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.lang.c

Hello.

I'm posting this to the relevant newsgroups, please post followups to comp.sys.cbm, or directly to my email address.

I'm interested in knowing if there was ever a full ANSI 'C' Compiler, for any 8-bit machine, specifically those running x502 processors. IE: 6502, or 8502, any variant, any speed, and any system architecture.

I'd like find this info out, in the hopes of porting such a package to the Commodore line of 8-bits. I know, I know, there are at least two C compilers for the Commodore, and another set of compilers for CP/M, but none of them offer full ANSI compliance. The closest thing I've found is HI-TECH C for CP/M, which does not have an option for producing x502 based code, only Z80 code.

Can anybody recommend anything?

Thanks,
Patrick

PS: No news about cross compilers pls! There are already enough of those floating about! I'd like one that runs native to the destination processor! :)

--
Cyberad/RPG aka Patrick M Pritchard * http://www.interlog.com/~cr
PLUR- Peace Love Unity Respect -Live It, Love It, Be It, BELIEVE!
RENEGADE PROGRAMMING GROUP IN 1999 -- Taking It To The Next Level

2019. Re: 6TH NSSS CANCELED.

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-12 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <918804474.18154.1.nnrp-12.9e98ea3a@news.demon.co.uk>
Source record: 54830
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,alt.c64

Cross-posted to some the principal other ng's from which visitors might have
been attending, having seen previous postings....

nsss@thepentagon.com wrote in message <36c4a982.1385029@news.clara.net>...
>
>DUE TO UNFORSEEN CIRCUMSTANCES, THE 6TH NSSS HAS HAD TO BE POSTPONED.
>
>The next major 8-Bit event is the 8-Bit convention...
>
>Apologies for the short notice, but this has been totally unavoidable.

Oh, fer cryin' out loud. I had heard of lots of people who were hoping to go
to this.

Is there *nothing* that can be done to rescue this?

Ring me on 01353 777006 on Friday evening or Saturday morning (9am-midday)
if an apparently insuperable problem might be resolved in time. I'm piggin'
busy at the moment, but if something *can* be done....

--
Brian

2020. Re: Wang computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-12 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <IGVw2.1654$sS6.1893538@newse3.tampabay.rr.com>
Source record: 54831

Furthermore, perhaps you appropriated the REAL Patrick Robbins' Wang for your own evil purposes. And now you seek to wreak unspeakable evil deeds using the power of his Wang. You desire to wield the Wang mercilessly in your rampage of terror. For, as we all know, a Wang in the hands of the wrong person can cause untold amounts of chaos and mayhem (just look at what Clinton did with his Wang, for example).

2021. Re: Atari 400 Memory Limitation

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-12 00:00:00 UTC
From: "Stephen C. Johnson" <sjohnson@mitre.org>
Message-ID: <36C4287E.DD396F64@mitre.org>
Source record: 54832

Hi Brett--

When I upgraded my 16K Atari to 48K, I actually had to solder in an expansion board. Of course, that was 15 years ago, so I'm sure things have gotten better.... have they?

--Steve

Bret Kellihan wrote:

> Could someone out there please send post info on how to upgrade a 16K Atari
> 400 system, to a 48K? I use to have an Atari 400 with 48K, but I sold it
> about 10 years ago. The best I could find is one with 16K. I assume it's
> just a matter of swapping a few memory chips (I hope), but I really don't
> know anything about the memory architecture of a 400. Please help !!!
>
> thanks,
> bret

2022. Re: Atari 400 Memory Limitation

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-12 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990212093521.10862.00000432@ng-fx1.aol.com>
Source record: 54833

>When I upgraded my 16K Atari to 48K, I actually had to solder in an expansion
>board. Of course, that was 15 years ago, so I'm sure things have gotten
>better.... have they?

Yes, they have.... I had, years back, the Mosaic board... gave me 64k.. but,
it's not Axlon compatible.. the onlyy way to access it was via their DOS... I
sold it off years ago when I got my 800... however, I pulled the 400 out, for
my daughter, and bought Atari's 48k kit.. simple.. pull out the old board, put
in the new, and install 4 jumper wires on the M/B.... literally done in 10
minutes...
B'rgds,
Vinnie

"Can't means don't want to!"

2023. High Speed SIO Code

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-12 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990212112512.23357.00000403@ng08.aol.com>
Source record: 54834

Does anybody know where some
SOURCE code might be found for
Ultra/Warp speed I/O. Always been
curious about how it's done.
Larry

2024. Announcement

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-12 00:00:00 UTC
From: daveykins@theoffice.net
Message-ID: <36c5ca99.707922@news.clara.net>
Source record: 54835
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,alt.c64

> Sadly on the 11th of February 1999, "Mack" Malcolm
> Mackenzie suddenly passed away prematurely. A
> service will be held next week, but exact details
> are unknown. A further message with the whens
> and wheres will be posted as soon as we know.
> Thankyou,

> Mrs. Dawn Mackenzie

The above message has been forwarded on behalf of Mrs Mackenzie.

Mack, as many people may know, was one of the invisible back-bones of the NSSS - as well as the driving force behind Persona - SAM Publishing.

The NSSS has been cancelled as a mark of respect to Malcolm.

I would like to thank Andy Davis for the earlier announcement regarding the show - and hope that you will all understand.

Regards,

David Ledbury

2025. Re: 6TH NSSS CANCELED.

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-12 00:00:00 UTC
From: daveykins@theoffice.net
Message-ID: <36c5cc1e.1096980@news.clara.net>
Source record: 54836
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,alt.c64

On Fri, 12 Feb 1999 06:43:36 -0000, "Brian Watson"
<brian@spheroid.demon.co.uk> wrote:

>Oh, fer cryin' out loud. I had heard of lots of people who were hoping to go
>to this.
>
>Is there *nothing* that can be done to rescue this?

I hope you will understand after reading my posting "Announcement".

2026. Re: 6TH NSSS CANCELED.

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-12 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <918854601.23621.0.nnrp-10.9e98ea3a@news.demon.co.uk>
Source record: 54837
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,alt.c64

daveykins@theoffice.net wrote in message
<36c5cc1e.1096980@news.clara.net>...
>On Fri, 12 Feb 1999 06:43:36 -0000, "Brian Watson"
><brian@spheroid.demon.co.uk> wrote:
>
>>Oh, fer cryin' out loud. I had heard of lots of people who were hoping to
go
>>to this.
>>
>>Is there *nothing* that can be done to rescue this?
>
>I hope you will understand after reading my posting "Announcement".

Yes, of course. Obviously, quite understandable under the circs.

--
Brian

2027. Re: B-key Keyboard?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: jmelbo@pressenter.com
Message-ID: <36c5c23c.71111627@news.pressenter.com>
Source record: 54743

On 11 Feb 1999 20:37:32 GMT, vinnie5757@aol.comnospam (VINNIE5757)
wrote:

>Ahhh .. the B-key 400! That was an exact replacement for the membrane
>keyboard! It was basically 'chicklet' sized keys, where the swithces and key
>caps were mounted on the top side of a board that was about the same size and
>thickness as the original membrane board. I'd say they were along the lines of
>some of the laptops out there today... go to (or shoud I say Goto !) Curts
>website and take a look around.. he's got one picutred there.. find the Atari
>Historical Society at : www.atari-history.com'.....

Pardon me, but wouldn't an 800 be better to buy? Not as many worries
about memory and the keyboard is nice as is.

Just a thought.

2028. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36c5386f.10759372@news.localnet.com>
Source record: 54744
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

```
>> In terms of sprite movement & fine scrolling, you are right about the
>> C-64 being locked into 320x200 resolution. In terms of the various
>> color modes, the C-64's color resolution can be locked into 160x200.
>
>No it can't, even in multicolour mode, the smooth scroll is still the
>same and monocolour sprites can overlaid. In multicolour character mode
>you can *mix* the resolutions at will with *no* tricks. The screen is
>always 320x200.
>
>Jason =-(
>> Unless someone forgot to mention that players double in width when two
>> are overlaid there is no ambiguity here.
>
>Aaron:
>> I don't understand the above comment.
>
>I'm beginning to understand where the confusion comes from, here. When
>you're using two players together to make three colours, do you *have*
>to drop into 160x200 or can you do it on the stock power up screen?
>
>If it's the former, the C64 doesn't have this limitation, I've been
>assuming the latter.

your latter comment is still not entirely clear. But I believe you're
enquiring if Atari sprites must be the same resolution as the
background. If this is the case, then the answer is no. The resolution
of Atari sprites have absolutely no bearing on the background
resolution and vise-versa. In fact, part of the definition of
(hardware) sprites is that they are an entirely separate entity and,
therefore, MUST be able to support their own resolution.

As for fine scrolling, the the Atari is *normally* set for a 160x192
resolution (discounting overscan). The only divergence from this rule
is the funky GTIA modes with a resolution of 80x192 (again,
discounting overscan). If one tries to horizontally scroll such a
screen by a single color clock, the entire screen will magically
change coloration and will not physically change position on the
screen. In order for the screen to change its horizontal position (and
maintain its color integrity) a two color clock shift (which
corresponds to the horizontal resolution of a single GTIA pixel) must
occur.
```

2029. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36c53c29.11713214@news.localnet.com>
Source record: 54745
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Mon, 08 Feb 1999 15:16:20 GMT, earl.halliwell@dyess.af.mil wrote:

>In article <36bcd086.11740220@news.localnet.com>,
> aarona@/REMOVE/localnet.com wrote:
>
>> Atari & Commodore 8-bit computer's normal color (non-text) display
>> resolution is 160 pixels across. Each pixel happens to correspond with
>> one complete COLOR TRIAD or *COLOR CLOCK*. Both computers also support
>
>Close, but not quite. If you ever happen to look *very closely* at a lone
>artifacted pixel, you'll note that it actually spans multiple pixel triads.
>Artifacting can't possibly be the result of precise color triad manipulation,
>because then it would appear differently on TVs with different dot pitches.
>
>The actual cause of color artifacting has to do with signal bandwidth and
>other very technical things which I don't fully understand myself.

I have to admit I fudged a bit. You are correct about the signal
bandwidth being more of a factor concerning color artifacting. In
fact, when the computer is connected to a monitor that supports
separate chroma/luma input, the color artifacting virtually
disappears. Still, my previous explaination does have its uses.

>A bit of trivia: CTIA 400/800s artifacted in blue/green, GTIA 400/800s
>artifacted in green/blue, and all XL/XEs artifact in red/blue.
>
>Regarding C64 sprites, for what it's worth, doubling the width of a
>single-color sprite so its pixels were equivalent to that of an Atari P/MG
>would indeed make it 3 times wider.

This assumes the C-64 sprite was "locked" into a single color mode and
not the 3 color mode which is more normally used in C-64 games.

>Here's hoping DejaNews doesn't maul this post too... <g>
>
> --
>Clay Halliwell | ATARI XL/XE DO + THE
>earl.halliwell@dyess.af.mil | 8 - B I T S --------
>e.halliwell@genie.com | /////////// M A T H
>Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy today.
>Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed.
>http://www.atarihq.com/jeo/ "The Atari Jaguar: You know... for kids!"
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2030. Re: B-key Keyboard?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990212203456.18946.00000729@ng121.aol.com>
Source record: 54746

>Pardon me, but wouldn't an 800 be better to buy

Absolutely.... BUT.. some folks, like myself, like to push the envelope! Read my next post... at THAT time, the 400 was cheaper to upgrade than buying an 800... well, that was 'til a few years later!

Today.... no question, get an 800...!!!!!!!!
B'rgds,
Vinnie

"Can't means don't want to!"

2031. Re: can anyone help with 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990212203720.18946.00000734@ng121.aol.com>
Source record: 54747

Are you sure the disk is good? Try this... first...computer off! Disk drive always goes on first... THEN load your disk, turn the handle.. when the second lite on the drive goes out, then turn on the computer.... give that a shot...
B'rgds,
Vinnie

"Can't means don't want to!"

2032. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: mwalters@news.hunter.apana.org.au
Message-ID: <918876759.162993@bombadil.apana.org.au>
Source record: 54748
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

White Flame (aka David Holz) (white-flame!!!@remove!!!.geocities.com) wrote:

: Rephrase that to "Using only one eye [and holding perfectly still], you have
: NO real depth perception." With one eye closed, and while walking around
: (especially sideways), I can adequately judge the depth location of
: surrounding objects. It's just that with 2 eyes you can do that from 1
: physical location, using your 2 built-in vantage points.

Not really. You're using the parralax effect and memory of a previous
image to simulate stereoscopicity (is there such a word!?).

Marc
mwalters@bombadil.apana.org.au

2033. New ATARI-FileManagement

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: HCRBurk@t-online.de
Message-ID: <7a2veg$h44$1@news01.btx.dtag.de>
Source record: 54749

Hi atarians!

A new release of the Filemanagement (1.5 0128 - Windows 9x) is complete.

Features:
- Freeware
- Management of XFD/ATR files
- Lists directory structure (DOS/MyDOS/SpartaDOS)
- Import/Export (ASCII, Binary) for DOS/MYDOS/SpartaDOS
- Management of tools for work with other programmes.
- Serial communication (like SIO2PC) between PC and ATARI, it simulates up
to 8 floppy disk drives
.. and much more.

For the ATARIMAN.ZIP file look at my Homepage:
http://home.t-online.de/home/hcrburk/hpatari.html
or http://members.aol.com/MacFalkner

I soon make a DOC available.

Please give a feedback if you find bugs or if you have other suggestions.

thanks,
bye, Burkhard

EMail: HCRBurk@T-Online.de
HP: http://home.t-online.de/home/hcrburk

2034. OFF TOPIC: need an atari logo (A4 size) to put on a t-shirt

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: Joeri Belis <progressdll@angelfire.com>
Message-ID: <7a3ftj$41l$1@xenon.inbe.net>
Source record: 54750

OFF TOPIC: need an atari logo (A4 size) to put on a t-shirt

Please mail me

My regards,JOe

2035. Re: can anyone help with 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990213061714.05875.00001359@ng126.aol.com>
Source record: 54751

Just got an email back from ghound@webtv.net... says he tried different disks... and different drives....

Well? I'm lost on this one... any else have an idea what the problem is???

B'rgds,
Vinnie

"Can't means don't want to!"

2036. Re: OFF TOPIC: need an atari logo (A4 size) to put on a t-shirt

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990213062414.05875.00001361@ng126.aol.com>
Source record: 54752

Not so easy... if you're going to get it screen printed... it'll cost a fortune... that is, for one shirt... an artist has to do the artwork, make acetates, burn screens, and pull squeegees to get that print on one shirt! And, of course, you have an Ok from Atari, er, Hasbro is it? ;-)

B'rgds,
Vinnie

"Can't means don't want to!"

2037. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <ASK$bQAr2Wx2EwJY@cosine.demon.co.uk>
Source record: 54753
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Aaron:
> ...I believe you're enquiring if Atari sprites must be the same
> resolution as the background. If this is the case, then the answer is
> no. The resolution of Atari sprites have absolutely no bearing on the
> background resolution and vise-versa.

So why, when I drew a diagram of physical sprite widths, did somebody (I believe yourself) *change* it so that the Atari players were twice as wide when they had more colours? I'll draw another one.

monocolour sprite: ************************
multicolour sprite: ************************
single col. player: ********
multi col. player: ********

By "physical" I mean what you can actually see. IF you measure a PMG it's a constant width, on a 320x200 (or similar) screen it's 8 pixels. The same goes for a sprite, it's *always* 24 pixels across no matter how those pixels are being interpreted. 24/8=3.

> As for fine scrolling, the the Atari is *normally* set for a 160x192
> resolution (discounting overscan).

I was talking about the C64's smooth scroll. Even when you're seeing what looks like 160x200 screen displays, the C64 is still pumping out 320x200 resolution, the smooth scroll and option of mixing modes prove this.

-- _____
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____/ /
_______________________________\/

2038. Re: can anyone help with 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: Tony <ARudzki@sgi.net>
Message-ID: <36C584C5.7FE953E4@sgi.net>
Source record: 54754

> Just got an email back from ghound@webtv.net... says he tried different
> disks... and different drives....
>
> Well? I'm lost on this one... any else have an idea what the problem is???
>
Working in cartridge mode mean no I/O....Possibly a bad Pokey?Hmmmm...
But it knows a drive is out there...

How does the atari ask 'whos out there'? Polling for status checks? If
so, the status check must have gone thru well enough to keep the 8-bit
talking..

Puzzling...

tony

2039. HALLOWEEN for 2600 at EBAY

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: fsbmw1@uaf.edu
Message-ID: <PLfx2.5998$Vz3.44339412@WReNphoon1>
Source record: 54755

Check out my auction for the INCREDIBLY RARE Atari 2600 cartridge, Halloween
from Wizard Games!
The reserve has been met, and there's only just over a day left to bid!
Don't miss out on the rarest Atari
game ever!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=64986243

*** Posted from RemarQ - http://www.remarq.com - Discussions Start Here (tm) ***

2040. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_918914763@rtfm.mit.edu>
Source record: 54756
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 9, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/
--A major revision has been done recently by mailto:clu-da-bard@geocities.com (Doctor Clu)

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@spambusters.ml.org
http://www.spambusters.ml.org/atari/ugbbs.htm

2041. Re: High Speed SIO Code

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990213065234.11762A-100000@vtn1>
Source record: 54757

On 12 Feb 1999, LWhite6497 wrote:

> Does anybody know where some
> SOURCE code might be found for
> Ultra/Warp speed I/O. Always been
> curious about how it's done.
> Larry
>
>
That used in Sparta is easily enough disassembled, either from disk (it's the second load and go segment) or by saving the OS RAM from $E459 to somewhere around $E459+300 and then disassembling that.

John

2042. Re: can anyone help with 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990213065629.11762B-100000@vtn1>
Source record: 54758

On 13 Feb 1999, VINNIE5757 wrote:

> Just got an email back from ghound@webtv.net... says he tried different
> disks... and different drives....
>
> Well? I'm lost on this one... any else have an idea what the problem is???
>
It sounds simple but, try disconnecting and reconnecting the SIO cable.
Also (this is so easy it's often overlooked) check the drive select
switches are set to D1: (both switches pushed to the left on a 1050).

John

2043. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: MaPa <marek.pavlik@vslib.cz>
Message-ID: <36C597CE.BEF192AC@vslib.cz>
Source record: 54759
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Jason wrote:
> So why, when I drew a diagram of physical sprite widths, did somebody (I
> believe yourself) *change* it so that the Atari players were twice as
> wide when they had more colours? I'll draw another one.
>
> monocolour sprite: ************************
> multicolour sprite: ************************
> single col. player: ********
> multi col. player: ********

No...

monocolour sprite: ************************
multicolour sprite: ************************
single col. player: ****************
multi col. player: ****************

> By "physical" I mean what you can actually see. IF you measure a PMG
> it's a constant width, on a 320x200 (or similar) screen it's 8 pixels.
> The same goes for a sprite, it's *always* 24 pixels across no matter how
> those pixels are being interpreted. 24/8=3.
>

Visually PMG player occupies 16 pixels across in resolution 320x192
but has own resolution only 8 pixels across so one PMG pixel equal to
two pixels in resolution 320x192. If doubled, one player occupies 32
pixels and quaded 64 pixels. i hope you understand to me :)

2044. Re: ANSI Compiler for 8-Bit Machines?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <918923812.16472.0.rover.d4ee0f47@news.demon.nl>
Source record: 54760

Hi,

There is CC65 for XL....

Look at umich FTP site to download...
All source(s) are included. It will compile to assembly and there is a
assembler, linker included.
When looking around you will also find a MAKE command and more just like on
PC...

Gtx,
Sysop*TXG

2045. Re: can anyone help with 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7a4aek$56b$1@pale-rider.INS.CWRU.Edu>
Source record: 54761

Swap everything you can. The SIO cable, the computer, you've already done the drive and disks. Try another 800xl if you can.
Russg

2046. Re: Email and News

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: Mike Uhl <ShoeLeather_Express@RadioLink.net>
Message-ID: <Mike.Uhl.1999021312433818@ShoeLeather.Express>
Source record: 54762
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

On Tue, 9 Feb 1999, Darren Spiteri
wafted these smoke signals into the breeze:
> On Mon, 8 Feb 1999 11:13:19 -0600 (CST), Mike Uhl wrote:
>> comparing GeoWrite to SpeedScript, I would say if you want "pretty",
>> go for GeoWrite. If you want good functionality, go with
>> SpeedScript. I have always preferred functionaliy over "pretty".
>
> Yeah, I do all my editing with VIM and insert control sequences
> through out my text like .ul, .lq, .ds etc. Then I run macros which
> search and replace these with the actual printer escape sequences.
> I've pretty much got all the functions I used most in BBWriter
> implemented in VIM macros, also alternate pagination before
> printing. :)

Hmm. I don't know why I didn't think of that. Now, I can have "pretty"
and functionality. Thanx for the idea! :-)

--
[,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
To me vi is Zen. To use vi is to practice zen. Every command is a
koan. Profound to the user, unintelligible to the uninitiated. You
discover truth everytime you use it. -- Reddy

2047. FS:Atari-Commodore-Intellivision-MORE!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: Josh Rotarius <ferretjr@netscape.net>
Message-ID: <36C5CC32.EF435DA@netscape.net>
Source record: 54763
Cross-posted to: alt.atari,comp.sys.cbm,alt.c64,alt.atari.2600,rec.games.video.atari,comp.sys.atari.8bit

All items tested and work (unless otherwise noted)

Hardware:

Key:

B - includes original box
M - includes manual

Magnavox RGB 80 Monitor - works on both 128 and 64: $50
1902A Monitor - due to water damage, screen is shrunck: $20
Commodore 64 - no p/s and needs new keyboard: $10
Commodore 64 - great condition, p/s included: $20
Commodore 1571 - works sometimes, other times, it does not:
$10
Commodore 128 - water damage, parts only with p/s: $10
Epson 286e Printer - does not work: $10
Vic-1525 Printer - BM Powers up, computer recognizes it, but
will not print: $10
Intellivision system - works, one cartridge has exposed
wires, includes "Tron Deadly Discs" cartridge: $20

VIC-20 Cartridges:

Key:

B - includes Box
M - includes Manual

All prices based on rarity status and above.

Pole Position - BM: $3
2 Sargon II Chess - BM: $3 include BM, $1 cartridge only
Cosmic Cruncher - B: $2
Omega Race - BM: $3
Radar Ratrace: $1
Raid on Fort Knox - BM: $3
Clowns - BM: $3
Hes Writer - BM: $4
IFR Flight Simulator - BM: $5
Mole Attack - BM: $3
Jupiter Lander - B: $2
Choplifter - does not work; cartridge board half in case
B: $1
Avenger - BM: $3
The Count(text version) - BM: $3

Gorf - BM: $3
Supersmash - B: $2
Quizmaster(tape) - BM: $5
VIC Lemonade (tape) - BM: $5
2 Adventureland - BM: $3 includes BM, $1 Cartridge only
Programmer's Aid Cartridge: $1

Atari 2600 System:

Key:

M - includes Manual

A six-switch system includes power supply, paddles, a
Tac-10 Joystick(or similar), and the following carts:

2 Space Invaders - Text label
Berzerk - graphic label M
Defender - graphic label M
Combat - text label M
Missile Command - graphic label M
2 Pac-Man - graphic label M
Circus Atari - Graphic label
Super Challenge Football
Asteroids - graphic label M

Price: $35

Other Cartridges:

Key:

M - includes manual

Super Mario Brothers for Nintendo 8bit - M: $2
TI Invaders cart for a TI computer: $1

I will accept individual requests, or sell the whole lot
for $260. Prepay only.

Email to: ferretjr@netscape.com

2048. FS, USA, 56 Antic Disks

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: Allan Strauss <strauss@injersey.com>
Message-ID: <36C5D8F0.8E247148@injersey.com>
Source record: 54764

$28.00, shipping included, anywhere in US.

July 85 to July 90
Vol Issue
4 -,-, 3,4,5,6,7,8,9,10,11,12
5 1,2,3,4,5,6,7,8,9,10,11,12
6 1,2,3,4,5,6,7,8,9,10,11,12
7 1,2,3,4,5,6,7,8,9,10,11,12
8 1,2,3,4,5,6,7,8
9 1,2

2049. Re: can anyone help with 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: ghound@webtv.net
Message-ID: <519-36C5D294-42@newsd-263.iap.bryant.webtv.net>
Source record: 54765

so far have tried switching drive, power
supply, cable,and computer. i hve read
all literature in manuals. still get boot
error. the disks i have must not be the
correct ones. i lhave master disk 3,
atariwriter, and others.

2050. Re: XEGM Keyboard to 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990213163956.22233.00001216@ng10.aol.com>
Source record: 54766

>For a while you could buy a "TransKey" kit which would do the trick but I
>believe the company (Dataque) is defunct. IIRC it used around 10 IC's and
>certainly was not cheap.

Looking at my Nov 90 STart mag, ANTIC section, TRANSKEY reveiw, it was made by Micro Solutions, and was $48 for a solder version and $58 for the plug in version, are they still in business? Who knows

Brent

2051. Diamond OS from Reeve Software ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990213170411.22233.00001235@ng10.aol.com>
Source record: 54767

Did this cartridge based OS for the 8-bits, that looked like GEM on the ST ever ship? I saw an ad in an old magazine the other day for it with pics of it plugged into an 800XL and screen shots that looked really cool, i started drooling.
Please tell me it is out there somewhere.

2052. Re: FS:Atari-Commodore-Intellivision-MORE!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <OJb1tAAVGgx2EwpD@steverosie.demon.co.uk>
Source record: 54768
Cross-posted to: alt.atari,comp.sys.cbm,alt.c64,alt.atari.2600,rec.games.video.atari,comp.sys.atari.8bit

I have some Intelevision cartridges including speech cartridge thingy.
If anyone is interested I'll get further info for them.
#
In article <36C5CC32.EF435DA@netscape.net>, Josh Rotarius
<ferretjr@netscape.net> writes
>
>All items tested and work (unless otherwise noted)
>
>Hardware:
>
>Key:
>
>B - includes original box
>M - includes manual
>
>Magnavox RGB 80 Monitor - works on both 128 and 64: $50
>1902A Monitor - due to water damage, screen is shrunck: $20
>Commodore 64 - no p/s and needs new keyboard: $10
>Commodore 64 - great condition, p/s included: $20
>Commodore 1571 - works sometimes, other times, it does not:
> $10
>Commodore 128 - water damage, parts only with p/s: $10
>Epson 286e Printer - does not work: $10
>Vic-1525 Printer - BM Powers up, computer recognizes it, but
> will not print: $10
>Intellivision system - works, one cartridge has exposed
> wires, includes "Tron Deadly Discs" cartridge: $20
>
>VIC-20 Cartridges:
>
>Key:
>
>B - includes Box
>M - includes Manual
>
>All prices based on rarity status and above.
>
>Pole Position - BM: $3
>2 Sargon II Chess - BM: $3 include BM, $1 cartridge only
>Cosmic Cruncher - B: $2
>Omega Race - BM: $3
>Radar Ratrace: $1
>Raid on Fort Knox - BM: $3

>Clowns - BM: $3
>Hes Writer - BM: $4
>IFR Flight Simulator - BM: $5
>Mole Attack - BM: $3
>Jupiter Lander - B: $2
>Choplifter - does not work; cartridge board half in case
> B: $1
>Avenger - BM: $3
>The Count(text version) - BM: $3
>Gorf - BM: $3
>Supersmash - B: $2
>Quizmaster(tape) - BM: $5
>VIC Lemonade (tape) - BM: $5
>2 Adventureland - BM: $3 includes BM, $1 Cartridge only
>Programmer's Aid Cartridge: $1
>
>Atari 2600 System:
>
>Key:
>
>M - includes Manual
>
>A six-switch system includes power supply, paddles, a
>Tac-10 Joystick(or similar), and the following carts:
>
>2 Space Invaders - Text label
>Berzerk - graphic label M
>Defender - graphic label M
>Combat - text label M
>Missile Command - graphic label M
>2 Pac-Man - graphic label M
>Circus Atari - Graphic label
>Super Challenge Football
>Asteroids - graphic label M
>
>Price: $35
>
>Other Cartridges:
>
>Key:
>
>M - includes manual
>
>Super Mario Brothers for Nintendo 8bit - M: $2
>TI Invaders cart for a TI computer: $1
>
>I will accept individual requests, or sell the whole lot
>for $260. Prepay only.
>
>Email to: ferretjr@netscape.com

>
>

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2053. Wanted: 1400XL or 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-130219991529319171@ccm19015.humboldt.perki.net>
Source record: 54769

The subject line says it: I'm looking for a 1400XL or 1450XLD to round out my collection.

At the World of Atari show, I bought a hard-to-find 800XE at auction, but missed out on a 130XE with Arabic keycaps and nameplate. I wouldn't cry if another one of those came my way.

If you have any of these items for sale, please e-mail me.
Kevin Savetz

--
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com

2054. FS: USA, Software -

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: Allan Strauss <strauss@injersey.com>
Message-ID: <36C61132.AB021336@injersey.com>
Source record: 54770

Looking for approximately $10. each plus shipping,
but will sell each item to the highest bid
received by Feb 20.
==========
ATARI Family Finances - original box, user guide,
and disks

ATARI Paint - original box, user guide, and disk

ATARI Home Filing Manager - original disk and
users guide (no box)

ATARI PILOT Programing Language, cartridge
CXL4018, original reference guide & pocket
reference card. ".....PILOT is a simple,
easy-to-understand programming language. It
stands for Programmed Inquiry, Learning Or
Teaching.....PILOT was designed to enable teachers
to write programs for their students...."

Paper Clip for ATARI by Batteries Included.
Original program and spell pack disks for 130XE
plus copy of original (pre 130XE) version, plus
users guide and Nov 85, May 96 & Sep 86 addendums

The Newsroom by Springboard. Original disks, user
guide, and plastic box.

SynFile+ by Synapse. Original box, disk, &
documentation

SynCalc by Synapse. Original box, disk, template
disk, & documentation

ATARI Conversational Spanish, CX4120. Original
binder, course book, and 5 cassettes

ATARI Conversational French, CX4119. Original
binder, course book, and 5 cassettes

ATARI Conversational German, CX4118. Original
binder, course book, and 5 cassettes

2055. Atari Chat with Jim Collins of Chromagic (Atari reseller USA)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36C61F68.54B5@geocities.com>
Source record: 54771

To everyone who reads this....

Saturday, February 13th 8:00pm
We invite Jim Collins, Chromagic to join us to
discuss new Atari products and hardware/software
availability from the States and overseas.ï¿½ Jim is a
well respected provider of Atari goodies and
upgrades.

That's at 8pm central standard time, TONIGHT on

http://www.atariusers.com/chat

Or get there by going to...

http://www.atariusers.com/aunt

... and select "main area" in the chat menu on the left side of the
screen.

Hope to see many of you there!

Atari Users of North Texas... bringing Atari into the next century!

2056. atari8-l mailing list

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-13 00:00:00 UTC
From: krap@zwieracz.ideefixe.nom.pl
Message-ID: <7a4gb9$mr1$1@zwieracz.ideefixe.nom.pl>
Source record: 54772

echlo

i'd like to invite all of you to atari8-l mailing list.

it's probably the biggest atari 8 bit related mailing list in the world -
- connected bidirectionally to old list at MARIST, and gatewayed to the
FidoNet(tm) international ATARI8-L echo.

for now it has about a 100 subscribers, from all around the world. the list
is free from all the F/S messages, and other off-topic discussions, so
you can find there pure atari8 related stuff... all the messages comes right
to your email account, so there is no need to contact a newsserver, there
is no old-messages deleting, and so on... my wish is that every atari user
would be subscribed, so the atari community stay together and grow in
strenght.

if you maintain an atari8 related WWW site, please put some informations
about the list on it - i'll help others - not everyone has access to
usenet.

to subscribe, please send the message to majordomo@zwieracz.ideefixe.nom.pl
with the following line in the body (not the subject) of your message:

subscribe atari8-l

the language we use is, of course, english. the list is fast, reliable,
regularily maintained.

please, share this message with all people that are interested in atari8
topics you know, and help make this mailing list wide known.

--
= krap@ideefixe.nom.pl = phone +48-602-339173 = InterNIC: MKG5 =
= 2:480/70 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
= finger me or mail a message with subject: 'get-pgpkey' for pgp key =

2057. Converting pictures from AMIGA/ST

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: megaqualle@aol.com
Message-ID: <19990214123920.25050.00001547@ng61.aol.com>
Source record: 54688

I want to converte pictures from AMIGA/ATARI ST to the XL.
The problem I have now : How to get the right colours on the XL screen ?
The RGB values are different to the colour system the XL uses.
Is there a way to calculate the correct colour ???

Thimo

2058. Re: Zeppelin, "800" Game wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <36C7097B.1E14BCD5@nh.ultranet.com>
Source record: 54689

Doctor Clu wrote:

> Bowling wrote:
> >
> > Anybody got this game for Atari 800 (hopefully with docs)...please e-mail me
> > at mbowlin1@tampabay.rr.com , with an asking price...
>
> "Murder on the Zendernuff" by Electronic Arts?

No I think he means Zepplin by Synapse I believe.

--
B r i a n S t u r k E.E./Soft Eng. 8-Bit Computer Geek
http://www.nh.ultranet.com/~bsturk

"Whatever happened to Pong??!" Frank Black
"HOL, The Hardware Obstruction Layer" The NTChrist

2059. Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <7a76eaauq1@kc.trail.com>
Source record: 54690
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <36c6d49c.7594155@news.localnet.com>,
Aaron <aarona@/REMOVE/localnet.com> wrote:
>On Sat, 13 Feb 1999 12:18:51 +0000, Jason <tmr@cosine.demon.co.uk>
>wrote:
>
>>So why, when I drew a diagram of physical sprite widths, did somebody (I
>>believe yourself) *change* it so that the Atari players were twice as
>>wide when they had more colours? I'll draw another one.
>>
>>monocolour sprite: ************************
>>multicolour sprite: ************************
>>single col. player: ********
>>multi col. player: ********
>
>NOPE! Please understand that a PIXEL is a separate visual entity on
>the screen. On the simplest level a pixel can be represented by a
>single bit for the purpose of a monochromatic display (ie. a display

Actually, the Atari literature is the only place I have seen this
curious (and in my opinion quite confusing) terminology. I think
the term "pixel" long predates the computer, and to most sane people
refers to a glowing phosphor dot on a television or computer monitor
(certainly to any computer layman such as myself).

On the 64, every two pixels are the same color in multicolor mode,
giving an effective resolution of 160x200. It's even represented
that way in computer memory (as opposed to e.g. bitplanes).

It's only on the Atari that you can get strange sentences like
"screen size is 40 pixels by 24 pixels" and "register x will change
the width of the pixels."

As this thread has shown, bad terminology leads to very lengthy and
awkward discussions and descriptions. When you need three pages
to explain a very simple concept... it's time for some new terminology.

-Steve

2060. WTB: BITWRITER & SUPER ARCHIVER II

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <919019286.9071.0.spot.d4ee0f47@news.demon.nl>
Source record: 54691

I like to buy a bitwriter&super-archiver II.....

Offers to:

Rene@underground.demon.nl

2061. WTB: video digitiser for XL (DIGIEYES????)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <919019286.9071.1.spot.d4ee0f47@news.demon.nl>
Source record: 54692

```
Please send offers to:

Rene@underground.demon.nl
```

2062. Re: Designing a 'NEW' home computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1dn7yf4.172wgee11mmv6wN@dialppp137.kenton.com>
Source record: 54693
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Paul Anderson <paul@geeky1.ebtech.net> wrote:

> brix@plush.DELETETHIS.de (Brix) writes:
> >Built in Modem not necessary.. should be connectable per USB.
> >
> Whoa, hold your horses on USB here. On a system like this, having everything
> under USB would be a Very Bad Thing(tm). You think you've got a bad rat's
> nest NOW, wait till everything's hooked up with USB! One long noodle... I'd
> go with standard connectors for as much as possible. You'd already be
> churning out the strangest computer anybody's seen in recent computing memory,
> no need to limit yourself by overusing USB.

USB is a bus design, not daisy chain. This machine would need quite a
few USB ports to get around not having to buy a USB hub.

--
Ryan 'Gozar' Collins
rlcolli@ibm.net

2063. Re: Wang computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: lwalkerN0SpaM@interlog.com
Message-ID: <36c7dbc0.11223649@news.interlog.com>
Source record: 54694

On Tue, 9 Feb 1999 08:04:18 -0700, "Patrick Robbins"
<Probb26666@usa.net> wrote:

>I don't know who to ask so I'm posting this for my fellow atarians.
>Recently I came to acquire a wang minicomputer(?) from an insurance agency.
>The computer itself measures 15"x15"x22" and has several large cards
>accessible from the back. Two of them are labeled channel 1-4 and have four
>db25 plugs each. I also have the disk and hard drive thing which is about
>half the size, with a 5.25" floppy, two hard drives, and two more empty
>racks inside. I have two terminals w/monitors and a tape backup unit as
>well. So what can I do with this thing?
>
>Thanks,
>
>Patrick Robbins
>

Try these;
>
> www.hotvs.com is an e-zine
>
> www.hotvs.com/portal.html has links to much of the Wang world
>
> www.phoenix.net/~tjunker/wang.html is my favorite
> 209.113.88.67:7080/alpha.html is Tom's Web Server running
> natively on a VS 6230T
>
Received a while back from a Wang VS enthusiast. There are quite a few
out there. They made several different machines including a line of
PC-like ones that are pretty outmoded. If ,as it sounds like, you have
a VS, consider yourself fortunate. And, sorry to tell you gentlemen,
especially the "boat-anchor" wise-acre, it can run rings around any
"home" computer. Check out the URLs and links.

ciao larry

2064. Re: Designing a 'NEW' home computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: Michael Terrell <terrell@cde.com>
Message-ID: <36C78AF5.8DB4D132@cde.com>
Source record: 54695
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

John/Lori wrote:

> > USB is a bus design, not daisy chain.
>
> But it's meant to simulate a daisy chain. I don't know if this is
> practical because I don't recall that the spec requires a downstream
> port. So, will/do the equipment manufactures leave it out as a cost
> saving measure? Presumably they'd leave it out of a mouse, but how
> about a keyboard.
>
> As for it being a bus, it strikes me more as a network, not really
> drop in (according to my imperfect understanding of the term)
>
> > This machine would need quite a
> > few USB ports to get around not having to buy a USB hub
>
> In other words, build the hub in?

Some new SVGA monitors have a four port hub built in. Cyprus
Semiconductors makes some USB interface chips, and have a link to the
USB standards. At the speed of the buss I would use it for some things,
but not for CDROM or Hard Drives. They would use up too much of it's
resourses. If you want a great machine build in four IDe and a SCSI port
to let the use decide what they want in their configuration.

2065. 800xl HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: kygrl@webtv.net
Message-ID: <2421-36C779FE-155@newsd-262.iap.bryant.webtv.net>
Source record: 54696

Does anyone have a working disk drive!(1050) hooked to a 800xl.I need to know if Master Disk 3 can be used to start up the system?

2066. Re: 800xl HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: 8-Bits <demita@sprynet.com>
Message-ID: <7a8533$pq9$1@juliana.sprynet.com>
Source record: 54697

The Atari DOS 3 Master Disk should be able to boot the 800XL.

You should power on the 1050 first, insert the diskette and then power on the 800XL (remove any cartridges first!). You should hear rapid, short beeps as the disk reads, then the "Ready" prompt should appear. Type "DOS" and press "Return" key and after some more rapid beeps the DOS menu should display.

If this doesn't work let me know if any diskette will start for you and I will let you know the files that are on my DOS 3 diskette.

John

Patricia Burgett wrote in message
<2421-36C779FE-155@newsd-262.iap.bryant.webtv.net>...
Does anyone have a working disk drive!(1050) hooked to a 800xl.I need
to
know if Master Disk 3 can be used to start up the system?

2067. Re: 800xl HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990214201439.14346A-100000@vtn1>
Source record: 54698

On Sun, 14 Feb 1999, Patricia Burgett wrote:

> Does anyone have a working disk drive!(1050) hooked to a 800xl.I need to
> know if Master Disk 3 can be used to start up the system?
>
>
>
The odds are it can't as it sounds like the third in a set of disks.
Generally, with a set of disks, only the first will boot. That's assuming
the "Master Disk 3" is on a manufacturer's label. Your best bet, after
trying the various tips that have been posted here, is to find someone in
your area with a working copy of DOS who can run you off a boot disk.
Better still, if you can visit the person, take your drive and computer
with you and try them out in varying combinations with his equipment.

2068. Re: Wanted: 1400XL or 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7a5e6a$fd5$1@nnrp1.dejanews.com>
Source record: 54773

Probably a FAQ but.. Are these actually still obtainable? How many were actually made? I would consider paying a fair amount of money if a 1450XLD came my way.. I still have the MACE journal (I think it was June '83) that gave the sneak preview of all the stuff Atari never made.. I still drool over that sometimes.

In article <savetz-130219991529319171@ccm19015.humboldt.perki.net>, Kevin Savetz <savetz@northcoast.com> wrote:
> The subject line says it: I'm looking for a 1400XL or 1450XLD to round
> out my collection.
>
> At the World of Atari show, I bought a hard-to-find 800XE at auction,
> but missed out on a 130XE with Arabic keycaps and nameplate. I wouldn't
> cry if another one of those came my way.
>
> If you have any of these items for sale, please e-mail me.
> Kevin Savetz
>
> --
> --
> Kevin Savetz <savetz@northcoast.com>
> Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
> http://www.atarimagazines.com
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2069. Re: Email and News

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: Darren Spiteri <Spit@spam-free.UUCP>
Message-ID: <m9c5a7.nv1.ln@bucket>
Source record: 54774
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

```
On Sat, 13 Feb 1999 13:10:01 -0600 (CST), Mike Uhl wrote:
> On Tue, 9 Feb 1999, Darren Spiteri
> wafted these smoke signals into the breeze:
> > Yeah, I do all my editing with VIM and insert control sequences
> > through out my text like .ul, .lq, .ds etc. Then I run macros which
> > search and replace these with the actual printer escape sequences.
> > I've pretty much got all the functions I used most in BBWriter
> > implemented in VIM macros, also alternate pagination before
> > printing. :)

> Hmm. I don't know why I didn't think of that. Now, I can have "pretty"
> *and* functionality. Thanx for the idea! :-)

Here's some handy macros. If you study them carefully you'll see that the
first one splits a file into odd and even files with 80 line pages, numbering
each page in the process. The second one prepends the two files with the
printer's ESC sequence to turn on 88lpp before writing them indiviually. Print
one file, turn over the paper and print the other. Feel free to use them, I
don't know if they work on older versions than 4.0.

"Alternate Pagination vim macros
"By Darren Spiteri <spit@xxxxxxxx.com>
"9th November 1998

"These mappings are ``subroutines'' just to make it look neater.
map & opo

map _ I0
map = ggY

"This recursive mapping does all the donkey work.
map L 80ddtGp=G&=b79j&jL

"Press this key to split...
map <F1> :new
I(0):ce
bggL
"...and this one to write.
map <F2> tggdd_:w! ~/work/odd
ZQgg_:w! ~/work/even
ZQ

--
+-\___ ___ ______ __ __/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\-+
: / __)| _ \||_ _| /__/_/ NOTE: Above email address is fictitious. :
|:__ \: _:: :: : @# '') "Bunch of savages in this town..." - Dante |
```

`(____/|_|><|_||_|><><__3- - -*(at)hempseed(dot)com><><><><><><><><><><>'

2070. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36c6d49c.7594155@news.localnet.com>
Source record: 54775
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sat, 13 Feb 1999 12:18:51 +0000, Jason <tmr@cosine.demon.co.uk>
wrote:

>Aaron:
>> ...I believe you're enquiring if Atari sprites must be the same
>> resolution as the background. If this is the case, then the answer is
>> no. The resolution of Atari sprites have absolutely no bearing on the
>> background resolution and vise-versa.
>
>So why, when I drew a diagram of physical sprite widths, did somebody (I
>believe yourself) *change* it so that the Atari players were twice as
>wide when they had more colours? I'll draw another one.
>
>monocolour sprite: **********
>multicolour sprite: **********
>single col. player: ********
>multi col. player: ********

NOPE! Please understand that a PIXEL is a separate visual entity on
the screen. On the simplest level a pixel can be represented by a
single bit for the purpose of a monochromatic display (ie. a display
where any single pixel can be either the background or foreground
color). By combining a number of bits for the representation of a
single pixel, the computer can be coaxed into displaying multiple
colors.

Most older computers have a stringent upper limit of how much RAM can
be accessed for the purpose of a (non sprite) video display
(BANDWIDTH?). The upper limit for unexpanded Ataris and Commodores are
about 8K. Therefore, in order to increase the number of displayable
colors, one must sacrifice the resolution (ie. the number of
separately accessible pixels).

Sprite limitations are even more stringent. A single C-64 sprite
MUST consist of exactly 63 bytes. In single color mode, each bit can
represent a separate pixel for a total pixel resolution of 24 pixels
horizontally and 21 pixels vertically. Because a single C-64 sprite is
always represented by 63 bytes, when a sprite is set for multicolor (3
color) mode, the number of separately definable pixels must be
sacrificed. This resolution sacrifice occurs in the horizontal
direction, thus cutting the number of horizontal pixels in half (from
24 pixels down to 12 pixels). To make a long story short, your above
use of the number of asterisks to represent a multicolor C-64 sprite
should be reduced in half.

Please note that both Atari & Commodore sprites can be made "larger"
by stretching them in both the horizontal and vertical direction.
However, because the number of bytes representing them are the same,
each pixel is visually "fatter." Also note that "unstretched" single
color C-64 sprites can be displayed at a higher resolution than
"unstretched" Atari sprites (ie. a single C-64 sprite pixel is half
the size of a single pixel Atari sprite). In multicolor mode an
"unstretched" C-64 sprite pixel is exactly the same size as an
"unstretched" Atari sprite pixel.

single colour C-64 sprite:(24 pixels across) (not horizontally
expanded..physical width of each "x" represents two single color
pixelsl)
****
single colour C-64 sprite: (24 pixels across) (horizontally
expanded...each "x" represents a separate single color pixel)
****
monocolour C-64 sprite: (each "x" represents one multicolor pixel)
****
single colour Atari player: (each "x" represents one single color
pixel)
****
multicolour Atari player: (two Atari sprites are placed on top of each
other to produce a three color sprite)
****

>By "physical" I mean what you can actually see. IF you measure a PMG
>it's a constant width, on a 320x200 (or similar) screen it's 8 pixels.
>The same goes for a sprite, it's *always* 24 pixels across no matter how
>those pixels are being interpreted. 24/8=3.

The highest resolution of an Atari P/M sprite corresponds to a
background resolution of 160x200. Atari scrolling is always set at
160x200 res. The highest res of a C-64 sprite corresponds to a
background res of 320x200. C-64 scrolling is always set at a 320x200
res.

C-64 sprites always use 3 bytes per horizontal scanline. 3 bytes
correspond to 24 bits. In sprite mono-color mode, this corresponds to
24 pixels across. In sprite multi-color mode this corresponds to 12
pixels across (each pixel is interpreted from 2 bits of the 24 bit
holding area). If one wanted to have a multicolor sprite at 24 pixels
across, 6 bytes would be needed. A single C-64 hardware sprite does
not support this. The workaround would be to place two separate C-64
multicolor sprites side-by-side.

>
>> As for fine scrolling, the the Atari is *normally* set for a 160x192
>> resolution (discounting overscan).
>
>I was talking about the C64's smooth scroll. Even when you're seeing
>what looks like 160x200 screen displays, the C64 is still pumping out
>320x200 resolution, the smooth scroll and option of mixing modes prove

>this.
6
We certainly have a screwy definition of resolution. Don't we?

By your definition an Atari 2 color 40 x 48 display is still a 160x192 resolution because it can be fine scrolled as such. How laughable. Or, perhaps, you're equating video memory size with resolution? After all, a multicolor 160x200 does use the same 8K amount as a mono 320x200 resolution. Right? Using this faulty logic, the Atari 16 color 80x200 (using 8K of RAM) must therefore also have a resolution of 320x200. Of course, in terms of discussing resolution, this is unequivicably erroneous.

2071. Re: B-key Keyboard?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36c6e978.12934982@news.localnet.com>
Source record: 54776

On 13 Feb 1999 01:34:56 GMT, vinnie5757@aol.comnospam (VINNIE5757)
wrote:

>>Pardon me, but wouldn't an 800 be better to buy
>
>Absolutely.... BUT.. some folks, like myself, like to push the envelope! Read
>my next post... at THAT time, the 400 was cheaper to upgrade than buying an
>800... well, that was 'til a few years later!
>
>Today.... no question, get an 800...!!!!!!!!
>B'rgds,
>Vinnie
>
>"Can't means don't want to!"

This is the same reason why many people bought the IBM PCjr (aka
"PEANUT"). At the time (1984) an expanded (non HD) PCjr was much
cheaper than a comperably equipped PC (non HD). It's hard to believe
that at the time (1984) hard drives (HD) were considered to be
incredibly expensive luxuries and, with very few exceptions, all PC
software (and DOS) could be run directly from floppy. Nowadays, a PC
program can't even be directly run from CD!!!

2072. Re: Keyboards I have known

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36C68C88.4584@geocities.com>
Source record: 54777
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Nicholas R. Melnick wrote:
>
> I still enjoy my old Macintosh 512KE keyboard. Those pressed down hard, and
> you knew when you hit that damn key. It was too noisy, tho, but I still
> liked it. :)
>

You have GOT to be kidding!

CHONG..CHONG..CHONG..CHONG...VAMPOW (Space bar)..CHONG..CHONG..

Well.. I guess I liked the keyboard quite a lot, but after going from
the Atari 400 to a 1200 keyboard (membrane to touch type) I smoked that
poor Mac 512K Keyboard. We had a second keyboard for parts every time a
key went out.

Now my current MacAlly keyboard has held up surprisingly well...

Doctor Clu

2073. FA: 19 different 8-Bit cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <7a61mm$4mr$2@geraldo.cc.utexas.edu>
Source record: 54778

No reserve, current bid is $36. For a picture or to bid:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=65287667

Titles:

Archon
Atariwriter
Basic
Bug Hunt
Centipede
Defender
Dig Dug
Donkey Kong
Galaxian
Gorf
Kaboom
Missile Command
Ms. Pac-Man
Pac-Man
Q*Bert
River Raid
Space Invaders
Star Raiders
Telelink

--
Alex Bilstein
BA in Art History, University of Texas
Are you a fan of the Atari 2600? Then check out the Atari 2600 Nexus:
http://ccwf.cc.utexas.edu/~bilstein/atari2600nexus/index.html

2074. Re: Atari-> Win3.1-> ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36C695DA.6520@geocities.com>
Source record: 54779

HELIOS ALL THE WAY MAN!!!

(Atari/Unix combo for the Atari Workstation... which, BTW, if anyone is selling I would be curious to hear the price...) :)

I'm torn at the moment.. I mentioned this in the letter to the Atari listserve.. to sum up a large letter, I was thinking between a Mac, PC, Atari 8bit with a black Box, and a Atari ST platform.

I've found that these days, computers are toasters. This holds true for the PC and Mac. They will do the word processing, internet, and high graphical applications.

Then you have what I'm starting to call the HOBBy machines.. The Atari, Amiga, (Newton), and all platforms that are in their own way unique and different from PC and Mac. Mac used to be in this rare category... but quite frankly they have become a VERY common computer. Congratulations Mac, for I was a Mac user when Mac users weren't cool. Now they are, and I don't like it!! :)

So, my thinking is this.. love Macs... my lady wants to green imac (she likes the different colors.. she thinks they're cute). I figure get the iMac for the very fast web browsing, and get a Atari TT and upgrade the hell out of that machine for a hobby machine (and that machine is also quite internet capible, though not on par with a iMac by any means).

Cool to still have Atari as a option in this day and age...

Doctor Clu

2075. -NEW SITE-

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: liberator@acsplus.com
Message-ID: <7a680q$3pi$1@nnrp1.dejanews.com>
Source record: 54780

Please stop by and lemmie know what you think! Thanks! =)

http://underworld.fortunecity.com/minesweeper/127

-SKP-

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2076. Re: Zeppelin, "800" Game wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36C6A08E.5F1A@geocities.com>
Source record: 54781

Bowling wrote:
>
> Anybody got this game for Atari 800 (hopefully with docs)...please e-mail me
> at mbowlin1@tampabay.rr.com , with an asking price...

"Murder on the Zendernuff" by Electronic Arts?

2077. Re: can anyone help with 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990214070950.23383.00000645@ng142.aol.com>
Source record: 54782

>so far have tried switching drive, power
>supply, cable,and computer. i hve read
>all literature in manuals. still get boot
>error. the disks i have must not be the
>correct ones. i lhave master disk 3,
>atariwriter, and others.
>
Some questions to hopefully rule out some
potential sources of your problem:

Are you saying that when you swap the
computer*and* drive with the same disks
that you still get the error?

Is the exact message "BOOT ERROR" or
something else?

Which drive do you have - 1050 or ?

If a 1050, are there any other switches on the
front of the drive that look like add-ons?

Have you checked the small slide switches
at the rear of the drive to make sure that it
is set for drive #1? On a 1050, they are
black and white. They should both be
pushed LEFT with only the black switch
showing (the white one is directly behind it.)

If you haven't solved your problem already,
let me know the answers, and we'll pursue it
further.

Larry White

2078. Re: can anyone help with 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <36C6CBAE.91EE94AB@sisna.com>
Source record: 54783

Appears you have 1 or two problems.

1. Your disks are corrupt.

2. Both your disk drives have a read problem.

Look at the disks first, check the area on the other side of the disk
with the label facing down.
Look for scratches at the outer edge or a worn line on the disk that is
not the same color as the rest of the disk in the read hole. Turn the
disk by placing your fingers in the center hole and look again for any
worn or scratch spots on the outer edges.

2. Remove the 6 screws from the 1050 disk drive, lift off the top cover
and look at the Head in the center of the drive. With cover off put a
disk in the drive turn on power, Does the head move to the rear of the
Disk, then move to the center after a few seconds? If not then look at
the rails the head travels on, they could be dirty and prevent the head
from reading track zero. If this is the problem then
clean the head rails.

3. Turn the drive off remove the disk and lift the Upper arm of the head
gently, look at the head itself see if it is dirty, if so clean it, also
look at the top arm you gently lifted, there is a brown pressure pad in
the center of it, does the pad still exist, and stick down a little? If
not then it is possible this is the problem and the pad needs replaced.

4. On the same arm on top of the head you will see a spring that applies
pressure to the arm, behind the coils is a wire that is in one of the
slots cut in the back of the head base, you can move this to the right
with the front of the drive facing you, this will apply more tension to
the head if the pad has worn down some letting the disk travel over the
head.

5. Before all of this, look at the center hole of the disk in the drive
when you turn it on, it should spin if it does not then you have lost
the drive belt, depending upon the Mech. you have it could have just
come loose and be lying in the base under the drive Mech.,

hope one of these help
bob.

2079. Re: Zeppelin, "800" Game wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36ccbfc8.6750936@news.demon.co.uk>
Source record: 54784

The other Day Doctor Clu <clu-da-bard@geocities.com> wrote:

>Bowling wrote:
>>
>> Anybody got this game for Atari 800 (hopefully with docs)...please e-mail me
>> at mbowlin1@tampabay.rr.com , with an asking price...
>
>
> "Murder on the Zendernuff" by Electronic Arts?

Nope the subject name is the right one. Hacked wise there are many
around BUT I think they all stem from the same bugged version. I seem to
remember the game starting on level 7 for some reason and resetting back
to he same level if you finished that level..

Wasn't that good at it TBH so it could be me, anyone who owned the real
version like to say if that's how it played as norm?
--
Paul..

Emulator megafan, Retro gamer and all round fountain of knowledge.

ICQ No: 105793

2080. Carts. & Accessories

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <7a6nt2$av0$9@ramp2.tir.com>
Source record: 54785

```
Software
--------
BASIC Cart. $2.00
BASIC Cart. (w/ orig. box) $2.50
Basketball Cart. $3.00
Bug Hunt Cart. $3.00
Bug Hunt Cart. (w/o case) $1.00
Centipede Cart. $3.00
Dig Dug Cart. $3.00
E.T. Phone Home Cart. (unopened) $4.00
Eastern Front (1941) Cart. $3.00
Eastern Front (1941) XE Cart. $4.00
Flight Simulator II Cart. $5.00
Football Cart. $4.00
Frogger Cart. $4.00
One On One Cart. $3.00
One On One Disk (w/manual) $5.00
Pac-Man Cart. $3.00
Qix Cart. $3.00
Star Raiders Cart (w/box) $4.00
Super Breakout Cart. $2.50

Accessories
-----------
4-Button Joystick $2.00
Atari Paddles $3.50
SVI Quickshot I Joystick $3.00

Buyer pays shipping costs.
--
The Collectaholic's Page - http://www.tir.com/~mkusz/
Sports Memorabilia, Non-Sports Cards & Other Collectibles
```

2081. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: atari-things@spamnot-ehrich.com
Message-ID: <xtCx2.18715$Jz1.9916271@news2.voicenet.com>
Source record: 54786

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Ape Face Model XLP Digital Device..... $14
Atari XMM801 printer..... $15
Atari 410 Tape Deck..... $15
Atari 1020 Printer..... SOLD
Hot Stuff Joystick (rough)..... $ 4
Joysticks (square) (3)..... $ 8 each
DVE Printer Power Supply Model DV-2412A..... $ 8
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50
Orders & Questions

Diskette Software for Atari Computers
$4 each (6 for $16)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
SOLD - Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
SOLD - DeBug by Childware
SOLD - Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
SOLD - Reading Skills
Sesame Street Astro-Glover (3-6)
SOLD - Sesame Street Print Kit for Atari & Commodore
Spinnakers Alphabet Zoo (3-8)
Spinnakers Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)

Spinnakers Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
SOLD - Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)
Orders & Questions

Diskette Software for Atari Computers
$2.50 each (7 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Astro Grover
Cardware High Tech Expressions
SOLD - Compute Disk October-December 1986
SOLD - Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Match Up
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell
Moon Shuttle
My First Alphabet
Paint Master Diskette
Sea Bandit
Shape Up
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Computer Crosswords for Atari or Commodore
Orders & Questions

Antic Diskettes from Atari
$2 each (5 for $8) (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
Orders & Questions

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)

Orders & Questions

Tape Software for Atari Computers
$3 each (4 for $8) (10 for $16)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Program Exchange - Counter (3-8)
Canyon Climber for Atari 400/800 (16k)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
SOLD - Gulp!!
Hangman
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)

Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
Orders & Questions

Atari Books $5 each (6 for $20)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

2082. Re: Atari 400 Memory Limitation

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-14 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <36c6f8de.0@news.iglou.com>
Source record: 54787

On 1999-02-12 sjohnson@mitre.org said:
>Hi Brett--
>When I upgraded my 16K Atari to 48K, I actually had to solder in an
>expansion board. Of course, that was 15 years ago, so I'm sure
>things have gotten better.... have they?

Yes, Atari made the 800XL, 65XE, and 130XE, but then things got worse again..
Now you can run an emulator on your Pentium system with no soldering. :)

Net-Tamer V 1.08X - Test Drive

2083. What was the "Ram Jammer" [revisited]

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: Gareth <dial.pipex.com_.nospam@garethd.com>
Message-ID: <7a7r2scvr1@plug.news.pipex.net>
Source record: 54699

I didn't get an answer when I posted a few months ago which suggests that it wasn't a well known device. Anyway, here's another attempt in the hope that this time I'll get lucky and bump in to someone who knows or at least came across the word ;>)

Gareth.
--
(Munged address - please reply in the newsgroup).
ICQ: 16909602.

2084. Re: B-key Keyboard?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <7a7vlj$r4o$1@mohawk.hwcn.org>
Source record: 54700

Bret Kellihan (bkellihan@earthlink.net) wrote:
: >I still have my original Atari 400 with 48k and I added a B-key keyboard
: >to it. The only thing I have to do is add the mod for monitor output and
: >it will be as capable as the 800......I have an 800, but I think I am
: >going to set up my 400 unit instead, with a couple of 810's, and an 850
: >with an 410 as well.....finally, my dream Atari setup I could not afford
: >back in 1983! :-)
: >
: >Willy
: >

: B-key Keyboard? Is there a way to get past the membrane keyboard? I assume
: its possible (I'm an engineering student)... I just never thought there was
: an easy way to do it. What's involved in the upgrade?

: The reason I've asked is because I'm trying to reassemble my Atari 400
: system. I sold all of it 10 years ago... <sigh> When I bought it, it was a
: 48K. The only thing I've found to be reasonably priced and guaranteed
: working condition (as opposed to untested) was a 16K system, so I've ordered
: it, but I would really like to have that extra 32K of ram.
:
: (Thanks Vinnie and Curt... I contacted best. I haven't found the exact
: part, but I sent them a message)

: Another nice thing to be rid of would be the membrane keyboard... So what is
: the B-key keyboard? ;-)

: thanks again,
: bret

The "B-Key" keyboard was a product sold by "Inhome Software" a local to
the Hamilton Ontario area which made a lot of money on them. They were a
replacement keyboard that were pretty good, but not as good as an 800
Keyboard....kinda stiff, but MUCH better than the membrane. The only way
to upgrade a 400 now a days is to locate one of these replacement
keyboards.....not an easy task.

2085. Re: Diamond OS from Reeve Software ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: mstulir@geocities.com
Message-ID: <7a9ncd$rb4$1@nnrp1.dejanews.com>
Source record: 54701

bgarvey355@aol.com (BGarvey355) wanted to know about the Diamond OS:

Yes, the Diamond OS did ship for the 8-bits. I have one. It would work great with an Atari ST mouse. I never found it that useful though.

Mike Stulir
Back In Time -- Updated news and complete coverage of ALL things Atari.
http://www.emuclassics.com/backintime
http://www.emulnews.com/backintime (mirror)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2086. Re: 800xl HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: 8-Bits <demita@sprynet.com>
Message-ID: <7a8ers$u3$1@juliana.sprynet.com>
Source record: 54702

John P. - Atari's DOS version 3 was labeled "Master Diskette 3".

Patricia - If you have the original Atari diskette it is marked part no. DX5052. If this is what you are referring to, then there is only one diskette to boot "DOS 3" from and my first message can help get you by this problem.

John DeMita
==========
>
>
>On Sun, 14 Feb 1999, Patricia Burgett wrote:
>
>> Does anyone have a working disk drive!(1050) hooked to a 800xl.I need to
>> know if Master Disk 3 can be used to start up the system?
>>
>>
>>
>The odds are it can't as it sounds like the third in a set of disks.
>Generally, with a set of disks, only the first will boot. That's assuming
>the "Master Disk 3" is on a manufacturer's label. Your best bet, after
>trying the various tips that have been posted here, is to find someone in
>your area with a working copy of DOS who can run you off a boot disk.
>Better still, if you can visit the person, take your drive and computer
>with you and try them out in varying combinations with his equipment.
>
>

2087. Atari XLE Star Raider Problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: inf410@worms.fh-rpl.de
Message-ID: <7a8tqg$29v$1@villon.Fh-Worms.de>
Source record: 54703

--

Hi 2 u,

I�ve got a little problem with the Atari ----XLE---- version of Star Raiders.
I friend used his cart. for about 10 minutes and it burned out. A other friend of me had the same cart. (Aehh another one not the same). I opened the cart an there was only 1 2364 chip from NCR inside IC602, the IC 601 was free. I had pulled out the rom a took a eprommer to read the Data, Ok i burned a new eprom for the burned out rom in the other cart. but after i nplace the orig, rom in the cart, nothing !! (i have now two ex friends with no Star Raiders XLE)
So i come to an end with my questions.

1) Why has the XLE version of Star Raiders only 1 rom (4KB) when the 400/800 version has two?
2) Has someone a idea why the cart. don�t want to run after i had made a copy (is it a new not known copy protection)?
3) Is there a source for the cart pcb layout for Atari 8 Bit cartridge games.
(I�ve seem many rev. and would like to make a docu, if it isn�t already there)

bye

King kong (Germany)

Mit freundlichen Gruessen

Torsten Schall

E-Mail: inf410@fh-worms.de
Torsten.Schall@fh-worms.de

2088. Re: Wang computer ... Wang VS ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F770uu.yt@cix.compulink.co.uk>
Source record: 54704

In article <36c3a096.0@news2.uswest.net>, Probb26666@usa.net (Patrick Robbins) wrote:

> >It sounds like it could be a Wang VS....
>
>
> I think it's a CS2. I'm interested in the multiuser aspects or
> something
> like that...

Off topic(ish) but have you heard about that card that you can put in a PC. Add a k/b and mouse and you can have two people using the same PC/Windows at the same time. It has it's own video card built in too albeit a weedy one.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

2089. Re: Please post UK, USA etc in the For Sale headers.

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F770uq.xG@cix.compulink.co.uk>
Source record: 54705

In article <MAi7tHA1bcw2EwA+@timsplace.freeserve.co.uk>,
tim@timsplace.freeserve.co.uk (Tim Denning) wrote:

> OK guys I am sick of reading for sale ads coming from the US when I live
Don't forget, the Internet only exists in the US, or that the world == the
US. Seems to be the opinion in certain countries anyway ;-)

The most depressing thing is using chat on AOL:
"Hi where are you?"
"UK"
"What state is that in?"
"No, not in US - Great Britain"
"Do they have the Internet in England?"
"err yes.."
"You know Bill Gates invented the Internet don't you?"
etc
****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

2090. Re: Wang computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F770ux.zH@cix.compulink.co.uk>
Source record: 54706

In article <OUNw2.1470$sS6.1689802@newse3.tampabay.rr.com>,
mbowlin1@tampabay.rr.com (Bowling) wrote:

> Yes, quite...
> Patrick Robbins wrote in message <36c3a032.0@news2.uswest.net>...
Awesomely useful posting given that Usenet isn't threaded..

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

2091. Re: Designing a 'NEW' home computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F770v1.10t@cix.compulink.co.uk>
Source record: 54707

In article <19990211204211.11682.00000207@ng64.aol.com>, puputai@aol.com (Pupu tai) wrote:

> for rather gutless hardware. Compared to
> _modern_ cheap hardware....
There's a new one that is cheapish (£600 UKP) and takes PCI peripherals and runs a 68040 at a fair speed. Something like 6 times quicker that a Falcon.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

2092. Re: Zeppelin, "800" Game wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F770v5.12C@cix.compulink.co.uk>
Source record: 54708

In article <36ccbfc8.6750936@news.demon.co.uk>, mclane@dellos.demon.co.uk
(Paul Irvine) wrote:
> Wasn't that good at it TBH so it could be me, anyone who owned the real
> version like to say if that's how it played as norm?
The (multiboot) version I had seemed fine and good fun to play too. Never
saw any glitches of any kind.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

2093. Re: 800xl HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: kygrl@webtv.net
Message-ID: <519-36C812B7-56@newsd-261.iap.bryant.webtv.net>
Source record: 54709

thanks for info. I have diskette 3 part #
5052 . it does not boot. will try to find
a copy. does anyone know where to buy
this disk?

2094. Re: 800xl HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: kygrl@webtv.net
Message-ID: <519-36C81383-57@newsd-261.iap.bryant.webtv.net>
Source record: 54710

thanks for info. I have diskette 3 part #
5052 . it does not boot. will try to find
a copy. does anyone know where to buy
this disk?

2095. La Bible des Pokes (Parts one and two)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <919090841.20490.2.nnrp-04.9e98ea3a@news.demon.co.uk>
Source record: 54711
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.amiga.marketplace,alt.c64,comp.sys.atari.st

I've got both parts (A-G and H-Z) of a French Publication called "La Bible des Pokes" which was published in November 1992 by Joystick magazine. Each half has glossy magazine-type covers and contains 81 pages (162 sides) of A4, covered with pokes and solutions for an *enormous* range of Amstrad CPC, Commodore C64, Atari, Commodore Amiga and PC games.

I estimate there are about 700 pokes or solutions in each volume. 'Course, you'll need to read French for some of the solutions, but a poke's a poke, right?!

Anyone like to make me an offer for them?

E-mails to brian@spheroid.demon.co.uk please.

--
Brian

2096. Floundering

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <919090840.20490.1.nnrp-04.9e98ea3a@news.demon.co.uk>
Source record: 54712
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,alt.c64,comp.sys.atari.8bit,comp.sys.oric

The first issue of the e-mag Flounder, edited by me as a bit of squalid fun after finishing the final issue of 8BIT magazine, will be ready to be sent out on Saturday 20th February.

To get a copy e-mail flounder@spheroid.demon.co.uk Those of a nervous, or politically correct, disposition might do better to give it a miss.

Those who had previously asked me to send it when ready should re-apply as my first Flounder subscription list disappeared into the ether some months ago.

--
Brian

2097. Atari on the BBC.

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: Graham Thornton <graham.thornton@ln.ssw.abbott.com>
Message-ID: <36C8326F.1380@ln.ssw.abbott.com>
Source record: 54713

Here is something the BBC featured last week....

http://news.bbc.co.uk/hi/english/uk/newsid_276000/276886.stm

Thought you might enjoy it.

Graham

2098. Where can I get Atari demos ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: Ferenc Kerekes <stasis_rel@hotmail.com>
Message-ID: <36C83A96.6287@hotmail.com>
Source record: 54714

```
Hello dudes,

Can u tell me some ftp/www sites where i can download
atari 8bit/falcon/etc (demoscene) demos ?

thx for the help
```

2099. Re: Email and News

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: Dan Barber <xy3951@epix.net>
Message-ID: <7a9ktt$5qi$1@news1.epix.net>
Source record: 54715
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

>: easier. With GeoPaint or GeoWrite or any other Geos-based software,
>: you have to run up Geos first, *then* load the desired program.
>
>That's the nature of a disk-based operating system.

Yeah SLOW! But GEOS is not bad. I used 1.3 for years on one drive. And then I got 2.0 and used that for a year before I got a 1581 drive. Then shortly after that I got a 1750 REU. When you are using one drive you figure out tricks to speed things up, and advoid disk acess. Once you got those tricks down it was not bad. I admit that the best thing is to get a 1750, but you can still use it with one drive.

BTW-Geowrite is best with page breaks! If you have a ramdrive you don't need to bother with them tho.

Dan Barber
xy3951@epix.net

2100. Re: Where can I get Atari demos ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: MaPa <marek.pavlik@vslib.cz>
Message-ID: <36C85FAC.E9AF5B3C@vslib.cz>
Source record: 54716

Hi.. for Atari 8bit demos look at
http://www1.tu-chemnitz.de/~sgl/atari/demosind.htm

2101. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y4sona6wv.fsf@co.umist.ac.uk>
Source record: 54717
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

sjudd@kc.trail.com (Steve Judd) writes:
> In article <36c6d49c.7594155@news.localnet.com>,
> Aaron <aarona@/REMOVE/localnet.com> wrote:
> >NOPE! Please understand that a PIXEL is a separate visual entity on
> >the screen. On the simplest level a pixel can be represented by a
> >single bit for the purpose of a monochromatic display (ie. a display
>
> Actually, the Atari literature is the only place I have seen this
> curious (and in my opinion quite confusing) terminology. I think
> the term "pixel" long predates the computer, and to most sane people
> refers to a glowing phosphor dot on a television or computer monitor
> (certainly to any computer layman such as myself).

To Atarian's that would mean the monitor/TV's resolution, which might be different from the computer's current screen mode resolution.

Hmmm.. I'm not sure if "pixel" predates the computer or not, I always thought it was created when people started working on the early computer graphics systems. But I guess it might go back to the days when the TV was invented. Anyone know for sure?

I've always understood the word pixel to have originated from the words 'picture' and 'cell' (pic-cell or pixel), there have been other variations of this used in the past, such as pel (from picture cell or picture element), but pixel has been the one that has stayed with us. So a pixel (or picture cell) is the smallest individual element of a picture. i.e. a dot. But does this mean the smallest physical picture element that can be displayed on the screen (an RGB triad), or the smallest logical unit that the computer can manipulate in a picture (which can be 1 or more RGB triads, or even fractions of an RGB triad depending on the resolution of the mode used)?

Having taken the Atari route, I've always assumed the latter, although I can see how it can be applied in terms of the former. Given all the different Atari screen modes, I can see how it would make sense from Atari's point of view to define it as a logical picture unit. This way the PLOT 10,10 command would draw an (Atari) pixel at x=10, y=10, whether that (Atari) pixel is 1 (C=64) pixel big, 4 (C=64) pixels big or whatever. Then you can say it switches (Atari) pixel 10,10 on, rather than (C=64) pixels 40-43,40-43 on, or whatever.

> On the 64, every two pixels are the same color in multicolor mode,
> giving an effective resolution of 160x200. It's even represented
> that way in computer memory (as opposed to e.g. bitplanes).
>

> It's only on the Atari that you can get strange sentences like
> "screen size is 40 pixels by 24 pixels" and "register x will change
> the width of the pixels."

And taken in the context of Atari pixels, it makes sense, and
there's nothing strange about it. Even if the rest of the world
disagrees :-)

> As this thread has shown, bad terminology leads to very lengthy and
> awkward discussions and descriptions. When you need three pages
> to explain a very simple concept... it's time for some new terminology.

Actually I'd say that this thread has shown that the different
terminologies used leads to... As someone else in this thread said,
it's not better or worse, just different.

Hmmm.. all this has got me wondering. We talk of resolution in terms
of pixels, a resolution of 320x200, means 320 pixels by 200 pixels
(i.e. you can resolve 320 elements by 200 elements). Does that mean
that if I connect my Atari, or a C=64, to a modern monitor I can say
I've upgraded it to a resolution of 1480x1024 pixels? :-) *grin*
Hey! my Atari can do 1480x1024!!! ;-)

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

2102. Re: Zeppelin, "800" Game wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36ce78f7.3320410@news.demon.co.uk>
Source record: 54718

The other Day ilaskey@cix.compulink.co.uk ("Iain Laskey") wrote:

>In article <36ccbfc8.6750936@news.demon.co.uk>, mclane@dellos.demon.co.uk
>(Paul Irvine) wrote:
>> Wasn't that good at it TBH so it could be me, anyone who owned the real
>> version like to say if that's how it played as norm?
>The (multiboot) version I had seemed fine and good fun to play too. Never
>saw any glitches of any kind.
>
>**
>* Iain R Laskey * ilaskey@cix.compulink.co.uk *
>**
>* Analyst Programmer/ Freelance IT writer *
>**

Hmm...Must go thru all the versions I have (Many) most seemed the same
so I gave up.....

Like I said, maybe me :)
--
Paul..

Emulator megafan, Retro gamer and all round fountain of knowledge.

ICQ No: 105793

2103. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: John/Lori <henk@spamsuxdoitnow.com>
Message-ID: <36C87B6A.66B8@spamsuxdoitnow.com>
Source record: 54719
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> To Atarian's that would mean the monitor/TV's resolution, which might
> be different from the computer's current screen mode resolution.
>
> Hmmm.. I'm not sure if "pixel" predates the computer or not, I always
> thought it was created when people started working on the early
> computer graphics systems. But I guess it might go back to the days
> when the TV was invented. Anyone know for sure?
>
> I've always understood the word pixel to have originated from the
> words 'picture' and 'cell' (pic-cell or pixel), there have been other
> variations of this used in the past, such as pel (from picture cell or
> picture element), but pixel has been the one that has stayed with us.
> So a pixel (or picture cell) is the smallest individual element of a
> picture. i.e. a dot. But does this mean the smallest physical picture
> element that can be displayed on the screen (an RGB triad), or the
> smallest logical unit that the computer can manipulate in a picture
> (which can be 1 or more RGB triads, or even fractions of an RGB triad
> depending on the resolution of the mode used)?

my impression was that pixel was coined for computer type
representations
(it came after computers)

pel was borrowed from printers (and predated computers) to refer to the
elements of a particular graphic as opposed to the number of pixels
possible
for some piece of hardware.

Originally (I think), resolution refered to the minimum size that could
be resolved. When applied to monitors/displays it was more of an
absolute
measure and meant the number of dots per inch. So a 7" monitor that
could
display 300 pixels horizontally would have twice the horizontal
resolution
of a 14" monitor that could display 300 horizontal pixels. (but few
people
have used "resolution" that way for 20 years or more)

These things shift with use (or misuse) the important thing (in my view)
is
to be aware of that, and make sure every one agrees on the current
usage.

> Hmmm.. all this has got me wondering. We talk of resolution in terms
> of pixels, a resolution of 320x200, means 320 pixels by 200 pixels
> (i.e. you can resolve 320 elements by 200 elements). Does that mean
> that if I connect my Atari, or a C=64, to a modern monitor I can say
> I've upgraded it to a resolution of 1480x1024 pixels? :-) *grin*
> Hey! my Atari can do 1480x1024!!! ;-)

Well, sure, you can SAY that...

2104. Re: Diamond OS from Reeve Software ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1502991408110001@refdesk.library.carleton.edu>
Source record: 54720

In article <19990213170411.22233.00001235@ng10.aol.com>,
bgarvey355@aol.com (BGarvey355) wrote:

>Did this cartridge based OS for the 8-bits, that looked like GEM on the ST ever
>ship?

I have the version 2 cartridge, there was also a third release which was I
think more compatible with things.

It's cute, and it's kind of fun to use an Atari-brand mouse with your
8-bit, but I couldn't make it work well with much of anything else I was
using at the time.

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2105. Re: Keyboards I have known

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: Darren Spiteri <Spit@spam-free.UUCP>
Message-ID: <1vg8a7.68.ln@bucket>
Source record: 54721
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

```
On Sun, 14 Feb 1999 03:42:49 -0500, Doctor Clu wrote:
> Nicholas R. Melnick wrote:
> > I still enjoy my old Macintosh 512KE keyboard. Those pressed down hard, and
> > you knew when you hit that damn key. It was too noisy, tho, but I still
> > liked it. :)
> >
>
> You have GOT to be kidding!
> CHONG..CHONG..CHONG..CHONG...VAMPOW (Space bar)..CHONG..CHONG..

Ho ho, reminds me of the original IBM PC keyboard I keep around for games,
sure weighs a lot and is mighty noisy, but it just won't die. :)
--
+-\___ ___ ______ __ __/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\-+
: / __)| _ \||_ _| /__/_/ NOTE: Above email address is fictitious. :
|:__ \: _:: :: : @# '') "Bunch of savages in this town..." - Dante |
`(____/|_|><|_||_|><><\__3- - -*(at)hempseed(dot)com><><><><><><><><><><>'
```

2106. IRC Channel #Atari on EFNET !

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: ddm@ddm.org
Message-ID: <36c8a7f2.161739042@news-server>
Source record: 54722

There doesn't seem to be to many chatrooms / channels dedicated to atari, but there is one on EFNET. Join #atari on efnet and idle, talk, hang out or whatever.

2107. Re: Converting pictures from AMIGA/ST

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <36c8b530.0@news.iglou.com>
Source record: 54723

On 1999-02-14 megaqualle@aol.com(Megaqualle) said:
>I want to converte pictures from AMIGA/ATARI ST to the
>XL. The problem I have now : How to get the right colours on the XL
>screen ? The RGB values are different to the colour system the XL
>uses. Is there a way to calculate the correct colour ???
>Thimo
You can view GIF pictures on an XL with Jeff Potter's APACVIEW or JVIEW,
which should be on the umich.edu site (don't remember the exact URL, but it's
in the FAQ.) These programs can also convert gifs into forms that are more
easily viewed and manipulated on the 8-bit (it can take minutes to decode a
GIF!)

Net-Tamer V 1.08X - Test Drive

2108. NTSC 2600 Xenophobe wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <7aakjhbee1@msunews.cl.msu.edu>
Source record: 54724
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I am looking for an NTSC copy of Xenophobe for the Atari 2600. I have things
to trade at

http://pilot.msu.edu/user/reicher6/atari.htm

anything on my lists maybe tradable, just ask.

Tempest

P.S. I'll also just pay cash

2109. XL-bus experimenter's kit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <36c8df0f.0@news3.uswest.net>
Source record: 54725

What is the xl-bus experimenter's kit in the best electronics catalog like?
Are there any schematics?

Thanks,

Patrick Robbins

2110. B-key Keyboard?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-15 00:00:00 UTC
From: sysop*marius@stackbbs.xs4all.nl
Message-ID: <919294234@stackbbs.xs4all.nl>
Source record: 54726

My atari 400 has a B-key keyboard
too. I hate it, because it is not
ORIGINAL :-(
The atari 400 is only a piece of
great electronica in my nice ATARI
8bit collection.

I only use XL computers because of
there great keyboard and beatiful
graphics output.

Marius

p.s. the atari 800's keyboard is nice
too... it only feels a little like a
COMMODORE 64 keyboard :-((((

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2111. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-16 00:00:00 UTC
From: brix@plush.DELETETHIS.de
Message-ID: <MPG.1133dc1a20f5356e9898b9@news.uni-x.net>
Source record: 54638
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <919164351.330735@bombadil.apana.org.au>,
mwalters@news.hunter.apana.org.au says...
> Steve Judd (sjudd@kc.trail.com) wrote:
> : >
> : >NOPE! Please understand that a PIXEL is a separate visual entity on
> : >the screen. On the simplest level a pixel can be represented by a
> : >single bit for the purpose of a monochromatic display (ie. a display
> [SNIP]
> : It's only on the Atari that you can get strange sentences like
> : "screen size is 40 pixels by 24 pixels" and "register x will change
> : the width of the pixels."
> [SNIP]
> : to explain a very simple concept... it's time for some new terminology.
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Not at all.
Screen-mask resolutions are described with DPI (Dots Per Inch).. just
like printer-resolutions.

PIXEL is the word for a dot drawn by the computers Hardware (Marc called
them "screen adressable points").

-Brix-

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

Personal HP: http://www.plush.de/brix

GO64!magazine
CSW-Verlag
Goethestr.22
71364 Winnenden
Deutschland
Tel:/Fax: +49(0)7195/61120
GO64!magazine: http://www.go64.c64.org

2112. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-16 00:00:00 UTC
From: brix@plush.DELETETHIS.de
Message-ID: <MPG.1133f15c37cbdbfb9898ba@news.uni-x.net>
Source record: 54639
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <7ac17b$p86$1@nnrp1.dejanews.com>, earl.halliwell@dyess.af.mil says...

> > On the 64, every two pixels are the same color in multicolor mode,
> > giving an effective resolution of 160x200. It's even represented
> > that way in computer memory (as opposed to e.g. bitplanes).
>
> I think what's confusing the C64 folks is that that system only supports
> a paltry two screen resolutions, as opposed to the Atari's dozen or
> so.

So what?

> Hence, they've never learned to conceive of a pixel as something
> that's highly mutable. Trust me, the use of the term pixel to describe
> the smallest addressable element in any given resolution is... well,
> the very definition of "pixel"! (And yes, it is a contraction of "Picture
> Element").

A PIXEL is drawn by the hardware of your computer.

Let's say your Monitor could display a maximum of 640x400 pixel, but the C64 can only display a maximum of 320x200 pixel in hires-mode.. no matter which monitor you use.

Then it would be correct to say "A pixel in Hires mode is 2x2 dots on my monitor"

If I have a 15" Monitor, I have a visible field of

11.713" x 9.37"

So in x direction my monitor has 640/11.713 = 54,64 dots per inch
in y direction my monitor has 400/9.37 = 42,69 dots per inch
Means: I have a monitor with a 2347.3344 dots per square-inch mask.

The manufacturer would probably say "2400 dpi-display" (and count some unused dots at the borders).

A 17" Monitor that can display a maximum of 640x200 dots would have a lower resolution than 2400 dpi.

So.. a Monitor resolution is given in dots per square inch. A computer (or graphic-card)'s resolution is given in X * Y Pixel.

-Brix-

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

Personal HP: http://www.plush.de/brix

GO64!magazine
CSW-Verlag
Goethestr.22
71364 Winnenden
Deutschland
Tel:/Fax: +49(0)7195/61120
GO64!magazine: http://www.go64.c64.org

2113. FS 8 bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-16 00:00:00 UTC
From: gadget <lavenm@lineone.net>
Message-ID: <a7my2.9495$ec1.249@news-reader.bt.net>
Source record: 54640

130 xe 1050 with doubler 50 cartridges loads of other bits

best offer can have the lot.

Mail me for more info i am in UK London area

2114. 400/800 Games that use the Driving Controllers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-16 00:00:00 UTC
From: "Stephen C. Johnson" <sjohnson@mitre.org>
Message-ID: <36C9F289.5B51F846@mitre.org>
Source record: 54641

Hi All--

I recently acquired a pair of old Atari 2600 Driving Controllers, and was going to gut one to make a cool Tempest Controller (I have the PC version, and the mouse don't do it justice :)

So, I should have one left over for my Atari computer.... Are there any 8-bit games that use the driving controller? The driving controllers have no stops on the dials, which differentiates them from the paddles.

Thanks for you help,
Steve

2115. Touch Tablet To PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-16 00:00:00 UTC
From: awill12@sun308.ccs.bbk.ac.uk
Message-ID: <36c9e6e3.9138864@nntp-server.bbk.ac.uk>
Source record: 54642

Hi all,

Does anyone know about how to connect the atari touch tablet to a PC?

Many Thanks,

Mr. Do!

2116. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-16 00:00:00 UTC
From: Bret Kellihan <bkellihan@earthlink.net>
Message-ID: <7ad0feslq1@murdoch.acc.Virginia.EDU>
Source record: 54643
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
----------
>From: brix@plush.DELETETHIS.de (Brix)
>Newsgroups: comp.sys.atari.8bit,comp.sys.cbm
>Subject: Re: Pixels (was Re: Atari vs. Commodore)
>Date: Tue, Feb 16, 1999, 3:33 PM
>

>In article <919164351.330735@bombadil.apana.org.au>,
>mwalters@news.hunter.apana.org.au says...
>> Steve Judd (sjudd@kc.trail.com) wrote:
[SNIP SNIP]
>Not at all.
>Screen-mask resolutions are described with DPI (Dots Per Inch).. just
>like printer-resolutions.
>
>PIXEL is the word for a dot drawn by the computers Hardware (Marc called
>them "screen adressable points").
>
>-Brix-

Maybe a moot point by now, but Pixel is a contraction for "Picture Element."
I know that could have a bunch of applications: memory in hardware, data in
a GIF, phosphors on a monitor. As far as I can remember it refers to an
individual phosphor element of a Television tube....I believe I've seen it
in literature from the early 40's....
```

2117. FA: Atari 800, 410 Recorder, Software, Docs

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-16 00:00:00 UTC
From: ALF <ethernyet@aol.com>
Message-ID: <7ad46c$kr0$1@remarQ.com>
Source record: 54644

Up on ebay at the following URL:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=67976347

Lots of stuff, and only a $20 minimum bid.

Enjoy...

2118. 800 XL Printer Port

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-16 00:00:00 UTC
From: MM <mm@mm.com>
Message-ID: <8epy2.519$7u.1332@news5.ispnews.com>
Source record: 54645

Anyone have any info on the 800XL printer port or know where I can find some
on the net?
Does it use the second half of PIA for its function?

2119. XL-bus experimenter's kit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-16 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <36ca2845@newsreader2.uswest.net>
Source record: 54646

I don't know what happened last time I tried to post this message...

Can somebody tell me about the XL-bus experimenter's kit in the best electronics catalog. What exactly does it do and is there a schematic?

Thanks,

Patrick Robbins

2120. Re: 800 XL Printer Port

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-16 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990216182214.13202A-100000@vtn1>
Source record: 54647

On Tue, 16 Feb 1999, MM wrote:

> Anyone have any info on the 800XL printer port or know where I can find some
> on the net?
> Does it use the second half of PIA for its function?
>
There is no such beast as "the 800XL printer port". Available ports are:

Joystick/Paddle (2): hooked up to PORTA of the PIA for data and to GTIA
for trigger lines as well as connections to capacitors for the paddles.

Serial (1): hooked up to POKEY for data in/out and clock (unused). Also
hooked up to the PIA control lines, one of which is used for the SIO
equivalent of a strobe, one for cassette control and two unused.

Cartridge (1): usable only with cartridges or devices specifically
designed for the port.

Parallel (1): usable only by devices such as the Black Box or MIO.

Hooking up a printer is normally done using an interface hooked up to the
SIO port or via a Black Box or MIO. Other options are to use a PC printer
via SIO2PC or APE or (rarely used) to hook up a printer to the 80-column
adapter (XEP80).

The "second half" of the PIA (PORTB) is used as a latch for RAM and ROM
control. As such, it is programmed for output.

John

2121. Re: 800 XL Printer Port

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-16 00:00:00 UTC
From: MM <mm@mm.com>
Message-ID: <efqy2.218$uo5.1306@news9.ispnews.com>
Source record: 54648

OK, I guess I meant to say Parallel port. Is there any info such as the
locations used to 'poke' this port directly. I think it was also referred
to as the PBI (parallel bus interface).
I want to use this port to control some stepper motors. I've used the
joystick ports before, but just acquired an 800XL and would like to put the
PBI to use.

Thanks

>> Anyone have any info on the 800XL printer port or know where I can find
some
>> on the net?
>> Does it use the second half of PIA for its function?
>>
>There is no such beast as "the 800XL printer port". Available ports are:
>
>Joystick/Paddle (2): hooked up to PORTA of the PIA for data and to GTIA
>for trigger lines as well as connections to capacitors for the paddles.
>
>Serial (1): hooked up to POKEY for data in/out and clock (unused). Also
>hooked up to the PIA control lines, one of which is used for the SIO
>equivalent of a strobe, one for cassette control and two unused.
>
>Cartridge (1): usable only with cartridges or devices specifically
>designed for the port.
>
>Parallel (1): usable only by devices such as the Black Box or MIO.
>
>Hooking up a printer is normally done using an interface hooked up to the
>SIO port or via a Black Box or MIO. Other options are to use a PC printer
>via SIO2PC or APE or (rarely used) to hook up a printer to the 80-column
>adapter (XEP80).
>
>The "second half" of the PIA (PORTB) is used as a latch for RAM and ROM
>control. As such, it is programmed for output.
>
>John
>
>

2122. Re: Carts. & Accessories

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-16 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19990215233304.23224.00001502@ng-fc1.aol.com>
Source record: 54727

Hi there!

Check left today, should be there in a couple of days. Thanks. Peter
Ochoantesana

Blue Max $5
Bug Hunt $4
Congo Bongo $4.50
Defender $3
E.T. Phone Home Cart. (unopened) $4.00

2123. Re: Carts. & Accessories

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-16 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19990215233424.23224.00001504@ng-fc1.aol.com>
Source record: 54728

Sorry about the prior message.
Hit wrong key

2124. Facts Sheet 93 & VCS singles

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-16 00:00:00 UTC
From: inf410@worms.fh-rpl.de
Message-ID: <7abjue$6sl$1@villon.Fh-Worms.de>
Source record: 54729

Hi,

I&#65533; ve two singles with songs for Atari Vcs games (Space Invaders -english- and
Pac Man -german-). The Space Invaders song (side a) is very good like some songs
from Asia or from other metall groups, the song on side b is a little weaker. The
Pac Man song is very - aeeh boring -. The song is made like songs of the "Neue
Deutsche Welle" and the man who sings the song isn&#65533;t known in Germany.
-Are there any other songs out?

I also own the Atari (Time Warner) facts sheet revision march 1983. It is
very interesting because there are the targets for the Atari VCS in the next
years.
-Again, are there other fact sheets out for 1984 and 1985.

I think i&#65533;ve seen a proto(i am not sure if it is a proto) for 1 meg bit (128KB)
cartridges.

-Stop there is a question that is burning under my nails, is there a source in
-Germany that sells the cpu of the XF551 a 8050 0r 8040 Intl chip (sorry this is
-more for readers from Germany)

Hey don&#65533;t forget the Atari 8 Bit fair in Schreiersgruen 1999. It is held in
Schreiersgruen (really - really ? :-)) the fair had in the last three years
about 210 visitors (75 , 75 , 60). There are people from the ABBUC, the atari 8
bit source in Germany. Abbuc has 480+ members from Germany and the rest of the
world (we have more German than other members).

Visit the homepage from Raimund Altmayer (http://www.atari-computer.de/highlander/)
or me (http://www.fh-worms.de/~inf410/atari8b.html)fore more info both are in
german but the pic&#65533;s are international.

thanks for your response.

King kong (Germany)
(hope there are less errors inline)

--
Mit freundlichen Gruessen

Torsten Schall

E-Mail: inf410@fh-worms.de
Torsten.Schall@fh-worms.de

2125. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-16 00:00:00 UTC
From: mwalters@news.hunter.apana.org.au
Message-ID: <919164351.330735@bombadil.apana.org.au>
Source record: 54730
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Steve Judd (sjudd@kc.trail.com) wrote:
: >
: >NOPE! Please understand that a PIXEL is a separate visual entity on
: >the screen. On the simplest level a pixel can be represented by a
: >single bit for the purpose of a monochromatic display (ie. a display
[SNIP]
: It's only on the Atari that you can get strange sentences like
: "screen size is 40 pixels by 24 pixels" and "register x will change
: the width of the pixels."
[SNIP]
: to explain a very simple concept... it's time for some new terminology.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

"Screen Addressable Point" (SAP)
eg C64 High Resolution Bitmap Mode contains 320x200 SAPs
C64 Character Mode contains 40x25 SAPs
C64 Multicolour Sprite contains 24x21 SAPs that are the same size
as those in C64 Multicolour Bitmap Mode

"MOB (Moveable Object Block, aka 'Sprite') Addressable Point" (MAP)
might help dissipate any lingering confusion. :)
eg A MAP is sort of like a SAP

Marc
mwalters@bombadil.apana.org.au

2126. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-16 00:00:00 UTC
From: Clay Halliwell <earl.halliwell@dyess.af.mil>
Message-ID: <7ac17b$p86$1@nnrp1.dejanews.com>
Source record: 54731
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <7a76eaauq1@kc.trail.com>,
sjudd@kc.trail.com (Steve Judd) wrote:
> In article <36c6d49c.7594155@news.localnet.com>,
> Aaron <aarona@/REMOVE/localnet.com> wrote:
> >On Sat, 13 Feb 1999 12:18:51 +0000, Jason <tmr@cosine.demon.co.uk>
> >wrote:
> >NOPE! Please understand that a PIXEL is a separate visual entity on
> >the screen. On the simplest level a pixel can be represented by a
> >single bit for the purpose of a monochromatic display (ie. a display
>
> Actually, the Atari literature is the only place I have seen this
> curious (and in my opinion quite confusing) terminology. I think

Then, if you don't mind my saying so, you haven't been reading a
sufficiently wide variety of literature.

> On the 64, every two pixels are the same color in multicolor mode,
> giving an effective resolution of 160x200. It's even represented
> that way in computer memory (as opposed to e.g. bitplanes).

I think what's confusing the C64 folks is that that system only supports
a paltry two screen resolutions, as opposed to the Atari's dozen or
so. Hence, they've never learned to conceive of a pixel as something
that's highly mutable. Trust me, the use of the term pixel to describe
the smallest addressable element in any given resolution is... well,
the very definition of "pixel"! (And yes, it is a contraction of "Picture
Element").

> It's only on the Atari that you can get strange sentences like
> "screen size is 40 pixels by 24 pixels" and "register x will change
> the width of the pixels."

And in this obscure OS I'm currently using. "Windows" or something like
that...

> As this thread has shown, bad terminology leads to very lengthy and
> awkward discussions and descriptions. When you need three pages
> to explain a very simple concept... it's time for some new terminology.

Actually, the confusion arose from incomplete or incorrect understanding
of quite sufficient terminology. It didn't help that one of the fellows
leading the argument didn't even know what a "color clock" was.

--
Clay Halliwell | ATARI XL/XE DO + THE
earl.halliwell@dyess.af.mil | 8 - B I T S --------

e.halliwell@genie.com | /////////// M A T H
Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy today.
Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed.
http://www.atarihq.com/jeo/ "The Atari Jaguar: You know... for kids!"

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http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2127. 800xl print layout

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-16 00:00:00 UTC
From: Edwin <cmx45@hotmail.com>
Message-ID: <01be59b2$5ee577a0$ce00020a@AHM01529.ahm-nl.akzonobel.nl>
Source record: 54732

Anyone know where i can find a layout of the 800xl mainboard. I need the
information for a small repair of a 800xl
-
thanx in advance
-
Edwin

2128. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-16 00:00:00 UTC
From: Clay Halliwell <earl.halliwell@dyess.af.mil>
Message-ID: <7ac1ko$pe5$1@nnrp1.dejanews.com>
Source record: 54733
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <36C87B6A.66B8@spamsuxdoitnow.com>,
henk@diespammerdiedoitnow.com wrote:
> Originally (I think), resolution refered to the minimum size that could
> be resolved. When applied to monitors/displays it was more of an
> absolute measure and meant the number of dots per inch. So a
> 7" monitor that could display 300 pixels horizontally would have
> twice the horizontal resolution of a 14" monitor that could display
> 300 horizontal pixels. (but few people have used "resolution" that
> way for 20 years or more)

I believe they use "dpi" (dots per inch) to describe that concept now,
although resolution is still frequently used (as in, "This monitor has
a maximum resolution of 1280x1024").

--
Clay Halliwell | ATARI XL/XE DO + THE
earl.halliwell@dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H
Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy today.
Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed.
http://www.atarihq.com/jeo/ "The Atari Jaguar: You know... for kids!"

----------== Posted via Deja News, The Discussion Network ==----------
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2129. Re: Wanted: 1400XL or 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-16 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-160219990813189229@ccm19015.humboldt.perki.net>
Source record: 54734

[[This message was both posted and mailed: see
the "To," "Cc," and "Newsgroups" headers for details.]]

In article <7a5e6a$fd5$1@nnrp1.dejanews.com>, <spearsk@mc-mc.com> wrote:

> Probably a FAQ but.. Are these actually still obtainable? How many were
> actually made? I would consider paying a fair amount of money if a 1450XLD
> came my way..

I read somewhere on Usenet, although I can't find the article now, that
75 1450XLDs were made. I don't know about the 1400XLs.

Kevin Savetz

--
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com

2130. Re: Happy drive to SpartaDos US Doubler

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-16 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990216115808.03547.00001829@ng145.aol.com>
Source record: 54735

>does anyone remember an atari 8-bit utility that re-programmed a Happy
>drive to emulate a SpartaDos drive (i.e. US Doubler)?

Yes! I was looking for that same program
recently, as I now use an upgraded XF551
with my "Happy" 1050. The name I
remember was the "Happy Doubler".

If you still have the utility, I sure would
like to get one from you. I mainly need it to
format disks with Ultra Speed (on the back
of the disk which a 551 won't do.) You can
contact me at my email address.

Hope you've still got it!

Thanks,
Larry White

2131. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-16 00:00:00 UTC
From: "White Flame (aka David Holz)" <white-flame!!!@geoRemove!!!cities.com>
Message-ID: <7acdrq$a62$1@barad-dur.nas.com>
Source record: 54736
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Marc Walters wrote in message <918876759.162993@bombadil.apana.org.au>...
>White Flame (aka David Holz) (white-flame!!!@remove!!!.geocities.com)
wrote:
>
>: Rephrase that to "Using only one eye [and holding perfectly still], you
have
>: NO real depth perception." With one eye closed, and while walking around
>: (especially sideways), I can adequately judge the depth location of
>: surrounding objects. It's just that with 2 eyes you can do that from 1
>: physical location, using your 2 built-in vantage points.
>
>Not really. You're using the parralax effect and memory of a previous
>image to simulate stereoscopicity (is there such a word!?).

But the point is that I don't need to see from 2 vantage points
simultaneously to perceive the 3-d location and shape of objects.
Therefore, I can achieve real depth perception with 1 eye closed and by
moving around.

White Flame (aka David Holz)
http://fly.to/theflame

2132. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-16 00:00:00 UTC
From: "White Flame (aka David Holz)" <white-flame!!!@geoRemove!!!cities.com>
Message-ID: <7acjakfur1@barad-dur.nas.com>
Source record: 54737
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Marc Walters wrote in message <919164351.330735@bombadil.apana.org.au>...
>"Screen Addressable Point" (SAP)
>eg C64 High Resolution Bitmap Mode contains 320x200 SAPs
> C64 Character Mode contains 40x25 SAPs

C64 character mode still contains 320x200 SAPs, as each 40x25 cell has an
8x8 addressable font description.

> C64 Multicolour Sprite contains 24x21 SAPs that are the same size
> as those in C64 Multicolour Bitmap Mode

A multicolor sprite contains 24 addressable bits across, but has 12 distinct
addressable 3-color visible screen units across. Which are you going to
use?

White Flame (aka David Holz)
http://fly.to/theflame

2133. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-17 00:00:00 UTC
From: Clay Halliwell <earl.halliwell@dyess.af.mil>
Message-ID: <7adc3did1@nnrp1.dejanews.com>
Source record: 54649
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <MPG.1133f15c37cbdbfb9898ba@news.uni-x.net>,
brix@plush.DELETETHIS.de (Brix) wrote:
> In article <7ac17b$p86$1@nnrp1.dejanews.com>, earl.halliwell@dyess.af.mil
> says...
>
> > I think what's confusing the C64 folks is that that system only supports
> > a paltry two screen resolutions, as opposed to the Atari's dozen or
> > so.
>
> So what?

So..... that was my attempt at an explanation for their confusion.
It's an aspect of human nature to attempt to explain things.

> > Hence, they've never learned to conceive of a pixel as something
> > that's highly mutable. Trust me, the use of the term pixel to describe
> > the smallest addressable element in any given resolution is... well,
> > the very definition of "pixel"! (And yes, it is a contraction of "Picture
> > Element").
>
> A PIXEL is drawn by the hardware of your computer.

I never said anything to dispute this.

> Let's say your Monitor could display a maximum of 640x400 pixel, but
> the C64 can only display a maximum of 320x200 pixel in hires-mode.. no
> matter which monitor you use.
>
> Then it would be correct to say "A pixel in Hires mode is 2x2 dots on my
> monitor"

It would be correct, but really... who would care? Phosphor resolution varies
wildly from one monitor brand to the next. Color clocks do not, so why not
use them instead?

[lots of irrelevant math deleted]
> So.. a Monitor resolution is given in dots per square inch. A computer
> (or graphic-card)'s resolution is given in X * Y Pixel.

You seem to have gone to an awful lot of effort to prove points which were
never in dispute!

--
Clay Halliwell | ATARI XL/XE DO + THE
earl.halliwell@dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H

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Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed!
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----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2134. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-17 00:00:00 UTC
From: Clay Halliwell <earl.halliwell@dyess.af.mil>
Message-ID: <7adcgf$n6$1@nnrp1.dejanews.com>
Source record: 54650
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <7acdrq$a62$1@barad-dur.nas.com>, "White Flame (aka David Holz)"
<white-flame!!!@geoRemove!!!cities.com> wrote:

>
> Marc Walters wrote in message <918876759.162993@bombadil.apana.org.au>...
> >Not really. You're using the parralax effect and memory of a previous
> >image to simulate stereoscopicity (is there such a word!?).
>
> But the point is that I don't need to see from 2 vantage points
> simultaneously to perceive the 3-d location and shape of objects.
> Therefore, I can achieve real depth perception with 1 eye closed and by
> moving around.

Two eyes, holding still: Spatially Interpolated Parallax
One eye, moving about: Temporally Interpolated Parallax

Good enough?

(long words are fun!)

--
Clay Halliwell | ATARI XL/XE DO + THE
earl.halliwell@dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H
Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy today!
Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed!
http://www.atarihq.com/jeo/ "Where do you want to play Atari today?"

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2135. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-17 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36caf368.8238133@news.localnet.com>
Source record: 54651
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 16 Feb 1999 11:26:07 GMT, mwalters@news.hunter.apana.org.au (Marc Walters) wrote:

>Steve Judd (sjudd@kc.trail.com) wrote:
>: >
>: >NOPE! Please understand that a PIXEL is a separate visual entity on
>: >the screen. On the simplest level a pixel can be represented by a
>: >single bit for the purpose of a monochromatic display (ie. a display
>[SNIP]
>: It's only on the Atari that you can get strange sentences like
>: "screen size is 40 pixels by 24 pixels" and "register x will change
>: the width of the pixels."
>[SNIP]
>: to explain a very simple concept... it's time for some new terminology.
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>"Screen Addressable Point" (SAP)
>eg C64 High Resolution Bitmap Mode contains 320x200 SAPs
> C64 Character Mode contains 40x25 SAPs
> C64 Multicolour Sprite contains 24x21 SAPs that are the same size
> as those in C64 Multicolour Bitmap Mode

Correction: A C64 Multicolour Sprite contains a matrix of 12x21 SAPs, each SAP, at its finest resolution, being the same size as a C64 Multicolour Bitmap SAP.

A C64 Single Color Sprite contains a matrix of 24x21 SAPs, each SAP, at its finest resolution, being the same size as a C64 High Resolution Bitmap mode SAP (or half the size of a C64 Multicolor Bitmap Mode SAP).

Sorry if I'm getting a bit sappy. ;-)

>"MOB (Moveable Object Block, aka 'Sprite') Addressable Point" (MAP)
>might help dissipate any lingering confusion. :)
>eg A MAP is sort of like a SAP

Let's all clap as we rap to the MAP and the SAP.
>

2136. Re: XL-bus experimenter's kit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-17 00:00:00 UTC
From: David Hopcroft <davidh@cdex.ericsson.se>
Message-ID: <01be5a59$9347d4a0$60cb30a4@etlcolpc23.ericsson.se>
Source record: 54652

The one I have, has a 6520/6522 (PIA or VIA)[sorry I cannot remember which without looking, but only one would work]. It had PBI decode logic a one end, at the other end of the board there is 5 volt regulator which you plug in external power ie. 9Volt battery. The board has a work area for wire wrap as I remember. All the 6520/6522 user connections came out on a 25pin Dtype comnnector.

The PCB seemed very well made. I had to build mine my self but it wasn't hard (Use IC sockets!). I seem to remember the instructions wern't to hot, vague memories now:-(.
Oh it only has an XL PBI connector to attach to the computer, but there was an XE adaptor board for connection to PBI enabled XE's, extra cost :-(

Thinking about it I am pretty sure is was a 6520 if used I would have liked it to be a 6522 for all the extra neat timers and things, still the circuit was not that difficult?

Hmmm Might dig it out and have a play....

Patrick Robbins <Probb26666@usa.net> wrote in article
<36c8df0f.0@news3.uswest.net>...
> What is the xl-bus experimenter's kit in the best electronics catalog like?
> Are there any schematics?
>
> Thanks,
>
> Patrick Robbins
>
>
>

2137. Re: 800 XL Printer Port

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-17 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990217013413.27768A-100000@vtn1>
Source record: 54653

On Tue, 16 Feb 1999, MM wrote:

> OK, I guess I meant to say Parallel port. Is there any info such as the
> locations used to 'poke' this port directly. I think it was also referred
> to as the PBI (parallel bus interface).
> I want to use this port to control some stepper motors. I've used the
> joystick ports before, but just acquired an 800XL and would like to put the
> PBI to use.
>
> Thanks
>

Try Antic Magazine January-April 1985 inclusive for a four-part article entitled "The Parallel Bus Revealed" by Earl Rice (credited as being "one of Atari's former top technical executives").

Essentially, you can't "poke" the port--you have to hook up a device with its own ROM. The best bet for things like stepper motors is a 400 or an 800 because you have four joystick ports and easy access to all 16 data lines in the PIA. In any model, the PACTL2 and PBCTL2 lines are also available but you have to grab them off the SIO port.

John

2138. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-17 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36caf63c.8962460@news.localnet.com>
Source record: 54654
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Tue, 16 Feb 1999 12:06:52 -0800, "White Flame (aka David Holz)"
<white-flame!!!@geoRemove!!!cities.com> wrote:

>
>Marc Walters wrote in message <919164351.330735@bombadil.apana.org.au>...
>>"Screen Addressable Point" (SAP)
>>eg C64 High Resolution Bitmap Mode contains 320x200 SAPs
>> C64 Character Mode contains 40x25 SAPs
>
>
>C64 character mode still contains 320x200 SAPs, as each 40x25 cell has an
>8x8 addressable font description.
>
Text mode consists of a matrix of 40x25 character cells. Each
character cell contains one of a possible 256 variations. The original
8x8 SAP description of each of the 256 variations are indirectly
described in a separate 2K region of memory. (Yikes. Is this
understandable?)

2139. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-17 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36cafced.10675583@news.localnet.com>
Source record: 54655
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

>Actually, the confusion arose from incomplete or incorrect understanding
>of quite sufficient terminology. It didn't help that one of the fellows
>leading the argument didn't even know what a "color clock" was.

This was the best way I could describe a color clock. I figured that
If it was good enough for a nationally published 400 page book on
computer graphics, with main emphasis on Atari graphics, then it was
good enough for this usenet group. I assumed someone with a better
understanding would subsequently make the necessary corrections.

2140. Re: Keyboards I have known

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-17 00:00:00 UTC
From: XXX@sannema.abz.nl
Message-ID: <36caa951.13205838@news.atriserv.nl>
Source record: 54656
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 14 Feb 1999 03:42:49 -0500, Doctor Clu <clu-da-bard@geocities.com>
wrote:

I really like the HP keyboards that come with the hp -servers.
They are quite big and so are the keys, it is a lot like the
good old IBM keyboards, but a lot less noisy and they
don't 'click'...
anyone know how to connect it to my C64 ? :)

>Nicholas R. Melnick wrote:
>>
>> I still enjoy my old Macintosh 512KE keyboard. Those pressed down hard, and
>> you knew when you hit that damn key. It was too noisy, tho, but I still
>> liked it. :)
>>
>
> You have GOT to be kidding!
>
> CHONG..CHONG..CHONG..CHONG...VAMPOW (Space bar)..CHONG..CHONG..
>
> Well.. I guess I liked the keyboard quite a lot, but after going from
>the Atari 400 to a 1200 keyboard (membrane to touch type) I smoked that
>poor Mac 512K Keyboard. We had a second keyboard for parts every time a
>key went out.
>
> Now my current MacAlly keyboard has held up surprisingly well...
>
> Doctor Clu

/* --

Correct my email address in order to reply to me personally,
by removing XXX@ and inserting the @ instead of .

*/

2141. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-17 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <36CAAFA8.9D821D37@ix.netcom.com>
Source record: 54657
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
Clay Halliwell wrote:
>
> In article <36C87B6A.66B8@spamsuxdoitnow.com>,
> henk@diespammerdiedoitnow.com wrote:
> > Originally (I think), resolution refered to the minimum size that could
> > be resolved. When applied to monitors/displays it was more of an
> > absolute measure and meant the number of dots per inch. So a
> > 7" monitor that could display 300 pixels horizontally would have
> > twice the horizontal resolution of a 14" monitor that could display
> > 300 horizontal pixels. (but few people have used "resolution" that
> > way for 20 years or more)
>
> I believe they use "dpi" (dots per inch) to describe that concept now,
> although resolution is still frequently used (as in, "This monitor has
> a maximum resolution of 1280x1024").
>
> --
> Clay Halliwell | ATARI XL/XE DO + THE
> earl.halliwell@dyess.af.mil | 8 - B I T S --------
> e.halliwell@genie.com | /////////// M A T H
> Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy today.
> Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed.
> http://www.atarihq.com/jeo/ "The Atari Jaguar: You know... for kids!"
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

Guys,
Actually, DPI (dots per inch) is used for printers. This is how many
dots of ink you can fit in one inch of paper. LPI (lines per inch) is
the same but vertical measure. You normally don't measure a monitor by
DPI. .28 dot pitch is the number of phosphors in in inch across the
screen, and is a fixed amount. This doesn't change from a 14" monitor or
a 21" monitor. This means if the 21" monitor has a dot pitch of .28, it
will 'look' fuzzy compared to the 14" monitor at .28 dot pitch. Now, the
smaller the dot pitch, the more pixels the monitor can display. Like .2
is a finer dot pitch than .28 . Hense a higher resolution. If you are
looking for a large format monitor, choose one that has a very fine dot
pitch. It will match your graphics card's high resolution output better.
Resolution of your graphics board is how many pixels you can generate as
a bit pattern. You see 800x600x24BPP or 800 pixels across, 600 pixels
vertical and 24 bits per pixel of color information
--
```

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2142. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-17 00:00:00 UTC
From: pino+comp_sys_cbm@dohd.cx
Message-ID: <slrn7clck9.e6h.pino+comp_sys_cbm@mud.stack.nl>
Source record: 54658
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

It occurred to me that Robert S Ely wrote in comp.sys.cbm:

> This means if the 21" monitor has a dot pitch of .28, it
> will 'look' fuzzy compared to the 14" monitor at .28 dot pitch.

Que? Care to explain?

--
Fight Spam! Join CAUCE! == http://www.cauce.org/
Martijn van Buul, martijnb@stack.nl, pino@dohd.cx, pienjo@c64.org
Pienjo on #c-64 and #dohd (when I'm in the mood)
Tijntje@OuterSpace - 131.155.141.166 3333

2143. FS: Atari 130XE, 30MB SupraDrive, 2 - 1050 Drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-17 00:00:00 UTC
From: "Eric J. Feldhusen" <ejfeldhu@mtu.edu>
Message-ID: <36CAD8A3.67BDD10@mtu.edu>
Source record: 54659

The Atari 130XE and the two 1050 drives work great, no problems. The guy I bought the SupraDrive
from said that the drive worked, but would quit occasionally. So far, I guess I haven't tested it
enough to find the problem, since it's worked fine so far, but I can't guarantee it. However, I
have a name and email address for someone on the list who can repair it if there's a problem.

Included
Atari 130XE - power supply, tv adaptor cable, joystick
1050 Drives - power supplies, cables
SupraDrive - The drive itself, all cables, instructions, operating disk

I'm asking $130 US for it and I'll cover half the cost of the shipping. First person to contact me
through email gets it.

Eric Feldhusen
ejfeldhu@mtu.edu

2144. Re: 800 XL Printer Port

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-17 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36CAFEFB.3891@netmagic.net>
Source record: 54660

MM wrote:
>
> OK, I guess I meant to say Parallel port. Is there any info such as the
> locations used to 'poke' this port directly. I think it was also referred
> to as the PBI (parallel bus interface).
> I want to use this port to control some stepper motors. I've used the
> joystick ports before, but just acquired an 800XL and would like to put the
> PBI to use.
>
> Thanks
What John said &: You may want to use the joystick ports(JS). The JS are
done with a 6520 PIA so they don't have a lot of drive. Bit of RF filter
& protection added too. If you use both JS, you will have 8 bits of port
which should be enough for at least one stepper depending on the type.

You will want to buffer the JS port of course, & the most you can pull
is about 200 mamp so you will probably need to have a 2nd power supply
for the stepper.

The 6502 is slightly different in the Atari, IIRC, they tied the
register address lines in reverse so the ports are next to each other.
i.e. PORTA is $D300, PORTB is $D301, PACTL is $D302, PBCTL is $D303.

2145. Re: 400/800 Games that use the Driving Controllers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-17 00:00:00 UTC
From: Don Rae <donrae@telusplanet.net>
Message-ID: <3UDy2.599$5p5.730@news1.telusplanet.net>
Source record: 54661

I think that breakout/super breakout was released at one time for the
400/800 series.

Stephen C. Johnson wrote in message <36C9F289.5B51F846@mitre.org>...
>Hi All--
>
>I recently acquired a pair of old Atari 2600 Driving Controllers, and
>was going to gut one to make a cool Tempest Controller (I have the PC
>version, and the mouse don't do it justice :)
>
>So, I should have one left over for my Atari computer.... Are there any
>8-bit games that use the driving controller? The driving controllers
>have no stops on the dials, which differentiates them from the paddles.
>
>Thanks for you help,
>Steve
>

2146. Re: Email and News

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-17 00:00:00 UTC
From: Mike Uhl <ShoeLeather_Express@RadioLink.net>
Message-ID: <Mike.Uhl.1999021712190821@ShoeLeather.Express>
Source record: 54662
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

On Sun, 14 Feb 1999, Darren Spiteri
wafted these smoke signals into the breeze:
> On Sat, 13 Feb 1999 13:10:01 -0600 (CST), Mike Uhl wrote:
>> On Tue, 9 Feb 1999, Darren Spiteri
>> wafted these smoke signals into the breeze:
>>> Yeah, I do all my editing with VIM and insert control sequences
>>> through out my text like .ul, .lq, .ds etc. Then I run macros
>>> which search and replace these with the actual printer escape
>>> sequences. I've pretty much got all the functions I used most in
>>> BBWriter implemented in VIM macros, also alternate pagination
>>> before printing. :)

>> Hmm. I don't know why I didn't think of that. Now, I can have
>> "pretty" *and* functionality. Thanx for the idea! :-)

> Here's some handy macros. If you study them carefully you'll see
> that the first one splits a file into odd and even files with 80
> line pages, numbering each page in the process. The second one
> prepends the two files with the printer's ESC sequence to turn on
> 88lpp before writing them indiviually. Print one file, turn over the
> paper and print the other. Feel free to use them, I don't know if
> they work on older versions than 4.0.

> map & o^[po^[
> map _ I^V^V^[0^[

What does gg mean here?
> map = gg^AY

I probably could get it to work if I knew what ^Wt and ^Wb meant in
these macros:
> map L 80dd^WtGp=G&=^Wb79j&jL
> map <F1> :newI(0)^[:ce^WbggL
> map <F2> ^Wtggdd_:w! ~/work/oddZQgg_:w! ~/work/evenZQ

Windowing operations are normally preceded by ^W or :new but as I
said, I have a hard time understanding ^Wt and ^Wb. Logically, I would
assume that for Vim 3.0 it may be ^Wk and ^Wj respectively, assuming
that only two windows are open.

And another dumb question -- shouldn't :newI(0) be :new^V^V^V^MI(0) or
is that a different command that is not available in 3.0?

--
[,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)

"There is a simple, straight-forward solution to this mess."
"Any clues as to what that might be?"

2147. Re: 400/800 Games that use the Driving Controllers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-17 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be5aa7$7bce2ba0$eb374382@vidar>
Source record: 54663

Don Rae <donrae@telusplanet.net> wrote in article
<3UDy2.599$5p5.730@news1.telusplanet.net>...
> I think that breakout/super breakout was released at one time for the
> 400/800 series.

But they use Paddles, not driving controllers.

2148. Atari 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-17 00:00:00 UTC
From: "Stewart F.Martin" <midori@bright.net>
Message-ID: <7af39l$3vm$1@cletus.bright.net>
Source record: 54664

Is there any interest in an Atari 1200XL? I have one hardly used and still in original cartons. Also a 1050 hard drive .Literature galore and some programs which don't think amount to much.

2149. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-17 00:00:00 UTC
From: "White Flame (aka David Holz)" <white-flame!!!@geoRemove!!!cities.com>
Message-ID: <7af48d$om1$1@barad-dur.nas.com>
Source record: 54665
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Robert S Ely wrote in message <36CAAFA8.9D821D37@ix.netcom.com>...
>Guys,
> Actually, DPI (dots per inch) is used for printers. This is how many
>dots of ink you can fit in one inch of paper. LPI (lines per inch) is
>the same but vertical measure. You normally don't measure a monitor by
>DPI.

LPI is normally used for halftone screen resolution on printed matter. We print at 1200dpi with a halftone screen of 72lpi (which means 72 "clustered dot" patterns per vertical inch).

>.28 dot pitch is the number of phosphors in in inch across the
>screen, and is a fixed amount. This doesn't change from a 14" monitor or
>a 21" monitor. This means if the 21" monitor has a dot pitch of .28, it
>will 'look' fuzzy compared to the 14" monitor at .28 dot pitch.

I think you typo'd a bit here. A 21" monitor at .28 dot pitch has way more rgb triads than a 14" monitor at .28, so the 14" will look much fuzzier.

White Flame (aka David Holz)
http://fly.to/theflame

2150. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-17 00:00:00 UTC
From: "White Flame (aka David Holz)" <white-flame!!!@geoRemove!!!cities.com>
Message-ID: <7af0c6kkk1@barad-dur.nas.com>
Source record: 54666
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Clay Halliwell wrote in message <7adcgf$n6$1@nnrp1.dejanews.com>...
>In article <7acdrq$a62$1@barad-dur.nas.com>, "White Flame (aka David
Holz)"
><white-flame!!!@geoRemove!!!cities.com> wrote:
>> But the point is that I don't need to see from 2 vantage points
>> simultaneously to perceive the 3-d location and shape of objects.
>> Therefore, I can achieve real depth perception with 1 eye closed and by
>> moving around.
>
>Two eyes, holding still: Spatially Interpolated Parallax
>One eye, moving about: Temporally Interpolated Parallax
>
>Good enough?
>
>(long words are fun!)

Ooh ooh! Can I call that SIP and TIP? We need a few more TLA's here!
Being a commie, we already have FLI, FLD, VSP, MOB, VIC, SID, CIA, TED,
PET...now we can add SAP, MAP, SIP and TIP to the confusion! Yeehaw!

:)

White Flame (aka David Holz)
http://fly.to/theflame

2151. Re: 800 XL Printer Port

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-17 00:00:00 UTC
From: MM <mm@mm.com>
Message-ID: <1kGy2.104$bQ1.547@news5.ispnews.com>
Source record: 54667

Been there and done all that, I've had no problems using the js ports in the past. Just was wondering about the 'parallel' port. After examination of the pinouts, it looks like this port is just an extension of the cpu address, data, and signal lines. Kind of a rip-off.... shouldnt be termed parallel port at all really.
Thanks for all the info.

MM

>The 6502 is slightly different in the Atari, IIRC, they tied the
>register address lines in reverse so the ports are next to each other.
>i.e. PORTA is $D300, PORTB is $D301, PACTL is $D302, PBCTL is $D303.

2152. Atari magazines for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-17 00:00:00 UTC
From: David Tipton <6500dtpt@ucsbuxa.ucsb.edu>
Message-ID: <36CB3953.1E15@ucsbuxa.ucsb.edu>
Source record: 54668

Atari Connection Summer 1983 (these are hard to find - Atari 's own magazine)
Antic July 1983
Antic September 1983
Antic October 1983
Antic April 1986
Antic June 1987
Atari Explorer Jan/Feb 1989
Antic Explorer March/April 1989

Anybody want these? I'd prefer to sell them as a set.

If you're interested, make an offer, but keep shipping in mind - all together they are a bit heavy. All are in good to excellent condition.

2153. Re: 400/800 Games that use the Driving Controllers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-17 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <919300204mnewsX_velcro_X@netunlimited.net>
Source record: 54669

>
> Don Rae <donrae@telusplanet.net> wrote in article
> <3UDy2.599$5p5.730@news1.telusplanet.net>...
> > I think that breakout/super breakout was released at one time for the
> > 400/800 series.
>
> But they use Paddles, not driving controllers.

The free-spinning driving controllers looked exactly like the paddle
controllers. They were marketed with an early 2600 game Indy 500, where
multiple players drove around a loopy single screen track.

The controllers were designed for, and packaged with that cartridge. I do
not think any other game since was made to be played with those controllers.

In the last wave of atari carts (1987?) was a more advanced game resembling
Indy 500
but with a limited 3-D perspective, oil slicks, over/underpasses and what
have you. It was most excellent.

vs

To respond via email, just delete the X's and underline marks in my address.

2154. Re: 800 XL Printer Port

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-17 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36CB67ED.E23@netmagic.net>
Source record: 54670

MM wrote:
>
> Been there and done all that, I've had no problems using the js ports in the
> past. Just was wondering about the 'parallel' port. After examination of
> the pinouts, it looks like this port is just an extension of the cpu
> address, data, and signal lines. Kind of a rip-off.... shouldnt be termed
> parallel port at all really.
> Thanks for all the info.
>
> MM
Right. But I thought the did bring out an external select line at $D100
which is really just another pin from their memory mapping chip. A small
matter to add a chip into the memory map there anyway.

What I used to do is just buy a 50 pin solder tail connector & some .100
spaced protoboard with edge connector. You just bend the solder tails
down so they contact the edge connector & solder away.

All of my junk was too ugly for words. I would add wire wrap pins blue
lines everywhere. I never really got the nack of doing it neatly.

2155. OMNIVIEW OS

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-17 00:00:00 UTC
From: MM <mm@mm.com>
Message-ID: <u0Ky2.322$Js4.843@news9.ispnews.com>
Source record: 54671

Anyone have any info on the OMNIVIEW OS. I just got a 130XE with one in it.
This is OMNIVIEW, not OMNIMON. OMNIVIEW I think had an 80 column display,
provided cold boot by pressing help then reset, and reversed the
basic/option bootup sequence.
I just needed to know how to get the 80 columns to show and what other
features it has. I searched the web and came up empty.

Thanks.

2156. Re: S*.atr - sleazyad.atr [1/1]

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F7D1BK.GuJ@cix.compulink.co.uk>
Source record: 54488

In article <MPG.1135838b5cfcdba39899df@news.midwest.net>,
rlaski@midwest.net (Ronald A. Laski, Jr.) wrote:
< a shit load of binaries>
Please don't post binaries here,
a) it's not the place
b) some of us pay for our phone calls

Thankyou.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

2157. Re: 400/800 Games that use the Driving Controllers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <20357-36CC4465-48@newsd-223.iap.bryant.webtv.net>
Source record: 54489

sprintmaster was the name of the game,it used joysticks instead,and it made it much harder to play,it would allow you to pick different track configuation,and pavment types,not bad,but hard to controll in my opinion,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

2158. Re: OMNIVIEW OS

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36da6aa2.22766930@news.demon.co.uk>
Source record: 54490

The other Day "John K. Picken" <yg473@victoria.tc.ca> wrote:

>
>
>On Wed, 17 Feb 1999, MM wrote:
>
>> Anyone have any info on the OMNIVIEW OS. I just got a 130XE with one in it.
>> This is OMNIVIEW, not OMNIMON. OMNIVIEW I think had an 80 column display,
>> provided cold boot by pressing help then reset, and reversed the
>> basic/option bootup sequence.
>> I just needed to know how to get the 80 columns to show and what other
>> features it has. I searched the web and came up empty.
>>
>> Thanks.
>>
>>
>I had an Omniview XL which I eventually disposed of (incompatible with too
>much software to make it useful and the GR8 screen was hard to read).
>Anyway, I have the docs somewhere and will look for them. Since I don't
>scan with my lowly 386, I'll type up a summary and post it with a direct
>copy via email.

John please add me to that email..

Thanks
--
Paul..

Emulator megafan, Retro gamer and all round fountain of knowledge.

ICQ No: 105793

2159. Connected but.. but the Modem Programs... Arrg!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36CC883F.39@geocities.com>
Source record: 54491

Thanks John for the message you sent me about how to make a Atari 850 interface cable. I got the 850 through port one talking to my Zoom fax 14.4k modem quite well.

Well, I say quite well.... here's the dirt now...

My Atari 400 (upgraded to 48K) is able to log on local bulletin boards through the 850 interface, port 1 to the Zoom 14.4K fax modem when I use the Telelink I cartridge. Beautiful... only problem is, it's moving at 300 buad.. possibly 1200 buad. (and yes, this BBS is from 1979 so it's tolerate of really slow speeds).

I then load up programs off disk... Bob Term, Term 850 (80 Column) and Express 850... all call up the BBS just fine, but then the communication stops. I am not able to get the BBS to see me, I cannot in turn see them, and after a few minutes the line is disconnected.

Alright, I would accept two solutions here.

A) Learn how to change buad settings with a AT command and
just use Telelink. Would be nice, crude and simple,
but if I'm at least able to move at 4800 buad, then cool.

B) Figure out what in the world is keeping disk based
programs on working through the 850.

Any ideas?

Thanks, Doctor Clu

2160. Re: Connected but.. but the Modem Programs... Arrg!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7ai1m3$b7r$1@alexander.INS.CWRU.Edu>
Source record: 54492

(asks at command to set modem speed)
I don't know about your cart program, how to set the computer
baud rate.
Bob Term you can set the baud rate of the computer.
So set Bob Term at 4800 and to set the modem at 4800,
ats37=8 and atn0 or ats37=8n0
Russg

2161. Re: 800 XL Printer Port

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36CC92C5.9ECB3180@worldnet.att.net>
Source record: 54493

Actually,

There are some very simple interfaces that convert from SIO to Centronic parallel, ICD made such cables and APE made them as well, they are fairly easy to build.

Curt

"John K. Picken" wrote:

> On Tue, 16 Feb 1999, MM wrote:
>
> > > Anyone have any info on the 800XL printer port or know where I can find some
> > > on the net?
> > > Does it use the second half of PIA for its function?
> > >
> There is no such beast as "the 800XL printer port". Available ports are:
>
> Joystick/Paddle (2): hooked up to PORTA of the PIA for data and to GTIA
> for trigger lines as well as connections to capacitors for the paddles.
>
> Serial (1): hooked up to POKEY for data in/out and clock (unused). Also
> hooked up to the PIA control lines, one of which is used for the SIO
> equivalent of a strobe, one for cassette control and two unused.
>
> Cartridge (1): usable only with cartridges or devices specifically
> designed for the port.
>
> Parallel (1): usable only by devices such as the Black Box or MIO.
>
> Hooking up a printer is normally done using an interface hooked up to the
> SIO port or via a Black Box or MIO. Other options are to use a PC printer
> via SIO2PC or APE or (rarely used) to hook up a printer to the 80-column
> adapter (XEP80).
>
> The "second half" of the PIA (PORTB) is used as a latch for RAM and ROM
> control. As such, it is programmed for output.
>
> John

2162. Re: Diamond OS from Reeve Software ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: areeve@mindspring.com
Message-ID: <36cc9b90.1413359@news.mindspring.com>
Source record: 54494

Not too much software was written that took advantage of Diamond. Most
software loaded with a Diamond/SDX combo because we could kick the
cartridges out of memory, but so what...it loaded without the
cartridges period, too.

Atari talked to us in public about bundling, but that was just a PR
move to make it look like they cared about the 8-bit market. We even
gave Sig Hartman 5 samples at the WoA show in '88 never to hear
another word (and he tried to tell us that that was too many...guess
he knew nobody at Atari would want to take a look).

Anyhow, just filling in a bit more Diamond trivia. REEVEsoft is now
working on Windows software, but if you want to see the Antic cover
that Diamond was on it is available in the History section of our web
site at www.reevesoft.com.

- Alan

On Mon, 15 Feb 1999 14:08:10 -0600, mcurrent@carleton.edu (Michael
Current) wrote:

>In article <19990213170411.22233.00001235@ng10.aol.com>,
>bgarvey355@aol.com (BGarvey355) wrote:
>
>>Did this cartridge based OS for the 8-bits, that looked like GEM on the ST ever
>>ship?
>
>I have the version 2 cartridge, there was also a third release which was I
>think more compatible with things.
>
>It's cute, and it's kind of fun to use an Atari-brand mouse with your
>8-bit, but I couldn't make it work well with much of anything else I was
>using at the time.
>
>-Michael

2163. Re: /\/ew Site Up & Running

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <36CCD7E3.29E1FEC6@nh.ultranet.com>
Source record: 54495
Cross-posted to: comp.sys.atari.8bit,alt.binaries.emulators

>
> Classic Computer-Console-[UltraHle]

Isn't that the N64 emulator? How is that considered "classic"?

--
B r i a n S t u r k E.E./Soft Eng. 8-Bit Computer Geek
http://www.nh.ultranet.com/~bsturk

"Whatever happened to Pong??!" Frank Black
"HOL, The Hardware Obstruction Layer" The NTChrist

2164. Several 8-Bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: Bret Kellihan <bkellihan@earthlink.net>
Message-ID: <7aimcp$s75$1@murdoch.acc.Virginia.EDU>
Source record: 54496

HI,

I just have a couple questions concerning 8bits:

1) Is there any place where I can find documentation for 8 bit games
and programs?
2) Is there any place to order Public Domain disks from?
3) Where can I find Antic magazine's on-line?

thanks,
bret

2165. Re: OMNIVIEW OS

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990218202508.16941B-100000@vtn1>
Source record: 54497

On Thu, 18 Feb 1999, Paul Irvine wrote:

> John please add me to that email..
>
> Thanks
> --
> Paul..

OK

John

2166. Antic Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: Bret Kellihan <bkellihan@earthlink.net>
Message-ID: <7aipu6rb1@murdoch.acc.Virginia.EDU>
Source record: 54498

Does anyone know where I can find some old Antic magazines for sale?

2167. Printer Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: Bret Kellihan <bkellihan@earthlink.net>
Message-ID: <7aiqmv$1b4$1@murdoch.acc.Virginia.EDU>
Source record: 54499

Sorry for writing three messages when I could have put this in one. I thought about them at different times. ;-)

I guess it means people won't read them if they aren't interested...

ok, here's the question:

Is there a way to hook up a Epson Stylus Color 740 printer to an Atari 400? I have one and it's a pretty expensive printer. It gives _VERY_ good output and I was hoping I could use it. If not, any suggestions on a good printer?

2168. FREE Atari Catalogs by E-Mail, FTP & the Web!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7aj22b$6t4$1@user2.teleport.com>
Source record: 54500
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,pnw.forsale,rec.games.video.atari,

Please direct all replies through E-Mail to bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I do not regularly read NewsGroups.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my Desk-Top Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

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--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

2169. Re: Fiercely Apologizes!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: "Craig S. Thom" <craig@thom.org>
Message-ID: <7ajtevfmm1@usenet45.supernews.com>
Source record: 54501

So why didn't you cancel all the binaries?

Ronald A. Laski, Jr. <rlaski@midwest.net> wrote in message
news:MPG.1135bc94c375047989aa2@news.midwest.net...
>Damn... i KNEW i was working too much... Sorry to all that apply... if
>you've been keeping up.. you know i've been posting in the binaries
>groups... imagine my shock when i updated THIS group!! :)
>
>Sorry again!
>--
>Ron
>rlaski@midwest.net

2170. Re: 800XL Cartridge Detect Problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <7afsqnbes1@remarQ.com>
Source record: 54672

8-Bits (demita@sprynet.com) wrote:
: I have an 800xl that boots fine to BASIC Ready prompt, but does not
: detect
: any game cartridges.

: I have cleaned all connector contacts and did continuity checks on all
: connector and board traces. These appear to match another 800xl I am
: using.

: Could there be a failing support chip that would not have an effect on
: the BASIC boot?

: Are there any diagnostic routines available for the 800XL?

: Thanks for any help - John

The cartridge port connects to the data bus, address bus (A0 to A12), +5V, gnd, R/W, B02, U2 (74LS138), and U3 (MMU CO61618). U2 and U3 might be possible support chips to suspect. Diagnostics is done with the SuperSALT cartridge and hardware tester - probably would cost more than the machine is worth. Make sure the cartridge connector itself is not at fault, or solder connections to it.

Steve

2171. Re: B-key Keyboard?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990217213356.26870.00000211@ng29.aol.com>
Source record: 54673

```
>p.s. the atari 800's keyboard is nice
>too... it only feels a little like a
>COMMODORE 64 keyboard :-((((

Gee- not like mine - the keys don't stick
anything like my 64! :-)
Larry
```

2172. Re: 400/800 Games that use the Driving Controllers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <KuLy2.2088$Rw6.5691@newse2.tampabay.rr.com>
Source record: 54674

So.....WHAT WAS THE NAME of the "...more advanced game resembling
Indy 500..."?????

--MB

Daniel Miller wrote in message
<919300204mnewsX_velcro_X@netunlimited.net>...
>>
>> Don Rae <donrae@telusplanet.net> wrote in article
>> <3UDy2.599$5p5.730@news1.telusplanet.net>...
>> > I think that breakout/super breakout was released at one time for the
>> > 400/800 series.
>>
>> But they use Paddles, not driving controllers.
>
>The free-spinning driving controllers looked exactly like the paddle
>controllers. They were marketed with an early 2600 game Indy 500, where
>multiple players drove around a loopy single screen track.
>
>The controllers were designed for, and packaged with that cartridge. I do
>not think any other game since was made to be played with those
controllers.
>
>In the last wave of atari carts (1987?) was a more advanced game resembling
>Indy 500
>but with a limited 3-D perspective, oil slicks, over/underpasses and what
>have you. It was most excellent.
>
>vs
>
>To respond via email, just delete the X's and underline marks in my
address.
>
>

2173. Re: 800 XL Printer Port

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <nCLy2.2131$Rw6.6205@newse2.tampabay.rr.com>
Source record: 54675

NOTE: This is a "side" question, from a "new" Atari 800 user: I purchased the AtariWriter Plus program, and I would like to be able to print from this program. I have a nice, "modern" Brother brand laser printer. What is the SIMPLEST route to printing from my "800", and what additional procedures/equipment will I need? (I do not own the 850 Interface).
THANKS,
--MB

2174. PRINTING on the "800" (ignore previous post)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <vQLy2.2162$Rw6.6230@newse2.tampabay.rr.com>
Source record: 54676

I purchased
the AtariWriter Plus program, and I would like to be able to print from this
program. I have a nice, "modern" Brother brand laser printer. What is the
SIMPLEST route to printing from my "800", and what additional
procedures/equipment will I need? (I do not own the 850 Interface).
THANKS,
--MB

2175. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: mwalters@news.hunter.apana.org.au
Message-ID: <919310340.936154@bombadil.apana.org.au>
Source record: 54677
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Clay Halliwell (earl.halliwell@dyess.af.mil) wrote:
: In article <7acdrq$a62$1@barad-dur.nas.com>, "White Flame (aka David Holz)"
: <white-flame!!!@geoRemove!!!cities.com> wrote:

: >
: > Marc Walters wrote in message <918876759.162993@bombadil.apana.org.au>...
: > >Not really. You're using the parralax effect and memory of a previous
: > >image to simulate stereoscopicity (is there such a word!?).
: >
: > But the point is that I don't need to see from 2 vantage points
: > simultaneously to perceive the 3-d location and shape of objects.
: > Therefore, I can achieve real depth perception with 1 eye closed and by
: > moving around.

Moving around to different vantage points, even if only a few centimeters
between vantage point 1 and vantage point 2. Viewing familiar
objects such as buildings, TV, neighbouring house is cheating (sort of)
since your brain already knows their dimensions and can approximate the
location and dimensions of unfamiliar objects that overlap them.

How did this thread start anyways :-)

: Two eyes, holding still: Spatially Interpolated Parallax
: One eye, moving about: Temporally Interpolated Parallax
: Good enough?

Yes

Marc
mwalters@bombadil.apana.org.au

2176. cable for 850 interface to 9 pin connector

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36CBB5CF.6C@geocities.com>
Source record: 54678

Alright you techies out there, I've been looking for it and I just can't find it. This is more a lesson in PC and standard serial ports for the PC than the Atari (since I have a gang-load of documentation for the Atari but not the PC...) :)

I'm working on making a 9 pin female (connecting to 850 inferface) to 9 pin female (zoom 14.4 fax modem) cable. What pins would I connect to what pins in this case.
Also, your suggestion for the proper connector port (1 through 4) will also be noted and appreciated. Just reply to this list and to me when you can.

FUN BACKGROUND...

I learned how to be a lightning fast typist on the Atari 400... currently working on setting up a Atari 400 once again to check bulletin board systems (while they are still there... or at least one in particular.)
I have a Atari 400, 850 interface, and Telelink cartridge, and a zoom fax modem. I figure a simple setup (didn't want to include disk drives in the mix for now).

Hey, here's a question... Express is in cartridge form now right? (I love cartridges, and I hate using disk drives when dealing with the 8-bit world. Had far too many go out on me.)

I hope to eventually even further simplify this setup by somehow replacing or adding a terminal program E-prom to the os board and add a serial port (Bob Wooley.. if you're reading this.. would love your support on this one.)

And hey, if anyone knows how to add E-proms to OS boards, I'm open for the advice, or.. I have a spare OS board that I could commission someone to work on. Hell... I have a spare 400... hehehe...

Love the 400's... my first computer, keyboard like none other. I think the words sturdy and cute best describe it.

Hey, look forwarded to hearing the pinout advice if someone could throw me a bone on that one, and all the other 400 crazyiness above.

Doctor Clu

clu-da-bard@geocities.com

/|\ It could be done on a PC... but why? :)

2177. S*.atr - SynGraph.ATR [0/1]

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.11358372a60920b89899c6@news.midwest.net>
Source record: 54679

```
S*.atr
--
Ron
rlaski@midwest.net
```

2178. Re: 800 XL Printer Port

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: David Hopcroft <davidh@cdex.ericsson.se>
Message-ID: <01be5b23$b3424400$60cb30a4@etlcolpc23.ericsson.se>
Source record: 54680

MM <mm@mm.com> wrote in article <1kGy2.104$bQ1.547@news5.ispnews.com>...
> Been there and done all that, I've had no problems using the js ports in
the
> past. Just was wondering about the 'parallel' port. After examination
of
> the pinouts, it looks like this port is just an extension of the cpu
> address, data, and signal lines. Kind of a rip-off.... shouldnt be
termed
> parallel port at all really.

A parallel port just give you all you data/signals at the same time, which
is exactly what this port does.

Are you getting the term Parallel port (A General Term), confused with
centronics port(AKA Printer Port).

As you said in you origianl post;

> ... I think it was also referred
> to as the PBI (parallel bus interface).

See the word bus, I think that explains the function of this port quite
effectivly?

BTW I think "Best Electronics" are selling a experimenters kit for the PBI,
check out the theard "XL-Bus experimenter's Kit", I had one these kit's
once, I may give you the facilities you want.

2179. Atari Real Audio Show!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: mstulir@geocities.com
Message-ID: <7ah1ec$58j$1@nnrp1.dejanews.com>
Source record: 54681

Friends and fellow Atari Enthusiasts:

It is my distinct pleasure to announce a new streaming Internet radio webcast dedicated to all things Atari. Back In Time ® The Radio Webcast has made its debut at http://www.emuclassics.com/backintime.

New episodes will be taped monthly. The show will feature news, reviews, and interviews. (Say that five times fast!) My guest for the first episode is the man STart magazine dubbed ®The Ultimate Atarian,® Donald A. Thomas Jr. Don will be discussing his days at Atari, the Tramiel family, the current state of classic gaming and computing, and Nuon.

The second episode will be posted in early March. Future episodes will feature many people from Atari®s past, including former Atari employees, hardware/software developers, etc. I will also feature the developers of current Jaguar/Lynx titles, and emulator authors that allow us to recreate the classic gaming and computing experience on the PC®s used today. Each episode will run for about 30 minutes.

To listen to the show, you will need a PC or Mac, and a copy of the Real Audio player. The Real Audio player is a free download from Real Networks. A link to download the player can be found on the Back In Time web site.

Mike Stulir
Back In Time -- Updated news and complete coverage of ALL things Atari.
http://www.emuclassics.com/backintime
http://www.emulnews.com/backintime (mirror)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2180. Fiercely Apologizes!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.1135bc94c375047989aa2@news.midwest.net>
Source record: 54682

Damn... i KNEW i was working too much... Sorry to all that apply... if you've been keeping up.. you know i've been posting in the binaries groups... imagine my shock when i updated THIS group!! :)

Sorry again!
--
Ron
rlaski@midwest.net

2181. Re: Atari 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7ah76t$ac0$1@nnrp1.dejanews.com>
Source record: 54683

I'm interested in the 1200XL. I really don't need another 1050, and I may or may not have use for the books&disks, depending on what they are. Let me know what you want to get out of the 1200.

thanks,
KS

In article <7af39l$3vm$1@cletus.bright.net>,
"Stewart F.Martin" <midori@bright.net> wrote:
> Is there any interest in an Atari 1200XL? I have one hardly used and still
> in original cartons. Also a 1050 hard drive .Literature galore and some
> programs which don't think amount to much.
>
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2182. Re: OMNIVIEW OS

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990218064827.3456A-100000@vtn1>
Source record: 54684

On Wed, 17 Feb 1999, MM wrote:

> Anyone have any info on the OMNIVIEW OS. I just got a 130XE with one in it.
> This is OMNIVIEW, not OMNIMON. OMNIVIEW I think had an 80 column display,
> provided cold boot by pressing help then reset, and reversed the
> basic/option bootup sequence.
> I just needed to know how to get the 80 columns to show and what other
> features it has. I searched the web and came up empty.
>
> Thanks.
>
>
I had an Omniview XL which I eventually disposed of (incompatible with too
much software to make it useful and the GR8 screen was hard to read).
Anyway, I have the docs somewhere and will look for them. Since I don't
scan with my lowly 386, I'll type up a summary and post it with a direct
copy via email.

In the interim:

a. try Control-A and then Reset--I think that gets you into 80-column
mode;

b. at least with the XL version, the RD handler did not work correctly
with a 256k upgrade; and

c. I believe the beast was incompatible with SpartaDOS.

John

2183. Re: cable for 850 interface to 9 pin connector

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990218065626.3456B-100000@vtn1>
Source record: 54685

I have a file somewhere. As soon as I find it, I'll post it.

The 9-pin connector is the same for the P:R: Connection, the MIO, and the Black Box--it's almost but not quite RS232.

John

2184. Re: 800 XL Printer Port

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990218070745.3456D-100000@vtn1>
Source record: 54686

On Thu, 18 Feb 1999, Bowling wrote:

> NOTE: This is a "side" question, from a "new" Atari 800 user: I purchased
> the AtariWriter Plus program, and I would like to be able to print from this
> program. I have a nice, "modern" Brother brand laser printer. What is the
> SIMPLEST route to printing from my "800", and what additional
> procedures/equipment will I need? (I do not own the 850 Interface).
> THANKS,
> --MB
>
>
On the assumption that your printer is currently hooked up to a PC, the easiest way to interface the printer is to leave it on the PC and use SIO2PC or APE to connect the Atari and the PC.

If the Brother uses Hewlett-Packard PCL (Printer Control Language), you may experience some difficulty in writing a printer driver for AW. When AW was produced, the average printer used mostly two and three-byte control sequences but PCL is much more verbose. I found writing a PCL printer driver for PaperClip (about the same vintage as AW) to be a real challenge.

John

2185. WTD: UK: 130XE with XF551 or 800XL with 2 x 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-18 00:00:00 UTC
From: precision@lovecraft.demon.co.uk
Message-ID: <36cc4727.1318475468@news.demon.co.uk>
Source record: 54687

Really, really want an Atari 8-bit with some Demos such as the
Hobby-Tronic demo, and games like Mule, Rescue on Fractalus...

I'd prefer a matching system, such as 800XL with 1050, but any
solution will do, prefer the XL to the XE unless there were any 128K
only demos. I never had an XF551, so I'd like that setup :)

Obviously the tape drive would be nice too, to match the computer.

Money depends on system and what disks, tapes and cartridges are there
:)

TIA
Richard
The internet is so big, so powerful and so pointless that for some
people, it is a complete substitute for life - Andrew Brown

http://www.lovecraft.demon.co.uk/ - Richard <<The net.goth FKA EdwardS>>

2186. "800" STAR RAIDERS

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-19 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <7w2z2.3746$Rw6.9461@newse2.tampabay.rr.com>
Source record: 54502

Does the Video Touch Pad & Overlay that was included with the "2600" version of Star Raiders match the "800" version of Star Raiders? (Will all the "buttons" be labelled correctly if using the Overlay with the 800 cart version?)

2187. empire/battle hex

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-19 00:00:00 UTC
From: tom <t.a.roest@cable.a2000.nl>
Message-ID: <36CCC36D.CD7109E3@cable.a2000.nl>
Source record: 54503
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Is there anyone who has the game(s) 'empire' or 'battle hex'
(shareware)?
And would he be so kind mailing it to me?

thanks and
kind regards,
tom.

2188. Re: "800" STAR RAIDERS

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-19 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <36ccca9a.15748423@news.secoast.net>
Source record: 54504

On Fri, 19 Feb 1999 00:46:59 GMT, "Bowling" <mbowlin1@tampabay.rr.com>
wrote:

>Does the Video Touch Pad & Overlay that was included with the "2600" version
>of Star Raiders match the "800" version of Star Raiders? (Will all the
>"buttons" be labelled correctly if using the Overlay with the 800 cart
>version?)
>
>

No, the 2600 version was a much simplified version of the original
8bit game. I don't quite remember, I think it only used a few keys
on the keypad. The 800 computer version uses about 20 keys on the
keyboard with more detailed controls and options.

2189. Re: Email and News

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-19 00:00:00 UTC
From: Darren Spiteri <Spit@spam-free.UUCP>
Message-ID: <v46ha7.nf.ln@bucket>
Source record: 54505
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

```
On Wed, 17 Feb 1999 12:27:19 -0600 (CST), Mike Uhl wrote:
> On Sun, 14 Feb 1999, Darren Spiteri
> > paper and print the other. Feel free to use them, I don't know if
> > they work on older versions than 4.0.

> What does gg mean here?
> > map = gg^AY

gg replaced 1G in version 4.

> I probably could get it to work if I knew what ^Wt and ^Wb meant in
> these macros:
> > map L 80dd^WtGp=G&=^Wb79j&jL
> > map <F1> :newI(0)^[:ce^WbggL
> > map <F2> ^Wtggdd_:w! ~/work/oddZQgg_:w! ~/work/evenZQ

> Windowing operations are normally preceded by ^W or :new but as I
> said, I have a hard time understanding ^Wt and ^Wb. Logically, I would
> assume that for Vim 3.0 it may be ^Wk and ^Wj respectively, assuming
> that only two windows are open.

Wt and Wb mean top and bottom window respectively. They can be replaced with
^W^W.

> And another dumb question -- shouldn't :newI(0) be :new^V^V^V^MI(0) or
> is that a different command that is not available in 3.0?

The line should say :new^MI(0). Those sort of things must have been lost
through Usenet. Email me at the address below and I'll send you the fully
commented version UUencoded.

--
+-\___ ___ ______ __ __/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\=/=\-+
: / __)| _ \||_ _| /__/_/ NOTE: Above email address is fictitious. :
|:__ \: _:: :: : @# '') "Bunch of savages in this town..." - Dante |
`(____/|_|><|_||_|><><\__3- - -*(at)hempseed(dot)com><><><><><><><><><><>'
```

2190. Re: Several 8-Bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-19 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yn22azkkh.fsf@co.umist.ac.uk>
Source record: 54506

"Bret Kellihan" <bkellihan@earthlink.net> writes:

> HI,
>
> I just have a couple questions concerning 8bits:
>
> 1) Is there any place where I can find documentation for 8 bit games
> and programs?

http://www.crestviewfl.com/~richard/atari-docs.htm

> 2) Is there any place to order Public Domain disks from?

Take a look at the vendors list for this newsgroup:
http://www.faqs.org/faqs/atari-8-bit/vendev/

> 3) Where can I find Antic magazine's on-line?

http://www.atarimagazines.com/

For more links on anything and everything Atari 8-bit related, take a
look at my web pages, the address is listed below.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

2191. Re: Floundering

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-19 00:00:00 UTC
From: Craig Harrison <Craigster@AmsTech.freeserve.co.uk>
Message-ID: <7ajn2d$j8t$1@news6.svr.pol.co.uk>
Source record: 54507
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,alt.c64,comp.sys.atari.8bit,comp.sys.oric

I Can certainly recommend 'Flounder', it is a really quite funny piece of publishing!

Craigster

Brian Watson wrote in message
<919090840.20490.1.nnrp-04.9e98ea3a@news.demon.co.uk>...
>The first issue of the e-mag Flounder, edited by me as a bit of squalid fun
>after finishing the final issue of 8BIT magazine, will be ready to be sent
>out on Saturday 20th February.
>
>To get a copy e-mail flounder@spheroid.demon.co.uk Those of a nervous, or
>politically correct, disposition might do better to give it a miss.
>
>Those who had previously asked me to send it when ready should re-apply as
>my first Flounder subscription list disappeared into the ether some months
>ago.
>
>--
>Brian
>
>
>

2192. Re: OMNIVIEW OS

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-19 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990219053454.3716A-100000@vtn1>
Source record: 54508

```
É͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸»
º Following is the partial text of the photo-copied "docs" that º
º came with my OMNIVIEW XL years ago. The original was an 8" by º
º 6" booklet with no date. My comments are limited to this and º
º the box which follows the last of the stuff I typed in. º
º º
º John Picken º
º yg473@victoria.tc.ca º
È͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸¼

==================================Cover Page ==================================

Omniview XL/XE
by
CDY Consulting

================================== Page i ==================================

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================================== Page 1 ==================================

NEW OMNIVIEW XL/XE FEATURES

OMNIVIEW XL/XE now have several new features which solve the
compatibility problem associated with the 800XL/130XE. OMNIVIEW XL/XE
does this by having an ultra compatible 400/800 style OS which will copy
itself into RAM, freeing up the $C000 page. In addition, OMNIVIEW XE has
resident ramdisk handlers which allow you to use the extra 64k of RAM in
the XE as an ultra fast disk drive. Add the other outstanding features
of OMNIVIEW XL/XE, namely, 80 column emulation under SpeedScript 80,
Letter/Data Perfect, BASIC, MAC65, ATR8000 CPM, rtc., and the Fastchip
floating point package for signifigantly faster math operations, and you
have an outstanding value for any 800XL/130XE owner!
```

Improved 400/800 compatibility:

(Developed by CAL COM, 5295 Cameron Drive #505, Buena Park, CA 90621)
The OMNIVIEW XL/XE operating system runs virtually every piece of software written for the ATARI computer. Besides being coded closely to the older OSB, it also has the capability of copying itself into RAM, freeing up the $C000 page for your applications. This means 4k more RAM for programs like Visicalc, modem programs, word processors, etc. It also means added compatibility with highly protected games which look for ROM in the $C000 page as a part of their misguided protection schemes (e.g. Electronic Arts).

To copy the OS into RAM (from $D800 tp $FFFF), hold down the SELECT key while pressing RESET. To restore the OS to ROM, press RESET by itself. From this point on, the RAM version of the OS will be preserved, even if you switch the OS to ROM and back to RAM. Thus, any changes you may make to the OS in RAM remain in effect as long as you do not power down. In addition, if you hold down the SELECT key during powerup, the OS will be copied into RAM and it will stay in RAM even if you press RESET. Please note that the 80 column emulation is not available when running the OS out of RAM.

There are two other features designed to give increased compatibility: the cursor speed and the OPTION key BASIC activation during powerup. The cursor speed is the same as the original XL/XE OS to remain compatible with the SYNAPSE software (SYNCALC, SYNFILE+, etc.) which speed up the cursor. Also, the meaning of the OPTION key during powerup is just opposite of the original OS: hold down the OPTION key to activate BASIC. This seems to be the preference of most people. In addition, there is the added function of the HELP key. Instead of using CTRL-1 the HELP key now functions as the scroll control for program listings.

Turning on 80 columns:

80 column emulation is activated fropm the keyboard by typing CTRL-a and hitting RESET. To return to 40 columns, type a key without CTRL and hit RESET. Don't try this if running OS in RAM. Also see "Technical Details".

Changing screen colors:

Switch the screen colors in the 80 column mode by holding down the START key while typing a letter. If this does not work (as in Letter Perfect), try holding down the START key while pressing RESET. However, since this combination is also used to install the ramdisk handlers, read the next section before using this second technique.

Installing the resident Ramdisk handlers: (130XE only)

The resident Ramdisk handlers in OMNIVIEW XL/XE allow you to use the extra 64k RAM of the 130XE as an ultra fast 512 sector single density disk drive in conjunction with any DOS which uses standard SIO calls

($E459 and $E453) and does not hide itself underneath the cartridge or OS (e.g. Atari 2.0s, MYDOS, SMARTDOS, etc.). In addition, you will find it possible to use the Ramdisk with boot programs like Letter and Data Perfect.

The installation is simple: Type a number (1 to 8) corresponding to the drive number you wish to assign the Ramdisk, hold down the START key, and press RESET. (Note: If you are using DOS 2.0 and it is not configured for more than 2 drives, it will be necessary to configure it accordingly. First boot up BASIC with DOS 2.0, then, after you have a `Ready' prompt type `POKE 1802,15 for 4 drives or `POKE 1802,131' for 8 drives. Now go to DOS, write the DOS files back out to the disk. You have now configured DOS to accept either 4 or 8 drives online.) Continue to hold the START button down until DOS returns or you go into BASIC. The reason for this is to allow the ramdisk handler enough time for the installation process. If you do not hit a number prior to pressing START/RESET, drive 1 will be assumed. In Letter/Data Perfect this combination is also used to change the screen colors, so assign the Ramdisk as drive 3 if you do not wish to use it in these environments. For example, in BASIC:
1) Type DOS to go to DOS. Now type 2 and START/RESET to install the Ramdisk as drive 2.
2) Since you are now back in BASIC, go to DOS again, format and write DOS files to drive 2. (Note that we suggest doing a directory on the drive # you have assigned the ramdisk to. This is to show the DOS that the drive exists)
3) Now type 1 and START/RESET to install the Ramdisk as drive 1 if you so desire.

You can use the enclosed files on the SpeedScript 80 diskette to install the ram disk handlers. The files named INSTALL1 and INSTALL2 are the ramdisk installation files. To use them simply load them from DOS depending on

which drive you wish to assign the ramdisk. You will still have to format the disk you have assigned to be the ramdisk. Again we suggest doing a directory on the drive number the ramdisk has been assigned.

To create your own file in assembly language type as follows:

```
LDA #2 (the 2 denotes the drive number, this can be changed)
STA $94
LDA $D301
AND #$7F
STA $D301
JSR $CFAE
LDA $D301
ORA #$80
STA $D301
RTS
```

Note that any attempt to use more than 512 sectors of the Ramdisk will result in an I/O ERROR.

The Overview of OMNIVIEW XL/XE

OMNIVIEW XL/XE takes advantage of the high resolution graphics mode built into the ATARI to grenerate an 80 column screen editor essentially identical to the ATARI screen editor (E:, S:). Thus, you can use OMNIVIEW XL/XE in any environment where you would normally use the 40 column "E:" (e.g., BASIC, Assembler/Editor, Mac/65, BASIC XL, modem programs, etc.). The character font was specially designed to be legible on an ordinary TV set! A monochrome monitor is recommended, but not really necessary for casual 80 column operation. The Bit-3 versions of LJK's Letter and Data Perfect have been modified to support OMNIVIEW XL/XE, along with SpeedScript 80. Other programs are very likely to follow once software developers realize the potential of the OMNIVIEW XL/XE.

Use of OMNIVIEW XL/XE 80 column E:

You can activate the 80 column mode in most environments (e.g. BASIC, DOS, etc.) by hitting CONTROL a-RESET. This will do a normal warmstart except that 40 column E: and S: will be replaced by 80 column E: and S:. In addition, the 80 column mode can be activated from assembly language with `JSR C001' or from BASIC with `X=USR(49152)'. Once activated, the 80 column E: acts just like the ATARI 40 column E: except for a few minor points. First, the logical line is 80 characters long (1 physical line) instead of 120. If you wish to edit a line longer than 80 characters, as you might in BASIC, hit SYSTEM RESET to take you back to 40 column mode. Secondly, you cannot set the tabs as you can in 40 column mode. Thirdly, neither split screen nor

line drawing is supported. However, there is a feature which will allow a mixture of 80 column text and graphics on the screen. This will be described later.

Thus, any program which uses pure E: in its simplest form (no split screen or line drawing) for its screen I/O should work in 80 column mode. Even programs which reference and manipulate internal E: variables (ROWCRS, COLCRS, LMARGN, RMARGN, OLDCHR, etc.) should work fine because every effort was made to preserve the meanings of these variables in 80 column mode. One possible exception would be a program which relies on characteristics specific to a 40 column screen like, for instance, that the line will wrap at the 40th column. Likewise, programs like VISICALC, ATARIWRITER, MEDIT, etc. will not work because their internal design assumes a 40 column screen.

Theory Behind OMNIVIEW XL/XE

OMNIVIEW XL/XE uses ANTIC mode F (BASIC GRAPHICS 8), which gives you a resolution of 320 by 192 pixels. If you use a 4 by 8 character cell, this gives you exactly 80 columns by 24 rows. One drawback to this

scheme is that it uses $1E00 bytes (almost 8k) of memory for the screen data alone. This is rarely a problem and, when it is, you can always drop into the 40 column mode anyway. Another drawback is that the format of the screen data is not nearly so convenient as BASIC GRAPHIC 0 (which is essentially stored as ATASCII). Each character must ve translated to pixel data represented by bits in noncontiguous bytes in screen memory. This gets especially tricky when E: goes to read a character from the screen! This requires a search of the character data table to find a match for the pixel data representing that character. You can see how this could be quite slow, but this part of the code has been optimized for speed and the small delay is hardly noticable. For example, it will take a fraction of a second longer for the machine to respond when you type a line of BASIC and hit RETURN.

Technical Details

When you activate 80 column mode with CNTRL-a/RESET, `JSR $C001', or `X=USR(49152)', OMNIVIEW XL/XE initializes the 80 column screen and installs the 80 column E: and S: in the handler address of the table at $31A (HATABS). Afterwards, all CIO calls to E: and S: will get vectored into OMNIVIEW XL/XE. By the way, when OMNIVIEW's E: GET CHAR routine fetches a character from the keyboard, it vectors through the K: entry in HATABS instead of cheating like the OS does and calling the keyboard handler directly. This would allow you to redirect the keyboard input if you so desire.

As mentioned earlier, there is a way to mix 80 column text and graphics on the same screen. While the first line of text is always the top row, the last is set with the variable BOTSCR ($2BF), which ranges from 0 to 23. If you were to set BOTSCR to anything less than 23 then you could use the remaining lower part of the screen for anything you wanted by simply modifying the display list. Also, since OMNIVIEW uses graphics 8 to generate the 80 column characters, there is nothing to keep you from drawing on the screen directly. This opens up all sorts of exciting possibilities which were inconceivable with the other dedicated 80 column boards for thje ATARI. For example, wouldn't it be nice to have a word processor which would allow you to draw diagrams in with the text? Some software developer ought to jump on that one and incorporate that into the enclosed 80 column version of SpeedScript 80 the comes with the OMNIVIEW XL/XE at no charge. Contact CDY for the source code for SpeedScript 80.

Here is a memory map of the screen data area:

RAMTOP*256 ->RAMTOP HOLDS THE NUMBER OF PAGES OF RAM
RAMTOP*256-$126 ->FUTURE BUFFER FOR LAST LINE DELETED (LINBUF)
RAMTOP*256-$1F0 ->BEGINNING OF DISPLAY LIST
RAMTOP*256-$1FF0 ->BEGINNING OF DISPLAY DATA (SAVMSC)

RAMTOP*256-$2001 ->LAST BYTE OF FREE RAM (MEMTOP)

Here are the definitions of OMNIVIEW XL/XE variables:

DSTAT $4C USED TO SAVE STATUS
TEMP $50 TEMPORARY REGISTER
HOLD1 $51 TEMPORARY REGISTER
LMARGN $52 LEFT MARGIN (0-79)
RMARGN $53 RIGHT MARGIN (0-79)
ROWCRS $54 ROW CURSOR IS ON (0-23)
COLCRS $55 COLUMN CURSOR IS ON (0-79); DISCERNS BETWEEN ODD
AND EVEN CHARS DURING SCREEN OUTPUT (OUTCHJ)
LFTMSK $56 INVERSE VIDEO MASK FOR EVEN COLUMNS
RGTMSK $57 INVERSE VIDEO MASK FOR ODD COLUMNS
SAVMSC $58 2 BYTE POINTER TO BEGINNING OF DISPLAY DATA
OLDCHR $5D INTERNAL FORMAT OF CHARACTER UNDER CURSOR
OLDADR $5E 2 BYTE POINTER TO CURRENT CURSOR POSITION (ALSO
SEE COLCRS) WITHIN SCREEN DATA
ADRESS $64 2 BYTE POINTER TO CURRENT CHARACTER
MLTEMP $66 2 BYTE POINTER WHERE NEXT CHAR WILL BE OUTPUT
(ALSO SEE COLCRS) WITHIN SCREEN DATA
RAMTOP $6A NUMBER OF 256 BYTE PAGES OF RAM AVAILABLE
BUFCNT $6B BUFFER COUNT DURING E: GET CHAR
BUFSTR $6C RETAINS START OF LOGICAL LINE DURING E: GET CHAR
(ROW/COL)
DILIST $70 TEMP 2 BYTE PTR USED DURING GENERATION OF DISPLAY
LIST
TEMP1 $79 TEMPORARY REGISTER
INSDAT $7D TEMPORARY REGISTER
LINBUF $7E 2 BYTE POINTER TO A LINE BUFFER JUST PAST DISPLAY LIST
GPRIOR $26F PRIORITY SELECTION REGISTER
HOLD3 $29D TEMPORARY REGISTER
ESCFLG $2A2 ESCAPE FLAG; USED TO DISPLAY CTRL CODES
TMPROW $2B8 TEMPORARY STORAGE FOR ROWCRS
SCRFLG $2BB SCROLL FLAG; SET IF SCROLL OCCURRED
SHFLOK $2BE FLAG FOR SHIFT AND CONTROL KEYS
BOTSCR $2BF THE NUMBER OF TEXT ROWS AVAILABLE FOR PRINTING
MEMTOP $2E5 2 BYTE POINTER TO THE TOP OF FREE MEMORY
CRSINH $2F0 CURSOR INHIBIT FLAG; NON-ZERO TURNS CURSOR OFF
ATACHR $2FB LAST ATASCII CHARACTER READ OR WRITTEN
CH $2FC INTERNAL HARDWARE VALUE OF THE LAST KEY PRESSED
DSPFLG $2FE DISPLAY FLAG; NON-ZERO WILL DISPLAY CTRL CHARS
SSFLAG $2FF START/STOP FLAG; NON-ZERO WILL SUSPEND SCREEN
OUTPUT

Use of OMNIVIEW XL/XE WITH LJK'S Letter Perfect

Any version of Letter Perfect which supports the Bit-3 board can, with
the appropriate patches, be made to work with OMNIVIEW XL/XE. Some
special fixed entry points were added to OMNIVIEW XE/XL to provide the

necessary hooks and these can be used in your own software if needed:

CURSNJ $CFB1 TURN ON CURSOR @OLDADR ($5E)
CURSFJ $CFB4 TURN OFF CURSOR @OLDADR ($5E)
DELRTJ $CFB7 CLEAR TO EOL, BASED UPON MLTEMP ($66) AND COL # IN REG Y
OUTCHJ $CFBA OUTPUT CHAR IN ACC TO SCREEN @MLTEMP ($66) AND COLCRS ($55)
SCROLJ $CFBD SCROLL SCREEN UP
SCRLDJ $CFC0 SCROLL SCREEN DOWN

É͸͸͸

2193. Re: Atari 400 Memory Limitation

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-19 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <5ifz2.4780$po.2339@c01read02.service.talkway.com>
Source record: 54509

On 11 Feb 1999 01:36:19 GMT vinnie5757@aol.comnospam (VINNIE5757) wrote:
> Atari makes a 48k module that you can install... swap out the old board, in
> with the new.. and add 4 jumper wires.... There are ways to modify the 16k
> board... however, since the board goes for about $20, may be easier to buy
> one... get in touch with Best Electronics or hmmm.. B and C (?) ...

I have a 400 with a 32k board that didn't need any jumpers. Just a
board swap.

Mark
--
Posted via Talkway - http://www.talkway.com
Surf Usenet at home, on the road, and by email -- always at Talkway.

2194. Re: Printer Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-19 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990219102543.22650.00000023@ngol02.aol.com>
Source record: 54510

If the printer has a centronics interface, it might work with any of the many printer interfaces for Atari 8 bits. At www.myatari.com where B&C resides, they list quite a few. I think Epson has been pretty good about keeping their new printers downward compatible with the old escape codes. Someone correct me if I'm wrong here. The only drawback I would see is that you'd be stuck with the low resolution of the old software.
For programmers, the ability of any printer to print the ATASCII character set is a big plus. I remember "lister" programs for Epson and Star printers that would allow this.

Bob Stone

badbob1952@aol.com

2195. Re: Atari 400 Memory Limitation

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-19 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990219114929.01135.00000148@ng-ce1.aol.com>
Source record: 54511

>I have a 400 with a 32k board that didn't need any jumpers. Just a
>board swap.
>

Yes... I had one too... Axlon 32k board... didn't require jumpers as the Atari
48k .. Anyone know why?????? And.. I still belive there is a way of modifying
the new Atari 48k board (which is actually 64k) to access the extra 16k...
David Byrd, Jay Torres, Claus Bucholz all made boards out of 16k boards, that
were Axlon compatable....
B'rgds,
Vinnie

"Can't means don't want to!"

2196. Complete Set of Antic Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-19 00:00:00 UTC
From: Glen Oberhauser <gleno@home.com>
Message-ID: <Kahz2.16245$wt4.2148@news.rdc1.tx.home.com>
Source record: 54512

I have the complete set of Antic magazines and some of the disks that came with them. If anyone is interested in buying this set, please email me an offer.

--
Glen Oberhauser
gleno@home.com

2197. Re: Floundering

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-19 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <919454153.8143.2.nnrp-07.9e98ea3a@news.demon.co.uk>
Source record: 54513
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,alt.c64,comp.sys.atari.8bit,comp.sys.oric

Craig Harrison wrote in message <7ajn2d$j8t$1@news6.svr.pol.co.uk>...
>I Can certainly recommend 'Flounder', it is a really quite funny piece of
>publishing!
>
>Craigster

The cheque's in the post.

:-)

--
Brian

2198. Keyboard on 8bit....

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-19 00:00:00 UTC
From: sysop*marius@stackbbs.xs4all.nl
Message-ID: <919455901@stackbbs.xs4all.nl>
Source record: 54514

* Originally By: Sysop*marius
* Originally To: Yg473@victoria.tc.ca
* Originally Re: Keyboard on 8bit....
* Original Date: 02-11-99 02:39
* Original Area: comp.sys.atari.8bit
* Forwarded by : Blue Wave/386 v2.30

Hmmm

You folks are talking about other
keyboards connecting to 8bit. I know
a guy who uses the keyboard of an
atari 600xl (the case of the 600xl =
the whole keyboard) with an 25 pin
connector and cable... it rulezzz.

Btw, I guess the original atari 800xl
keyboard qualitiy is the best ever
made. Most of my 800 xl computers are
with these nice "klik klik klik"
technology and I wished my PC had an
800xl keyboard.

Greetz,

Sysop*Marius (pokey@dds.nl)

--
BBS the atari Inside
online: 22:00-08:00 CET
+31-182-352755

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
-!-

___ Blue Wave/386 v2.30

2199. Re: XEGM Keyboard to 130X

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-19 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <919455902@stackbbs.xs4all.nl>
Source record: 54515

* Originally By: Sysop Fox-1
* Originally To: Yg473@victoria.tc.ca
* Originally Re: Re: XEGM Keyboard to 130X
* Original Date: 02-10-99 08:00
* Original Area: comp.sys.atari.8bit
* Forwarded by : Blue Wave/386 v2.30

>PC keyboards are superior on XE

Big mistake :-)

With a PC-keyboard connected (using an interface) to the Atari 8-Bit, you
cannot emulate some of the key-presses, like the RESET-SELECT combo would
not work, since they are both F?-Keys on the PC keyboard, and they can't
be read-out exactly at the same time...
The only way to perfectly use a PC-keyboard onto an Atari 8-bit would be
to completely rewire the thing. A hell of a job! I'm busy to connect an
Atari-ST keyboard that way!

Another nasty problem is, when software asks for keyinputs like "Shift-3",
or "Shift-Control-7"...

The shift-8 is actually an "@" on 8-bit, but "*" on a PC keyboard.
Imagine what happens when asked to press "Shift-Control-7" :-)

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
-!-

___ Blue Wave/386 v2.30

2200. Facts Sheet 93 & VCS sing

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-19 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <919455623@stackbbs.xs4all.nl>
Source record: 54516

Torsten,
>Schreiersgruen meeting 1999

Do you know the date of this event ? We did visit the meeting every year till now, but I have to know the exact date cause I probably need one day of from work to sleep (the monday afterwards) cause we have to travel for about 700Km to get there...

LMK

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2201. B-key Keyboard?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-19 00:00:00 UTC
From: sysop*marius@stackbbs.xs4all.nl
Message-ID: <919455900@stackbbs.xs4all.nl>
Source record: 54517

```
* Originally By: Sysop*marius
* Originally To: Bkellihan@earthlink.
* Originally Re: B-key Keyboard?
* Original Date: 02-15-99 12:19
* Original Area: comp.sys.atari.8bit
* Forwarded by : Blue Wave/386 v2.30

My atari 400 has a B-key keyboard
too. I hate it, because it is not
ORIGINAL :-(

The atari 400 is only a piece of
great electronica in my nice ATARI
8bit collection.

I only use XL computers because of
there great keyboard and beatiful
graphics output.

Marius

p.s. the atari 800's keyboard is nice
too... it only feels a little like a
COMMODORE 64 keyboard :-((((
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
-!-

```
___ Blue Wave/386 v2.30
```

2202. Re: atari 600xl problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-19 00:00:00 UTC
From: sysop*marius@stackbbs.xs4all.nl
Message-ID: <919455899@stackbbs.xs4all.nl>
Source record: 54518

```
* Originally By: Sysop*marius
* Originally To: Ernest@wxs.nl
* Originally Re: Re: atari 600xl problem
* Original Date: 02-11-99 02:44
* Original Area: comp.sys.atari.8bit
* Forwarded by : Blue Wave/386 v2.30

Ernest Schreurs wrote:

>600XL don't have video output

I've heard someone saying this
before... but I don't understand:

My STOCK 600XL is hooked up with a
monitor plug to a VIDEO-composite
monitor. It works fine...

>I store the data at 820 baud

Is this system improvable so I can
save the audio at 19k2 on a MINI DISK
or rewritable AUDIO CD? Which
hardware is needed to fix this idea
into a working print? I guess there
should be a new handshaking and
checksum system to get baudrates like
19k2 and up :-( ...

Sysop*Marius (pokey@dds.nl)
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
-!-

```
___ Blue Wave/386 v2.30
```

2203. Elite - the unfinished project.

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-19 00:00:00 UTC
From: Gareth <dial.pipex.com_.nospam@garethd.com>
Message-ID: <7akqf0dpi1@plug.news.pipex.net>
Source record: 54519

I was reading an old copy of the UK mag "Atari User" yesterday (one of the few I didn't through out). Anyway, it mentioned that Elite (the fantastic BBC/CBM/Spectrum game) had not only been planned for conversion to XL but that work had actually started on it and progressed to about 50%. There was no explanation as to why the project was dropped.

Does anyone know what actually happened - why the coders stopped? It would be interesting to know what exactly happened because I think that whatever it was it was part of the wider problem of the Atari 8 bit death - many popular progs on the CBM never made it to Atari and there seemed to be a watershed around 1985/86 where, despite a large user base (in the US anyway), developers lost interest in Atari 8 bit. A similar thing happened with the ST yet not with the Amiga. For what it's worth I remember reading an interview with Jeff Minter - which damaged my perception of his programming skills - where he said that Revenge of the Mutant Camels would never make it to Atari because of hardware limitations: like of "sprites" compared to C64 and no multi-colour graphics (or something like that).

Gareth.
--
(Munged address - please reply in the newsgroup).
ICQ: 16909602.

2204. Re: Keyboard on 8bit....

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-19 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7al0dp$k9$1@winter.news.rcn.net>
Source record: 54520

I guess I've said this a million times before. Keyboards are a very subjective thing. My 800's keyboard was definitely superior to any of the XLs or XEs I've owned. I've heard that XEs (or their equivalent) sold in Europe have better keyboards than those sold in the US. I put one of those Best XE Touch kits in mine, and it helps a little.

I use a Focus 2001 keyboard with my PC. It originally came with a '286 system that I had, but I liked it so much that when I donated that '286 and got my current system, I put the new keyboard (a piece of junk) with the old machine. The Focus is clicky it's almost as good as the 800's keyboard!

Sysop*marius wrote in message <919455901@stackbbs.xs4all.nl>...
> * Originally By: Sysop*marius
> * Originally To: Yg473@victoria.tc.ca
> * Originally Re: Keyboard on 8bit....
> * Original Date: 02-11-99 02:39
> * Original Area: comp.sys.atari.8bit
> * Forwarded by : Blue Wave/386 v2.30
>
>Hmmm
>
>You folks are talking about other
>keyboards connecting to 8bit. I know
>a guy who uses the keyboard of an
>atari 600xl (the case of the 600xl =
>the whole keyboard) with an 25 pin
>connector and cable... it rulezzz.
>
>Btw, I guess the original atari 800xl
>keyboard qualitiy is the best ever
>made. Most of my 800 xl computers are
>with these nice "klik klik klik"
>technology and I wished my PC had an
>800xl keyboard.
>
>Greetz,
>
>Sysop*Marius (pokey@dds.nl)
>
>--
>BBS the atari Inside
>online: 22:00-08:00 CET
>+31-182-352755
>

>Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node
471)
>-!-
> ◆
>
>___ Blue Wave/386 v2.30

2205. Re: atari 600xl problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-20 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7al6cf$9ae$1@pale-rider.INS.CWRU.Edu>
Source record: 54521

(Somebody has a stock 600xl with a composite socket.)
Maybe PAL 600xl came with a monitor socket. NTSC 600xl don't
come with one.
Russg

2206. Re: XEGM Keyboard to 130X

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-20 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19990220032848.06073.00000295@ngol08.aol.com>
Source record: 54522

Im Artikel <919455902@stackbbs.xs4all.nl>, sysop.fox-1@stackbbs.xs4all.nl
(Sysop Fox-1) schreibt:

> * Originally By: Sysop Fox-1
> * Originally To: Yg473@victoria.tc.ca
> * Originally Re: Re: XEGM Keyboard to 130X
> * Original Date: 02-10-99 08:00
> * Original Area: comp.sys.atari.8bit
> * Forwarded by : Blue Wave/386 v2.30
>
>>PC keyboards are superior on XE
>
>Big mistake :-)
>
>With a PC-keyboard connected (using an interface) to the Atari 8-Bit, you
>cannot emulate some of the key-presses, like the RESET-SELECT combo would
>not work, since they are both F?-Keys on the PC keyboard, and they can't
>be read-out exactly at the same time...
>The only way to perfectly use a PC-keyboard onto an Atari 8-bit would be
>to completely rewire the thing. A hell of a job! I'm busy to connect an
>Atari-ST keyboard that way!

Most (since the last years all) of the pc keyboards have an ghosting software algorithm to detect more than one keypress at the same time. This algorithm can detect exactly 3 (of 4 in a matrix) separated keys. The keyboard sends an "make code" for every keypressing and an "break code" for every keyrelease. The pc doesn't interpret several keys at one time (exc. SH,ALT,CTRL.... etc), but it can be done. More than two keys doesnt work correct on some pc keyboards, but work on most !!. This depends on the position of the keys in the matrix scan lines. Keys in same rows or same columns cant only be read under special circumstances.

See the Application notes from Motorola and National Semiconductor, theres an exact description of this problem. (links on my HP see under AKI).

With my AKI Interface you have no problems on emulating START+RESET,
SELECT+RESET or OPTION + RESET combo.
I dont know the way TRANSKEY does.

>Another nasty problem is, when software asks for keyinputs like "Shift-3",
>or "Shift-Control-7"...
>
>The shift-8 is actually an "@" on 8-bit, but "*" on a PC keyboard.
>Imagine what happens when asked to press "Shift-Control-7" :-)

:-)))) nasty problem... Let me say press @ on pc (for sh-8). ;-) yes, i know, theres no good working emulating solution for this.

But look at the atari software. The software doesnt use the ATARI keyboard handler "K:" and the standard os routines. It isnt a good programmers style. I think theres no standard ATARI-software wich has this problem...

Most programs for the ATARI are written in a bad style. Therefore its also very hard to make some new hardware or new device drivers. All these old stupid disks must run with it. (:-) some years ago i was also one of these stupid programmes wich thaught they write very cool). Some of the greatest programmers failures are done on the following :

- switching ramdisk
- using OS routines without jumptables
- using illegal opcodes
- peek and poke in IO chips without using shadowregs
- speed up disk drives (serial io)
- fixed IOCB numbering/accessing

ok i will end, think its off-topic.

For more infos on AKI - Atari-Keyboard Interface (and the links for the pc-keyboard application notes) see:

http://members.aol.com/MacFalkner

bye, MacFalkner.

2207. Re: Keyboard on 8bit....

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-20 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36ce6eb3.98852810@news.earthlink.net>
Source record: 54523

On Fri, 19 Feb 1999 20:19:00 GMT, sysop*marius@stackbbs.xs4all.nl
(Sysop*marius) wrote:

>Btw, I guess the original atari 800xl
>keyboard qualitiy is the best ever
>made. Most of my 800 xl computers are
>with these nice "klik klik klik"
>technology and I wished my PC had an
>800xl keyboard.

Huh??? I have an 800XL with the better keyboard and it isn't all that
hot. The 1200XL and the 800 weren't bad, but compared to my genuine
IBM keyboard on my PC.. well there is no comparison really. I do
realize that a lot of today's PC keyboards are the mushy things. Some
people don't like mushy (me included).

2208. Re: B-key Keyboard?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-20 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36CE7A6B.44EA@geocities.com>
Source record: 54524

B-Keys? Always reminded me of a Tandy Color computer keyboards if it's the one I'm thinking of.

Love the 400 membrane keyboard. I don't do all my typing on it, is a study, casual computer for logging onto bulletin boards!

Doctor Clu the 400 man!

2209. Re: 400/800 Games that use the Driving Controllers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-20 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36CE7CCD.69FA@geocities.com>
Source record: 54525

I do believe "NIGHT DRIVER" for the 2600 also used the driving
controllers.

"AIM FOR THE COW!! AIM FOR THE COW!!"

Sorry, brought back memories of playing that game.... :)

Doctor Clu

2210. Re: Fiercely Apologizes!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-20 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.1138414371afa9e0989aa4@news.midwest.net>
Source record: 54526

```
In article <7ajtev$fmm$1@usenet45.supernews.com>, craig@thom.org says...
> So why didn't you cancel all the binaries?
>
> Ronald A. Laski, Jr. <rlaski@midwest.net> wrote in message
> news:MPG.1135bc94c375047989aa2@news.midwest.net...
> >Damn... i KNEW i was working too much... Sorry to all that apply... if
> >you've been keeping up.. you know i've been posting in the binaries
> >groups... imagine my shock when i updated THIS group!! :)
> >
> >Sorry again!
> >--
> >Ron
> >rlaski@midwest.net
>
>
>
cuz i deleted my 'outbox' (in Eudora Light) which is the only place i
know that has the option....
--
Ron
rlaski@midwest.net
```

2211. Re: Elite - the unfinished project.

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-20 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36d28a5b.2705938@news.demon.co.uk>
Source record: 54527

The other Day "Gareth" <dial.pipex.com_.nospam@garethd.com> wrote:

>For what it's worth I remember reading
>an interview with Jeff Minter - which damaged my perception of his
>programming skills - where he said that Revenge of the Mutant Camels would
>never make it to Atari because of hardware limitations: like of "sprites"
>compared to C64 and no multi-colour graphics (or something like that).
>
>Gareth.

Fraid it IS something were the C64 had an edge, a friend was working on
the conversion of Green Beret to the Atari, it almost got canned because
of things like the game character had combat trousers (green / black)
and they had used pretty much all sprites elsewhere.

If you look at many platform games you will notice the main person is
very few colours.

Can't answer re Elite, glad to see someone reading the old Atari Users,
mine all went in the bin except the ones I'm in :)
--
Paul..

Emulator megafan, Retro gamer and all round fountain of knowledge.

ICQ No: 105793

2212. Re: XEGM Keyboard to 130X

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7am695$cfd@freenet-news.carleton.ca>
Source record: 54528

Sysop Fox-1 (sysop.fox-1@stackbbs.xs4all.nl) writes:
>
>>PC keyboards are superior on XE
>
> Big mistake :-)
>
> With a PC-keyboard connected (using an interface) to the Atari 8-Bit, you
> cannot emulate some of the key-presses, like the RESET-SELECT combo would
> not work, since they are both F?-Keys on the PC keyboard, and they can't
> be read-out exactly at the same time...

Yes they can. :-) The PC keyboard interface is serial and transmits
key-up and key-down (make/break) codes. It's simply a matter of software
to determine which keys are pressed. W/ the correct software you can
tell if any keys are pressed together or held down, or even if ALL the keys
held down. You basically just maintain a keystate map.

The Atari uses a simple 8x9 scanning keyboard circuit, so on that side you have
to present grounds for the corresponding row/column of the Atari keyboard,
in relation to your PC keystate map.

> The only way to perfectly use a PC-keyboard onto an Atari 8-bit would be
> to completely rewire the thing. A hell of a job! I'm busy to connect an
> Atari-ST keyboard that way!

You have to wire up all the 4051 inputs, and the POKEY scan counter output

The Atari function keys are not parts of the keyboard scan circuit, so each one
requires its own open drain input to simulate keypresses.

Wired correctly it will allow the Atari keyboard to function in cooperation
w/ the PC keyboard so either can be used at the same time.

> The shift-8 is actually an "@" on 8-bit, but "*" on a PC keyboard.
> Imagine what happens when asked to press "Shift-Control-7" :-)

Again easy enough in software. Your just doing in firmware what the
Atari emulators already do, remapping the keyboard. Not too tough a task
since your already translating the totally alien IBM keyboard protocol.

A < 1Mhz 6507 w/ a RIOT can handle scanning a PC keyboard and and emulating
the Atari scan circuit. Its a fun project, really <grin>.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *

* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2213. Re: Elite - the unfinished project.

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-20 00:00:00 UTC
From: Fransico Delgado <fdelgado@eso.org>
Message-ID: <36CEAA70.953CC5F@eso.org>
Source record: 54529

Paul Irvine wrote:
>
> The other Day "Gareth" <dial.pipex.com_.nospam@garethd.com> wrote:
>
> >For what it's worth I remember reading
> >an interview with Jeff Minter - which damaged my perception of his
> >programming skills - where he said that Revenge of the Mutant Camels would
> >never make it to Atari because of hardware limitations: like of "sprites"
> >compared to C64 and no multi-colour graphics (or something like that).
> >
> >Gareth.
>
> Fraid it IS something were the C64 had an edge, a friend was working on
> the conversion of Green Beret to the Atari, it almost got canned because
> of things like the game character had combat trousers (green / black)
> and they had used pretty much all sprites elsewhere.

Easy solution in Atari 8bit! Just put a Display List Interrupt in the correct
place changing all the information of a Player Missile. That way you can display
twice (or more if you want) each player missile.
I've seen it working, and a friend of mine made a demo using that "feature".

Saludos!

Francisco Delgado

2214. FS: 130XE & 850 Interface (US)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-20 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19990220083509.16013.00000251@ngol01.aol.com>
Source record: 54530

For sale to continental USA addresses:

Atari 130XE computer w/power supply, RF cable & converter box, owners manual
Works great and is in good comestic condition. $35.00 plus shipping.

Atari 850 serial interface w/power supply, 13 pin I/O cable, 36 pin printer
cable, modem cable. Works great and is in good comestic condition. $20.00
plus shipping.

Reply to Gail at gwestndrf@aol.com.

2215. Re: 400/800 Games that use the Driving Controllers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-20 00:00:00 UTC
From: mwtoelle@edge.net
Message-ID: <36cebdef.1515861@news.edge.net>
Source record: 54531

On Sat, 20 Feb 1999 04:13:49 -0500, Doctor Clu
<clu-da-bard@geocities.com> wrote:

>I do believe "NIGHT DRIVER" for the 2600 also used the driving
>controllers.
>
Actually, "Night Driver" used paddles.

Mike Toelle

2216. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-20 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <7amgqt$77i$1@kc.trail.com>
Source record: 54532
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <7ac17b$p86$1@nnrp1.dejanews.com>,
Clay Halliwell <earl.halliwell@dyess.af.mil> wrote:
>In article <7a76eaauq1@kc.trail.com>,
> sjudd@kc.trail.com (Steve Judd) wrote:
>>
>> Actually, the Atari literature is the only place I have seen this
>> curious (and in my opinion quite confusing) terminology. I think
>
>Then, if you don't mind my saying so, you haven't been reading a
>sufficiently wide variety of literature.

Please feel free at any time to suggest a credible reference from
the scientific or engineering literature where I could learn more.

>> On the 64, every two pixels are the same color in multicolor mode,
>> giving an effective resolution of 160x200. It's even represented
>> that way in computer memory (as opposed to e.g. bitplanes).
>
>I think what's confusing the C64 folks is that that system only supports
>a paltry two screen resolutions, as opposed to the Atari's dozen or

That may be, but I think the excruciatingly bad terminology has a lot
more to do with it.

>that's highly mutable. Trust me, the use of the term pixel to describe
>the smallest addressable element in any given resolution is... well,
>the very definition of "pixel"! (And yes, it is a contraction of "Picture
>Element").

I decided to take my own advice, and ask around -- scientists,
electrical engineers, etc. -- as to what they thought a pixel was.
Most came back with a "phosphor dot" definition. The IR sensor
guys use it to talk about the resolution of their sensor -- no
computers or monitors at all! A few came back with a discussion
of information content -- that a single pixel might have 8 or 24 bits
behind it, etc.

Then I explained the Atari constructions, and the idea of doubling
pixel widths, and other such interesting phrases, and to a man they
thought I was nuts (or that you guys were nuts :).

Which brings me back to my original point: there probably isn't any
official definition of "pixel", but the Atari use of the term is
fairly different than the more commonly understood definitions.

"It depends on what the meaning of the word 'pixel' is"
"I did not use a pixel as I understand the term."

Maybe you can repeat my test -- ask a bunch of electrical engineers
what they think a pixel is, and see what they say.

>> It's only on the Atari that you can get strange sentences like
>> "screen size is 40 pixels by 24 pixels" and "register x will change
>> the width of the pixels."
>
>And in this obscure OS I'm currently using. "Windows" or something like
>that...

Your windows manual tells you how to get a 40 pixel by 24 pixel
display, or contains sentences like "set x to change the width of
the pixel"? I highly doubt that, and sarcasm certainly doesn't
make it more convincing.

The key part in the first quote is the 40x24 -- your Atari generates
a lot more than 40 phosphor dots horizontally; related to the second
quote, each of those "computer addressable points" is an 8x8 block
of pixels, not a "pixel of different width".

When you change from a high resolution in Windows to a lower one,
are there the same number of pixels (i.e. phosphor dots) on the
screen, so that the low-res points are a little block of multiple hi-res
points? Or is there actually a different number of pixels (phosphor
dots) on the screen? It is a serious question, which I don't know the
answer to, but since the monitor probably changes frequencies when you
change resolutions, I suspect the latter -- which would be very different
than what the Atari does when you change resolutions.

-Steve

2217. Re: Elite - the unfinished project.

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-20 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36CEDC4A.9ACD7E3E@netmagic.net>
Source record: 54533

Paul Irvine wrote:
>
> The other Day "Gareth" <dial.pipex.com_.nospam@garethd.com> wrote:
>
> >For what it's worth I remember reading
> >an interview with Jeff Minter - which damaged my perception of his
> >programming skills - where he said that Revenge of the Mutant Camels would
> >never make it to Atari because of hardware limitations: like of "sprites"
> >compared to C64 and no multi-colour graphics (or something like that).
> >
> >Gareth.
>
> Fraid it IS something were the C64 had an edge, a friend was working on
> the conversion of Green Beret to the Atari, it almost got canned because
> of things like the game character had combat trousers (green / black)
> and they had used pretty much all sprites elsewhere.
>
> If you look at many platform games you will notice the main person is
> very few colours.
>
> Can't answer re Elite, glad to see someone reading the old Atari Users,
> mine all went in the bin except the ones I'm in :)
> --
> Paul..
>
> Emulator megafan, Retro gamer and all round fountain of knowledge.
>
> ICQ No: 105793
The real funny thing about all the hardware wars is the commie people
just don't know how to make us feel bad. Not like a real Atari wag could
after years of practice dealing with Atari Corpse.

Typically, their arguments tend to the price poorformance of a C64 which
came out 3 years after the Atari home computers. Computer years are like
dog years, 3 years after & still being comparable is a losing argument.

What they should do is focus on the big failures i.e.
"Ha! The 1200xl came out a year after the C64, 14k of unusable ram,
incompatible, MSRP or $799.95, poor video output, and the SIO port
wouldn't even support SIO powered devices w/o being modified! Sure, nice
keyboard, but you guys paid an extra $600 for a keyboard & 14k less
ram!"

That being said, 1200XLs that have been Wooleyised are my favorite 8 bit
computer. Soon as you turn them into an 800XL, they are great.

For some reason I have had some bad luck getting back into the Atari fray.

Left one 256k 1200XL on overnight, figured it would get rid of any condensation after having not been fired up in several years. While I was just puttering around the house I got the sound like the engines in Star Raiders. Yeap, Pokey went out just sitting there turned on, but I had a spare or two.

So decided to take a look at another one that I had found in a surplus shop for $2.99 that originally only needed the 6520 replaced to get the JS working again: Black Screen of Death. Swapped out every LSI chip in the thing, then finally found a bad RAM chip.

Which brings me too; Decided to take a quick look at what happens in the absence of a LSI chip. Seemed like a good idea at the time, not so sure in retrospect.

For a 1200XL
Anyway, pull a Pokey & boot the computer, boots normally with blue screen but no booting sound.

Pull PIA & boots normally with only the keyboards LEDs not functioning.

Pull an OS chip, GTIA, ANTIC, & black screen. The ANTIC did produce different glitches then the OS or GTIA. Just some flashes of distortion on the screen when the computer is first turned on, but you would really need to be practiced to guess which is gone in a blind test.

Pull a DRAM & either got a black screen or a solid color, mostly black on boot.

2218. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-20 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <7ammp6$7dn$1@kc.trail.com>
Source record: 54534
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hola Marc,

In article <919310340.936154@bombadil.apana.org.au>,
Marc Walters <mwalters@news.hunter.apana.org.au> wrote:
>
>: Two eyes, holding still: Spatially Interpolated Parallax
>: One eye, moving about: Temporally Interpolated Parallax
>: Good enough?
>
>Moving around to different vantage points, even if only a few centimeters
>between vantage point 1 and vantage point 2. Viewing familiar
>objects such as buildings, TV, neighbouring house is cheating (sort of)
>since your brain already knows their dimensions and can approximate the
>location and dimensions of unfamiliar objects that overlap them.

Well, I once again suggest a variation of my earlier experiment:
close one eye. Walk into an unfamiliar room. Try to make baskets
in the trash can.

I have tried this; I could make baskets.

I also offer the following experiment: close one eye. Hold a finger
close to your eye, and focus on it. Remove your finger, and focus
on an object behind your finger.

The fact that you have to refocus at all suggests to me that you have
a mechanism for judging distance (not to mention that the eye
and particularly the eye/brain relatinship is very complex!).

>How did this thread start anyways :-)

The usual -- by me :).

-Steve

2219. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-20 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36cee5bd.129331028@news.earthlink.net>
Source record: 54535
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 20 Feb 1999 09:10:14 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>I also offer the following experiment: close one eye. Hold a finger
>close to your eye, and focus on it. Remove your finger, and focus
>on an object behind your finger.
>
>The fact that you have to refocus at all suggests to me that you have
>a mechanism for judging distance (not to mention that the eye
>and particularly the eye/brain relatinship is very complex!).

I'll concede that the brain can do some amount of distance judging via focus... but... that method does not work as well as binocular vision in that application. The focus method falls apart when the distance involved is beyond depth of field considerations. What I mean is, after a relatively short distance everything is focused at the same focal adjustment. If you've ever used a nice camera which allowed manual focus (or binoculars or a telescope) you will notice that anything beyond a certain distance is in focus at the same focal setting. Point that camera at a person 6 feet away and focus. The person is in focus but the wall 6 feet behind the person is not. Focus at a distant lighthouse on a well moonlit night. Without readjusting the focus (which should be at the infinity mark anyway) point the camera at the moon. The moon is in just as good of focus. No refocusing took place. Same with you eyes. No refocusing, no ability to judge a difference in distance with your "focus" method.

Also, to whoever said that using one eye, look at something, move and then look at it again and have the brain computer the distance with triangulation.... nice try buddy. It doesn't work that way. At least not to any significant accuracy. Your brain puts it together based on the information from two eyes getting simultaneous stimulus. The only way your brain puts it together by moving to different spots is when you think in a disciplined mathematical way and probably need help from a calculator or scratch paper. It isn't easily automatically computed by the subconscious.

2220. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-20 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36cfea04.130426151@news.earthlink.net>
Source record: 54536
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 20 Feb 1999 07:28:45 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

A "pixel" is a "picture element" and is the smallest unit comprising a graphical image. The TRUTH about the word is that it is not locked into one specific technology. Like many words, its basic meaning (as it relates to a specific frame of reference) can have differing applications depending on the context it is used. An exagerated example of another such word would be "BUTT." Butt is generaly understood to be the rear, bottom, or last of something, rather than the front, top or first. You can have the butt of a gun which is certainly different than the butt you are probably sitting on right now. You can be the butt of a joke (meaning you are probably the last one to gain anything posative from it).

Likewise, "pixel" can also be different things depending on context. Its basic definition stays the same but it gets different appended or expanded definitions depending on how it's used. Both the "phosphor dot" and the smallest addressable position in an image held in software are actually correct. There are probably other "correct" uses of the word as well. Of course the answer you're going to get if you ask a bunch of folks who do not design electronic graphical images (like a graphic artist using a computer) but DO look at graphical images displayed on CRTs, is an answer of the phosphor dot. If you ask the designer of say a 3D rendering application what a pixel is he'll probably tell you it is the smallest unit of an image regardless of what type of display it may eventually get displayed on. Whether it gets displayed on some horribly low resolution TV, or the finest state of the art 100 inch .14 dot pitch monitor, his image resolution in software does not change; ie. HIS "pixels" do not change.

Can't we all just get along?

Hehe.

2221. Re: cable for 850 interface to 9 pin connector

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-20 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <36cf0b96.16395450@corp.supernews.com>
Source record: 54537

From the faq:

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

2222. Whats so great about Bounty Bob?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-20 00:00:00 UTC
From: hajjej@aol.com
Message-ID: <19990220181932.01130.00000674@ng-ca1.aol.com>
Source record: 54588

I see posts about this game on here all the time. I've had an atari for years, but I've never heard of it or played it prior to reading this ng. Can anyone clue me in?

Thanks,
john

"All I can say is that my life is pretty plain; I like to watch the puddles gather rain"--Blind Melon

2223. FS : Mint 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-20 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <36CF6F22.7DCE9994@midamer.net>
Source record: 54589
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have an Atari 800XL in mint condition for sale. It has the great pre-Trameil keyboard, mint 1050 and several disks. It is taking up room and I just don't have the time to mess with it any more. If someone wants to give this a good home, please e-mail me with an offer, since I rarely check the newsgroups anymore. I am located in southern Illinois (USA)

Tony

2224. FS : Mint Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-20 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <36CF7004.8E17DAFF@midamer.net>
Source record: 54590
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have a Mint Atari Portfolio for sale. I have the Card drive and software; the original boxes and instructions; and a memory card. This machine looks good enough to place in any store and sell right off the shelf. Please e-mail me with any offer. I priced one last year from an online store for 185.00 without the drive, so I know its aproximate value. I am located in southern Illinois (USA) Please e-mail me direct with offers.

Tony

2225. Re: Printer Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-20 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7anprnmni1@winter.news.rcn.net>
Source record: 54591

The manuals on later HP deskjets do not even list the codes. If you want
them, they are downloadable from HP's site, but be prepared to use tons of
paper to print them out! I can see where devising an Atari printer driver
for these beasts means leaving out lots of the printers' features.

LWhite6497 wrote in message
<19990220195408.01143.00000764@ng-ft1.aol.com>...
>>I think Epson has been pretty good about keeping their new
>>printers downward compatible with the old escape codes.
>
>Check hard into this. I've wanted to upgrade
>for a while - I use a HP DeskJet 500, and the
>only way that I can use it very effectively is
>with the Epson FX 80 emulation cartridge.
>When I have asked about more modern
>printers, including Epson's, I've been told
>they have all gone to HP emulation. I have
>not been able to go through manuals, but I've
>been told by enough different people that I
>believe it. You might try looking around the
>web for an Epson site.
>Larry White

2226. OS ROM images for 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-20 00:00:00 UTC
From: Benjamin Matthew West <bmw3@cec.wustl.edu>
Message-ID: <Pine.SOL.3.96.990220235213.14541A-100000@ritz.cec.wustl.edu>
Source record: 54592

As part of my attempt to resurrect an old 1200XL, I would like to burn two 27128 EPROM's with the original 1200XL OS data. Does anyone know where I could find ASCII text versions of the OS ROM images? That is, I'm looking for the binary/hex/decimal listing of the OS in ASCII text, and not in a proprietary binary format.

Thank You.

Benjamin Matthew West
E-mail:bmw3@cec.wustl.edu

2227. Re: Printer Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990220195408.01143.00000764@ng-ft1.aol.com>
Source record: 54593

>I think Epson has been pretty good about keeping their new
>printers downward compatible with the old escape codes.

Check hard into this. I've wanted to upgrade
for a while - I use a HP DeskJet 500, and the
only way that I can use it very effectively is
with the Epson FX 80 emulation cartridge.
When I have asked about more modern
printers, including Epson's, I've been told
they have all gone to HP emulation. I have
not been able to go through manuals, but I've
been told by enough different people that I
believe it. You might try looking around the
web for an Epson site.
Larry White

2228. Re: Complete Set of Antic Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990220224305.18550.00000875@ng03.aol.com>
Source record: 54594

> have the complete set of Antic magazines and some of the disks that came
>with them. If anyone is interested in buying this set, please email me an
>offer.
>
>--
>Glen Oberhauser
>gleno@home.com

How complete is this set? all? 50 issues, 100 issues? I'll offer 50 cents an issue + shipping at usps book rate.

Brent

2229. Re: Wanted: 1400XL or 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: dsolimano@prodigy.net
Message-ID: <36cf9cc8.32049491@news.prodigy.net>
Source record: 54595

On Tue, 16 Feb 1999 08:13:18 -0800, Kevin Savetz
<savetz@northcoast.com> wrote:

>In article <7a5e6a$fd5$1@nnrp1.dejanews.com>, <spearsk@mc-mc.com> wrote:
>
>> Probably a FAQ but.. Are these actually still obtainable? How many were
>> actually made? I would consider paying a fair amount of money if a 1450XLD
>> came my way..
>
>I read somewhere on Usenet, although I can't find the article now, that
>75 1450XLDs were made. I don't know about the 1400XLs.
>
>Kevin Savetz
>
>--
>--
>Kevin Savetz <savetz@northcoast.com>
>Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
> http://www.atarimagazines.com

I read that just the other day at www.atarihistory.com. 75 complete
systems, 8 of them TONG motherboards, and I believe 150 cases. Of
course, I forgot to bookmark the actual page, and when I went looking
just now I couldn't find the reference. DOH! Oh well.

DSolimano@prodigy.net
Have an Atari Day /|\

2230. Re: Whats so great about Bounty Bob?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36CFA5AE.5A44@geocities.com>
Source record: 54596

Hajjej wrote:
>
> I see posts about this game on here all the time. I've had an atari for years, but I've never heard of it or played it prior to reading this ng. Can anyone clue me in?
>
> Thanks,
> john
>

The back of the cartridge says it best I think...

You control "Bounty Bob" as he climbs ladders and walks on the framework. Use the special equipment like the transporters the lift, and the cannon to help Bob claim the mine. Collect the various possessions left by previous explorers but watch out for mutant organisms that lurk everywhere and try to waste you.

... all and all, great game, great controls, it was one of the first games that sold me on getting an Atari 400.

I understand there is a sequel.. Bounty Bob Strikes Back.. would love to try it someday.

Doctor Clu

2231. Re: Whats so great about Bounty Bob?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36d0130a.1037524@news.localnet.com>
Source record: 54597

On Sun, 21 Feb 1999 01:20:30 -0500, Doctor Clu
<clu-da-bard@geocities.com> wrote:

>Hajjej wrote:
>>
>> I see posts about this game on here all the time. I've had an atari for years, but I've never heard of it or played it prior to reading this ng. Can anyone clue me in?
>>
>> Thanks,
>> john
>>
>
> The back of the cartridge says it best I think...
>
> You control "Bounty Bob" as he climbs ladders and walks on the
>framework. Use the special equipment like the transporters the lift,
>and the cannon to help Bob claim the mine. Collect the various
>possessions left by previous explorers but watch out for mutant
>organisms that lurk everywhere and try to waste you.
>
>
> ... all and all, great game, great controls, it was one of the first
>games that sold me on getting an Atari 400.
>
> I understand there is a sequel.. Bounty Bob Strikes Back.. would love
>to try it someday.
>
> Doctor Clu

The original game you are referring to was called MINER 2049ER.

2232. ATR's

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <7ao9n4$n2e$1@nw001t.infi.net>
Source record: 54598

What Atari 8-bit software do I need (and where can I get it) to convert
8-bit files and floppies to ATR's for use on my PC?

--
Cabell Clarke
cabell@richmSPAMNOond.infi.net
http://www.geocities.com/~amf_band

2233. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <36d01465.1385375@news.localnet.com>
Source record: 54599
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 20 Feb 1999 07:28:45 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>In article <7ac17b$p86$1@nnrp1.dejanews.com>,
>Clay Halliwell <earl.halliwell@dyess.af.mil> wrote:
>>In article <7a76eaauq1@kc.trail.com>,
>> sjudd@kc.trail.com (Steve Judd) wrote:
>>>
>>> Actually, the Atari literature is the only place I have seen this
>>> curious (and in my opinion quite confusing) terminology. I think
>>
>>Then, if you don't mind my saying so, you haven't been reading a
>>sufficiently wide variety of literature.
>
>Please feel free at any time to suggest a credible reference from
>the scientific or engineering literature where I could learn more.
>
>>> On the 64, every two pixels are the same color in multicolor mode,
>>> giving an effective resolution of 160x200. It's even represented
>>> that way in computer memory (as opposed to e.g. bitplanes).
>>
>>I think what's confusing the C64 folks is that that system only supports
>>a paltry two screen resolutions, as opposed to the Atari's dozen or
>
>That may be, but I think the excruciatingly bad terminology has a lot
>more to do with it.
>
>>that's highly mutable. Trust me, the use of the term pixel to describe
>>the smallest addressable element in any given resolution is... well,
>>the very definition of "pixel"! (And yes, it is a contraction of "Picture
>>Element").
>
>I decided to take my own advice, and ask around -- scientists,
>electrical engineers, etc. -- as to what they thought a pixel was.
>Most came back with a "phosphor dot" definition. The IR sensor
>guys use it to talk about the resolution of their sensor -- no
>computers or monitors at all! A few came back with a discussion
>of information content -- that a single pixel might have 8 or 24 bits
>behind it, etc.
>
Here's the definition of PIXEL according to the Reader's Digest
Illustrated Encyclopedic Dictionary (cc1987).

PIXEL n. An element of a computer graphics display on a video terminal

And here's the definition according to Desktop Publishing by Design (published by Microsoft Press):

PIXEL The smallest dot or unit on a computer screen. The clarity of screen resolution varies depending on the number of pixels per inch on the monitor.

And here's a lengthy explaination from an old Time-Life book series on computers (copyright date not given but probably around 1983 considering the primitiveness of the computer graphics):

Located at the narrow end of a color CRT are three electron guns, one each for the colors red, green and blue The guns themselves fire colorless beams of electrons; a yoke of electromagnets encircling the tube causes the three beams to scan the screen in unison, striking, respectively, the red, green and blue phosphors that together make up a single dotlike picture element, or pixel. A color screen contains hundreds of thousands of these phosphors arranged in vertical columns and horizontal rows. As the beams approach the screen, they converge at a mask-a thin sheet of metal punctured with microscopic holes-which blocks stray electrons that would otherwise blur the image. When the beams strike the phosphors in each PIXEL, the chemicals emit red, blue or green light, which the human eye interprets as a variety of colors, depending on the intensity of each beam.

And, finally, here's the definition according to a book called Inside the Apple IIGS (cc 1987):

A PIXEL is the smallest unit that can be displayed on a graphics screen. In the Hi, Double Hi-, and Super Hi-Res modes, pixels are visible as tiny dots. In the lower-resolution modes, the block is the smallest display unit.

If I had the desire to go up in the exceedingly cold attic I could find a couple dozen other definitions for a pixel (including those found in Atari specific books). As you can see, the definition is not entirely static.

>Then I explained the Atari constructions, and the idea of doubling
>pixel widths, and other such interesting phrases, and to a man they
>thought I was nuts (or that you guys were nuts :).

Atari owners are a rare breed (ie. nuts). On a more serious note, there are problems with your above remark. First, you assume that the person (or persons) were knowledgeable in computer graphics and, second, that you were able to properly explain the concepts underlying our definitions.

>Which brings me back to my original point: there probably isn't any
>official definition of "pixel", but the Atari use of the term is
>fairly different than the more commonly understood definitions.

Which commonly understood definitions are you referring to?

>"It depends on what the meaning of the word 'pixel' is"
>"I did not use a pixel as I understand the term."
>
>Maybe you can repeat my test -- ask a bunch of electrical engineers
>what they think a pixel is, and see what they say.

From what I've experienced, the definition of PIXEL is dependent on the knowledge of the person asked. All electrical engineers know the basic underlying principles of electric circuits (I hope) but this doesn't mean they have any understanding of CRT repair, computer programming, machine language, video display hardware, Ataris, and PIXELS.

>>> It's only on the Atari that you can get strange sentences like
>>> "screen size is 40 pixels by 24 pixels" and "register x will change
>>> the width of the pixels."

Such resolutions were common on extremely old computers. Nowadays (on PC compatibles), we have screen sizes of 640 pixels by 480 pixels, 800 pixels by 600 pixels, 1024 pixels by 768 pixels & 1280 pixels by 1024 pixels.

>>And in this obscure OS I'm currently using. "Windows" or something like
>>that...
>
>Your windows manual tells you how to get a 40 pixel by 24 pixel
>display, or contains sentences like "set x to change the width of
>the pixel"? I highly doubt that, and sarcasm certainly doesn't
>make it more convincing.

Microsoft Windows relies on the most generic & primitive video hardware standards of the PC. The whole concept of "mixing resolutions" is alien to Windows (and the huge majority of PC programmers). Heck, even the Amiga's ability for separate SCREENS are alien to PC users. And don't even mention SPRITES.

>The key part in the first quote is the 40x24 -- your Atari generates
>a lot more than 40 phosphor dots horizontally; related to the second
>quote, each of those "computer addressable points" is an 8x8 block
>of pixels, not a "pixel of different width".
>
>When you change from a high resolution in Windows to a lower one,
>are there the same number of pixels (i.e. phosphor dots) on the
>screen, so that the low-res points are a little block of multiple hi-res
>points? Or is there actually a different number of pixels (phosphor
>dots) on the screen? It is a serious question, which I don't know the
>answer to, but since the monitor probably changes frequencies when you
>change resolutions, I suspect the latter -- which would be very different
>than what the Atari does when you change resolutions.
>
>-Steve

The number of phosphor dots that a specific monitor supports is fixed by that monitor (and is dependent on the size and dot pitch in milimeters). The number of separately addressable pixels is fixed by the video hardware inside one's computer. Video computer hardware usually has the flexibility of supporting a number of different resolutions (ie. 640x480 pixels or 1024x768 pixels) but the fineness of the monitor's phosphors may not be equal to the higher resolutions and, thus, the display will look blurry.

2234. Re: Wanted: 1400XL or 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36cfb7ae.480040@news.earthlink.net>
Source record: 54600

On Sun, 21 Feb 1999 05:48:33 GMT, dsolimano@prodigy.net (David
Solimano) wrote:

>I read that just the other day at www.atarihistory.com. 75 complete
>systems, 8 of them TONG motherboards, and I believe 150 cases. Of
>course, I forgot to bookmark the actual page, and when I went looking
>just now I couldn't find the reference. DOH! Oh well.

If you were using Iidiot Explorer it has a "history" feature. Doesn't
Nutscrape have something like that?

2235. Re: ATR's

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: Don Rae <donrae@telusplanet.net>
Message-ID: <qMQz2.1622$Qs5.1199@news0.telusplanet.net>
Source record: 54601

Steve Tucker's APE interface and software will do the trick.

http://www.nacs.net/~classics/

- Don

Cabell Clarke wrote in message <7ao9n4$n2e$1@nw001t.infi.net>...
>What Atari 8-bit software do I need (and where can I get it) to convert
>8-bit files and floppies to ATR's for use on my PC?
>
>--
>Cabell Clarke
>cabell@richmSPAMNOond.infi.net
>http://www.geocities.com/~amf_band
>
>

2236. Bounty Bob... and Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990221055022.00782.00000177@ng-fu1.aol.com>
Source record: 54602

A question about emulators (since I rarely
use one). ALL BBSB ATR's that I have
found run only on PAL machines. (May
run on the Nir PAL upgrade, but I haven't
done that yet.) I've also heard that one
or more of the emulators can emulate
a PAL machine on an (NTSC) PC. (?)
Anyone tried BBSB, assuming that this
is true? Note that BBSB was an NTSC
game, but whoever made the ATR's put
intro code that goes off into PAL land
and stops dead on an NTSC machine.
Larry

2237. Re: Wanted: 1400XL or 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990221055841.00782.00000179@ng-fu1.aol.com>
Source record: 54603

> 8 of them TONG motherboards,

What was the significance of the Tong
m.b.? Last and best? How many of the
features worked on these? (I know little
about them other than what Atari said they
would have.)

Larry

2238. Re: Keyboard on 8bit....

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990221061911.00782.00000180@ng-fu1.aol.com>
Source record: 54604

>I know
>a guy who uses the keyboard of an
>atari 600xl (the case of the 600xl =
>the whole keyboard) with an 25 pin
>connector and cable... it rulezzz.

Interesting idea!

>Btw, I guess the original atari 800xl
>keyboard qualitiy is the best ever
>made.

There are a lot of ideas about which KB's
are the best. My vote would go to the
(original) 800.

Larry

2239. Max Memory on the 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990221062136.00782.00000181@ng-fu1.aol.com>
Source record: 54605

```
Anyone ever hear of an 800 expanded
beyond 288K? (16+16+256 I presume).
Larry
```

2240. Re: Max Memory on the 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990221063001.06460.00001016@ng126.aol.com>
Source record: 54606

>
>Anyone ever hear of an 800 expanded
>beyond 288K? (16+16+256 I

Sure... I have an 800 that's got 288 (256+32) .. and... another that's 540 (512+32)...

Magna systems sold a board that was 1 meg!!!

I use the extra memory as a 'virtual' drive to speed things up a bit...
B'rgds,
Vinnie

"Can't means don't want to!"

2241. ...How does it know?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990221063002.00782.00000182@ng-fu1.aol.com>
Source record: 54607

How (specifically) does the Atari
know what the drive number is
of devices on the bus? Presumably
most everyone has heard the soiunds
of 2 drives with the same number trying
to respond at the same time.
My presumption is that the CPU sends
out a command for a particular drive
that designates some code for drive #_,
and then drive #_ responds with the same
code. And this is controlled by the setting
of dip/slide switches on the drive. Can anyone
shed some light on this?
Larry

2242. Re: Bounty Bob... and Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: Fransico Delgado <fdelgado@eso.org>
Message-ID: <36CFF4D5.9100915C@eso.org>
Source record: 54608

LWhite6497 wrote:
>
> A question about emulators (since I rarely
> use one). ALL BBSB ATR's that I have
> found run only on PAL machines. (May
> run on the Nir PAL upgrade, but I haven't
> done that yet.) I've also heard that one
> or more of the emulators can emulate
> a PAL machine on an (NTSC) PC. (?)
> Anyone tried BBSB, assuming that this
> is true? Note that BBSB was an NTSC
> game, but whoever made the ATR's put
> intro code that goes off into PAL land
> and stops dead on an NTSC machine.
> Larry

Hi!

A PC can't be PAL nor NTSC. That has no sense, unless you have a Video card on
it interfacing with a TV system.

The emulator "Atari 800 for windows" has options to configure your "hardware" at
demand; 400, 800, 600XL, 800XL, etc., and PAL or NTSC. Try it!

http://www.concentric.net/~Twist/atari800win/

Regards,
--
Francisco Delgado | e-mail: fdelgado@eso.org
European Southern Observatory | phone: +56-55-281291 ext 5140
Cerro Paranal, CHILE | fax: +56-55-285065

2243. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: mwalters@news.hunter.apana.org.au
Message-ID: <919598683.630118@bombadil.apana.org.au>
Source record: 54609
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Aaron (aarona@/REMOVE/localnet.com) wrote:
: On Tue, 16 Feb 1999 12:06:52 -0800, "White Flame (aka David Holz)"
: <white-flame!!!@geoRemove!!!cities.com> wrote:

: >
: >Marc Walters wrote in message <919164351.330735@bombadil.apana.org.au>...
: >>"Screen Addressable Point" (SAP)
: >>eg C64 High Resolution Bitmap Mode contains 320x200 SAPs
: >> C64 Character Mode contains 40x25 SAPs
: >
: >
: >C64 character mode still contains 320x200 SAPs, as each 40x25 cell has an
: >8x8 addressable font description.
: >
: Text mode consists of a matrix of 40x25 character cells. Each
: character cell contains one of a possible 256 variations. The original
: 8x8 SAP description of each of the 256 variations are indirectly
: described in a separate 2K region of memory. (Yikes. Is this
: understandable?)

Okay, so we'll expand the use of SAP to include an optional
"embedded sub-SAP". SO our original 40x25 SAP for char-mode
gets rewritten as 40x25 SAP(256 PGE-320x200 SUS).
PGE=Predefined Graphic Element
SUS=SUb Sap
Meaning that the char-mode, while having only 40x25 SAP,
each SAP can hold one of 256 PGE which appear visually as a
part of a 320x200 SAP - because the PGE can be placed anywhere
in the 40x25 matrix and would look as if it was part of a
320x200 SAP. Note that placement in the SAP modifier (...)
is recursive. Mostly.

Marc
mwalters@bombadil.apana.org.au
;-)

2244. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_919603147@rtfm.mit.edu>
Source record: 54610
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 13, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/
--A major revision has been done recently by mailto:clu-da-bard@geocities.com (Doctor Clu)

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

2245. Re: ATR's

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <7ap5cl$b3d$1@nw001t.infi.net>
Source record: 54611

Don Rae wrote in message ...
>Steve Tucker's APE interface and software will do the trick.
>

Yes I know... I was actually looking for a program that runs on the 8-bit machine to do it from there. But I guess I can copy files to the mirror drive and do them from APE huh?

OK thanks.

2246. Re: Email and News

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: Mike Uhl <ShoeLeather_Express@RadioLink.net>
Message-ID: <Mike.Uhl.1999022104430894@ShoeLeather.Express>
Source record: 54612
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.cbm

[posted and BCC'd]
On Fri, 19 Feb 1999, Darren Spiteri
wafted these smoke signals into the breeze:
> The line should say :new^MI(0). Those sort of things must have been lost
> through Usenet. Email me at the address below and I'll send you the fully
> commented version UUencoded.

Hey, that would be great. I most certainly would appreciate that.
I am not sure I got your address correct or not. I'll find out
shortly, though. Anyway, just send it to my "Reply-To: " address.

Usenet does tear up control codes. I think I got a fair reading,
though, since I am using VIM to read it with. Just for GP's, I looked
at it with Pine, and it shows no control codes at all. I looked at it
through Dejanews and about half of the characters were missing.

--
[,,^..^,,]<<< ShoeLeather_Express@RadioLink.net >>>[,,^..^,,]
http://www.vim.org - the ancient VIM 3.0 is *MY* OffLineNewsReader :-)
Experience is what you get when you were expecting something else.

2247. Re: Bounty Bob... and Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <KkVz2.2180$Dl5.42950@newsfeed.slurp.net>
Source record: 54613

My ATR of BBSB runs fine under the NTSC setting of Atariwin800. Loads of
fun, too!

LWhite6497 <lwhite6497@aol.com> wrote in message
news:19990221055022.00782.00000177@ng-fu1.aol.com...
>A question about emulators (since I rarely
>use one). ALL BBSB ATR's that I have
>found run only on PAL machines. (May
>run on the Nir PAL upgrade, but I haven't
>done that yet.) I've also heard that one
>or more of the emulators can emulate
>a PAL machine on an (NTSC) PC. (?)
>Anyone tried BBSB, assuming that this
>is true? Note that BBSB was an NTSC
>game, but whoever made the ATR's put
>intro code that goes off into PAL land
>and stops dead on an NTSC machine.
>Larry

2248. Re: Floundering

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: Graham Goring <graham@dukeVOMITtastrophy.demon.co.uk>
Message-ID: <WaSgjPApQC02EwjA@duketastrophy.demon.co.uk>
Source record: 54614
Cross-posted to: comp.sys.sinclair,comp.sys.amstrad.8bit,alt.c64,comp.sys.atari.8bit,comp.sys.oric

```
In article <919454153.8143.2.nnrp-07.9e98ea3a@news.demon.co.uk>, Brian
Watson <brian@spheroid.demon.co.uk> writes
>Craig Harrison wrote in message <7ajn2d$j8t$1@news6.svr.pol.co.uk>...
>>I Can certainly recommend 'Flounder', it is a really quite funny piece of
>>publishing!
>>
>>Craigster
>
>The cheque's in the post.

In that case, I'm recommending it too. :)

Actually, it was a very pleasant read.

Graham Goring

--

/=====================================================================\
| If you'd like to see a game with the depth of gameplay of Elite and |
| Frontier on the PlayStation, then please sign the petition by |
| sending a mail headed "Elite/Frontier Petition", including your |
| FULL name and E-Mail address to: petition@duketastrophy.demon.co.uk |
\===========Or do you *really* want another Wing Commander?===========/

To reply please clean the VOMIT from my return address...
```

2249. A-ONE... A New Atari Online Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: jmirando@portone.com
Message-ID: <7apa45$7pj$2@remarQ.com>
Source record: 54615

For Immediate Release

Former Atari Editors to Debut New Online Magazine

[February 19, 1999, Boston] Former STReport Atari Editors Dana Jacobson and Joe Mirando announced today that they have begun work on a new Atari online magazine. A-ONE (Atari Online News, Etc.), which will likely debut on Friday, March 5, will be a magazine primarily aimed to serve the Atari community, according to Jacobson. "Our goal," said Jacobson, "is to focus on a magazine which covers material of interest to fellow Atari users. We'll do our best to cover all facets of the Atari experience - computing and console gaming. But, we'll also cover topics that are of a general interest to Atari users: general industry news items and other gaming platforms."

"Joe and I have been using and writing about Atari computers for a long time," says Jacobson. "Between the two of us," he added, "we've probably written for most of the commercial Atari magazines of yesteryear such as Current Notes, Atari Interface, ST Informer, and Atari Explorer. And we just completed a lengthy stint with STReport, an online magazine. We have both considered doing an Atari online magazine on our own for quite some time now. The talks became more serious the past few weeks and many of our STReport readers were asking. The timing was perfect."

Jacobson states that A-ONE readers will see the same coverage as they did with STReport, but more. "Columns such as 'People Are Talking' will continue in A-One," states Jacobson, "and the Atari news items, various announcements and product descriptions will continue. We're also going to continue with the computing and technology industry news section, as well as Atari and other platform gaming news. All of that will remain unchanged, except cosmetically."

When asked what new things A-ONE readers will be able to see in the magazine, Jacobson reported that "we have a lot of new ideas; and we're going to be able to resurrect some old ones! We've talked to Michael Burkley, of Suzy B's fame. A-ONE readers will be happy to learn that Michael has agreed to bring back his "Unabashed Atariophile" column - a column devoted to Atari public domain, shareware, and freeware software. We're also looking to get more involved with Atari internet news. We're working on 'guest columns.' We'll be talking to a number of people to help us make A-ONE the #1 Atari online magazine worldwide."

According to Jacobson, A-ONE will be a text-based magazine. However, he stated that an HTML version hasn't been ruled out as an additional format. "We're in the process of establishing distribution points for the magazine," Jacobson stated. "We'll maintain our e-mail distribution

lists as well as making the magazine available on online services such as Delphi and bulletin boards. We'll also make it available for downloading via numerous Internet web pages. The best way to do this, and make it accessible to all readers, is text. But we realize that some of our readers may want to read A-ONE while on the Internet. The 'plain' text version will be available initially, but we're also considering adding an HTML version, with all the 'eye-candy,' for those who might want it."

To contact A-ONE regarding e-mail subscriptions or other inquiries, send e-mail to dpj@delphi.com . For submissions and related information, send e-mail to jmirando@portone.com .

-30-

2250. Re: Whats so great about Bounty Bob?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <919616939mnewsX_velcro_X@netunlimited.net>
Source record: 54616

Miner 2049er was killer. It had good graphics and a personality about it.
Jumpman was crummy, in my opinion. How uncreative can a platformer be?
"Jumpman." Who's the marketing wizard who came up with that.

Miner 2049er had a shtik. The miner guy attacked by mutants. Mountain King
was another ambitious game with a shtik, collect treasure, evade the giant
spider, carry the sacred flame past the skull of death and so on.

I know Jumpman was supposed to be challenging, but how mundane!

vs

> On Sun, 21 Feb 1999 01:20:30 -0500, Doctor Clu
> <clu-da-bard@geocities.com> wrote:

> > You control "Bounty Bob" as he climbs ladders and walks on the
> >framework. Use the special equipment like the transporters the lift,
> >and the cannon to help Bob claim the mine. Collect the various
> >possessions left by previous explorers but watch out for mutant
> >organisms that lurk everywhere and try to waste you.

To respond via email, just delete the X's and underline marks in my address.

2251. OS ROM images for 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: bmw3@cec.wustl.edu
Message-ID: <7apltb$b0s$1@nnrp1.dejanews.com>
Source record: 54617

As part of my attempt to resurrect an old 1200XL, I would like to burn two 27128 EPROM's with the original 1200XL OS data. Does anyone know where I could find ASCII text versions of the OS ROM images? That is, I'm looking for the compiled binary/hex/decimal listing of the OS in ASCII text, and not in a proprietary binary format.

Thanks.
Benjamin West

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2252. converting .exe to .atr

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: kgoundan@aol.com
Message-ID: <19990221144139.11004.00000815@ng19.aol.com>
Source record: 54618

How do I convert Atari .exe files(downloaded to my pc) to .atr files which I can use with my emulator(Atari800Win)?

2253. Re: Whats so great about Bounty Bob?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36d04ad4.27313644@news.demon.co.uk>
Source record: 54619

The other Day X_velcro_X@netunlimited.net (Daniel Miller) wrote:

>Miner 2049er was killer. It had good graphics and a personality about it.
>Jumpman was crummy, in my opinion. How uncreative can a platformer be?
>"Jumpman." Who's the marketing wizard who came up with that.
>
>Miner 2049er had a shtik. The miner guy attacked by mutants. Mountain King
>was another ambitious game with a shtik, collect treasure, evade the giant
>spider, carry the sacred flame past the skull of death and so on.
>
>I know Jumpman was supposed to be challenging, but how mundane!
>

Cast Satan from Thee...

Jumpman uncreative?????

invisible levels, sequenced bonus elements, tight gameplay etc etc

Miner was my first Atari platformer but Jumpman still remains a
favourite and for such a "mundane" game it still got a sequel and had
imitators such as Wizard on the C64. What I think happens is that people
see the graphics and say "stick man"....Spend some time and complete
it..

Another maligned game is Chopper Rescue from Microprose, Ok its part
BASIC but what a fun game..

Bounty Bob is another matter, a cracker of a game that always ranks in
the top 5 of peoples games.
--
Paul..

Emulator megafan, Retro gamer and all round fountain of knowledge.

ICQ No: 105793

2254. Re: Bounty Bob... and Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36d14d0c.27881655@news.demon.co.uk>
Source record: 54620

The other Day Fransico Delgado <fdelgado@eso.org> wrote:

>The emulator "Atari 800 for windows" has options to configure your "hardware" at
>demand; 400, 800, 600XL, 800XL, etc., and PAL or NTSC. Try it!
>
>http://www.concentric.net/~Twist/atari800win/
>
>Regards,

Yep, to confirm, this emulator will happily play BBSB by following
Fransico's info.

Set it to 800XL mode or above and in the box below set it up for PAL or
NTSC. (Think its PAL it needs setting to)
--
Paul..

Emulator megafan, Retro gamer and all round fountain of knowledge.

ICQ No: 105793

2255. Miner 2049'er

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: Bret Kellihan <bkellihan@earthlink.net>
Message-ID: <7aps8j$fq6$1@murdoch.acc.Virginia.EDU>
Source record: 54621

I use to have a copy of Miner 2049er with my old Atari 400 about 10 years ago. Unfortunatly I had to sell the system. Does anyone know where I could get a copy of it? Or does anyone here have a copy of it for sale?

thanks,
bret

2256. TONG boards

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: Tony <ARudzki@sgi.net>
Message-ID: <36D07DD9.E4C130A@sgi.net>
Source record: 54622

LWhite6497 wrote:
>
> > 8 of them TONG motherboards,
>
> What was the significance of the Tong
> m.b.? Last and best? How many of the
> features worked on these? (I know little
> about them other than what Atari said they
> would have.)
>
According to the history page, the TONG boards were designed by the Hong Kong design team for Atari and included everything on one board. The US (?) team designed a standard 1400XL board with daughter boards that made it a 1450XLD .

tony

2257. M*U*L*E

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: Bret Kellihan <bkellihan@earthlink.net>
Message-ID: <7apu5rgee2@murdoch.acc.Virginia.EDU>
Source record: 54623

Also looking for a copy of MULE if you could tell me where to find one. ;-)

thanks,
bret

2258. Re: Elite - the unfinished project.

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: brix@plush.DELETETHIS.de
Message-ID: <MPG.113aa06c4149c2089898c5@news.uni-x.net>
Source record: 54624

In article <36CEDC4A.9ACD7E3E@netmagic.net>, ricortes@netmagic.net
says...

> The real funny thing about all the hardware wars is the commie people
> just don't know how to make us feel bad. Not like a real Atari wag could
> after years of practice dealing with Atari Corpse.

Who sais that Commodore people WANT to make Atari people feel bad?
At least we share the same processor.

> Typically, their arguments tend to the price poorformance of a C64 which
> came out 3 years after the Atari home computers. Computer years are like
> dog years, 3 years after & still being comparable is a losing argument.

Haha.. people tend to compare even an Amiga to a C64.. don't give a damn
about it. If your machine is "worse" than the C64 because it is older it
is no shame at all, so don't give a shit.
The problem we C64 have to face all the time is that people with
Computers that were worse or equal try to tell us that our machine is
shit. That is pure jealousy, because the C64 was sold that often. What we
do is ignoring those morons or sorting out lies that those people make up
just to justify their disadvantages.
I like the CPC and the Atari very much (just have a look at the links
section of my homepage), I won't ever tell an Atarian or CPC guy "your
machine is crap".. hell even if it was that way, I wouldn't care to do
so. We are people who love our old machines.. each one for its own
advantages, so spreading lies is just shit.
Most commodore people don't want to make you feel bad about your Ataris,
we just defend ourselves against lies and prejudices.

-Brix-

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

Personal HP: http://www.plush.de/brix

GO64!magazine
CSW-Verlag
Goethestr.22
71364 Winnenden
Deutschland
Tel:/Fax: +49(0)7195/61120
GO64!magazine: http://www.go64.c64.org

2259. Re: Wanted: 1400XL or 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: dsolimano@prodigy.net
Message-ID: <36d08926.21522702@news.prodigy.net>
Source record: 54625

On Sun, 21 Feb 1999 07:38:53 GMT, ssilicon@earthlink.net (Jon Melbo)
wrote:

>On Sun, 21 Feb 1999 05:48:33 GMT, dsolimano@prodigy.net (David
>Solimano) wrote:
>
>>I read that just the other day at www.atarihistory.com. 75 complete
>>systems, 8 of them TONG motherboards, and I believe 150 cases. Of
>>course, I forgot to bookmark the actual page, and when I went looking
>>just now I couldn't find the reference. DOH! Oh well.
>
>If you were using Iidiot Explorer it has a "history" feature. Doesn't
>Nutscrape have something like that?
>
>
I was using Opera 3.51 at the time, but with 3 windows open at various
sites looking for Atari stuff at the same time I was at
Atarihistory.com. My history file is a mess! It acsually looks
scary. Still, I'll keep looking.

DSolimano@prodigy.net
Have an Atari Day /|\

2260. Re: Wanted: 1400XL or 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: dsolimano@prodigy.net
Message-ID: <36d089df.21708157@news.prodigy.net>
Source record: 54626

On 21 Feb 1999 10:58:41 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>> 8 of them TONG motherboards,
>
>What was the significance of the Tong
>m.b.? Last and best? How many of the
>features worked on these? (I know little
>about them other than what Atari said they
>would have.)
>
>Larry

I really don't know, just quoting facts. From what I remember, they
were early-model and huge, before they decided to make one board for
both the 1400 and 1450, and just have a swappable disk controller.
DSolimano@prodigy.net
Have an Atari Day /|\

2261. Re: OMNIVIEW OS

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: MM <mm@mm.com>
Message-ID: <jS3A2.281$fb1.835@news9.ispnews.com>
Source record: 54627

John,

Thanks for taking your time to type the omniview manual in for me. I really appreciate it and am having fun hacking around once again with the trusty old 8 bit.

Regards,
Marc

2262. 6502/Atari hardware information wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: "William R. Cousert" <wrcousert@earthlink.net>
Message-ID: <7aqlnl$pg9$1@birch.prod.itd.earthlink.net>
Source record: 54628

I'm looking for an online 6502 tutorial, as well as detailed hardware information (memory maps, etc.) for the 8-bit Atari's. I would prefer an online version, as most printed documention has probably been discontinued well over a decade.

Thanks,

William R. Cousert
wrcousert@earthlink.net

2263. Re: Whats so great about Bounty Bob?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: "William R. Cousert" <wrcousert@earthlink.net>
Message-ID: <7aqm9aqip1@birch.prod.itd.earthlink.net>
Source record: 54629

Does anyone know if Big Five software still exists? Were they bought out?

Hajjej wrote in message <19990220181932.01130.00000674@ng-ca1.aol.com>...
>I see posts about this game on here all the time. I've had an atari for
years,
>but I've never heard of it or played it prior to reading this ng. Can
anyone
>clue me in?
>
>Thanks,
>john
>
>"All I can say is that my life is pretty plain; I like to watch the puddles
>gather rain"--Blind Melon

2264. Re: OS ROM images for 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36D0EDEC.663E6A0A@netmagic.net>
Source record: 54630

Small points, they are 8k ROMs. Doesn't really matter if you want to use
16k ROMs, but you could stick more then one OS in there if you do or
only use one 16k ROM or do a Wooley mod & stick a 16k ROM, XL MMU, & a
basic ROM.

bmw3@cec.wustl.edu wrote:
>
> As part of my attempt to resurrect an old 1200XL, I would like to burn two
> 27128 EPROM's with the original 1200XL OS data. Does anyone know where I
> could find ASCII text versions of the OS ROM images? That is, I'm looking
> for the compiled binary/hex/decimal listing of the OS in ASCII text, and not
> in a proprietary binary format.
>
> Thanks.
> Benjamin West
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2265. Atrai P/D CD Rom

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36D0A339.885F01D6@sisna.com>
Source record: 54631

Approximately 80% of the Original #1 Pool Disk, along with 3 clubs
libraries from the U.S.A. Public Doamin Software CD. Price $20.00
shipping included in the price.

bob

2266. Logo Atari Program Language

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36D0A39E.2D51A183@sisna.com>
Source record: 54632

Atari Logo Cartridge, with Reference Manual, and Atari Logo introduction to Programing through Turtle Graphics, manual. Price $8.00 shipping included.

bob

2267. Atari Software Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36D0A43E.2219B6EF@sisna.com>
Source record: 54633

AtariWriter, manual for the cartridge version $4.00 Shipping included

SpartaDos Construction Set, $8.00 shipping included.

These are manuals only in good condition.

bob

2268. Re: atari 600xl problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-21 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-2102991924500001@refdesk.library.carleton.edu>
Source record: 54634

In article <919455899@stackbbs.xs4all.nl>, sysop*marius@stackbbs.xs4all.nl
(Sysop*marius) wrote:

>Ernest Schreurs wrote:
>
>>600XL don't have video output
>
>I've heard someone saying this
>before... but I don't understand:
>
>My STOCK 600XL is hooked up with a
>monitor plug to a VIDEO-composite
>monitor. It works fine...

North American 600XLs don't have the monitor port. In other parts of the
world, such as yours, they do.

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2269. Re: video

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: Bret Kellihan <bkellihan@earthlink.net>
Message-ID: <7aqv90$so7$1@murdoch.acc.Virginia.EDU>
Source record: 54538

256 color would be a beginning ;-) thousands of colors would be nice. Maybe
800x600 resolution? The again, I guess I have that on my iMac ;-)

I would be cool if you wanted something for browsing the web like on the
XE's...

In article <f5O4dXX6MbiT-pn2-NfdJ4glwdGdL@draco>, kenames@earthlink.net
wrote:

>I am thinking of upgrading the video for the atari 8 bit computers.
>does anyone have ideas to share on this?
>features, etc....
>
>Ken
>
>

2270. Re: video

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: "William R. Cousert" <wrcousert@earthlink.net>
Message-ID: <7ar45geme1@oak.prod.itd.earthlink.net>
Source record: 54539

I'm running 1600x1200 on my pc. It looks nice on a 19" monitor.

Bret Kellihan wrote in message <7aqv90$so7$1@murdoch.acc.Virginia.EDU>...
>256 color would be a beginning ;-) thousands of colors would be nice.
Maybe
>800x600 resolution? The again, I guess I have that on my iMac ;-)
>
>I would be cool if you wanted something for browsing the web like on the
>XE's...
>
>----------
>In article <f5O4dXX6MbiT-pn2-NfdJ4glwdGdL@draco>, kenames@earthlink.net
>wrote:
>
>
>>I am thinking of upgrading the video for the atari 8 bit computers.
>>does anyone have ideas to share on this?
>>features, etc....
>>
>>Ken
>>
>>

2271. Infocom (tm)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990222050016.23643.00001548@ng96.aol.com>
Source record: 54540

For all the text adventurers out there-
I asked a question about Infocom sites
some time ago and wasn't fortunate
enough to get a response. But I ran
across a site worth investigating. It
has links to a number of other related
sites, including Activision's site where
one can still purchase the collections
on CD Rom:
http://www.csd.uwo.ca/~pete/Infocom/
Larry

2272. Re: M*U*L*E

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990222073332.01146.00001618@ng-ft1.aol.com>
Source record: 54541

>Also looking for a copy of MULE if you could tell me where to find one. ;-)

I'd be interested in MULE as well!
B'rgds,
Vinnie

"Can't means don't want to!"

2273. Re: M*U*L*E

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: "Stephen C. Johnson" <sjohnson@mitre.org>
Message-ID: <36D1563C.C37D135C@mitre.org>
Source record: 54542

Being a big MULE fan, and a game collector of sorts, I recently spent $30 on a mint copy of MULE-- this was after I lost an auction on Ebay that had MULE, Realm of Impossibility, Seven Cities of Gold, Archon I and Archon II -- all 5 games went for $85. I shoulda bid higher, but my wife would have killed me :)

Anyone else have reports of MULE sightings? How much did it go for?

Thanks,
Steve

VINNIE5757 wrote:

> >Also looking for a copy of MULE if you could tell me where to find one. ;-)
>
> I'd be interested in MULE as well!
> B'rgds,
> Vinnie
>
> "Can't means don't want to!"

2274. Re: 6502/Atari hardware information wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y4soemv0i.fsf@co.umist.ac.uk>
Source record: 54543

"William R. Cousert" <wrcousert@earthlink.net> writes:

> I'm looking for an online 6502 tutorial, as well as detailed hardware
> information (memory maps, etc.) for the 8-bit Atari's. I would prefer an
> online version, as most printed documention has probably been discontinued
> well over a decade.

For the Atari 8-bit h/w info try the copy of De Re Atari:
http://www.pcc.net/dzone/atari8.htm

Also there's a copy of the technical reference manual at:
http://aegis.mcs.kent.edu/~clisowsk/8bit.html

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

2275. Re: Wanted: 1400XL or 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36D169DC.9427353B@worldnet.att.net>
Source record: 54544

The TONG motherboard was done out of Atari Wong in Japan. It was a
huge version of the 1450XL motherboard with the controller built onto
board for the disk drives, also it has additional ROM chip sockets and a
prototyping area. More or less it was a development board. The final
production boards were going to be the Atari 1450XL motherboards with
the disk drive controller daughterboards plugged onto the PBI interface
header on the motherboard.

Curt

LWhite6497 wrote:

> > 8 of them TONG motherboards,
>
> What was the significance of the Tong
> m.b.? Last and best? How many of the
> features worked on these? (I know little
> about them other than what Atari said they
> would have.)
>
> Larry

2276. Re: Max Memory on the 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36D16AE9.C6147448@worldnet.att.net>
Source record: 54545

I have never seen anyone with an actual card, however Magna Systems in New York used to sell a 256K RAM card for the 800 and also sold a 1MB RAM card for the 800 (which most likely judging from the 256K card I have, it was the same card fully populated). I think the guys name was Tony Stacato, not sure, check some of the older Antic/Analog mag's for the Magna Systems adds, who knows, he may still be in the New York City area and may still have some spare boards to sell.

Curt

LWhite6497 wrote:

> Anyone ever hear of an 800 expanded
> beyond 288K? (16+16+256 I presume).
> Larry

2277. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: Clay Halliwell <earl.halliwell@dyess.af.mil>
Message-ID: <7aruin$6oa$1@nnrp1.dejanews.com>
Source record: 54546
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <7amgqt$77i$1@kc.trail.com>,
sjudd@kc.trail.com (Steve Judd) wrote:
> Please feel free at any time to suggest a credible reference from
> the scientific or engineering literature where I could learn more.

Only one I can think of offhand is the FOLDOC (Free On-Line Dictionary
of Computing, at http://wombat.doc.ic.ac.uk/foldoc/index.html. Here's
their definition of "pixel":

pixel -->

picture element

<graphics> (pixel) The smallest resolvable rectangular area of an
image, either on a screen or stored in memory. Each pixel in a
monochrome image has its own brightness, from 0 for black to the
maximum value (e.g. 255 for an eight-bit pixel) for white. In a colour
image, each pixel has its own brightness and colour, usually
represented as a triple of red, green and blue intensities (see RGB).

Compare voxel.

(1998-05-08)

> I decided to take my own advice, and ask around -- scientists,
<snip>
> Then I explained the Atari constructions, and the idea of doubling
> pixel widths, and other such interesting phrases, and to a man they
> thought I was nuts (or that you guys were nuts :).

Then I can only conjecture that you were explaining the "Atari constructions"
very badly. Which stands to reason since, if you properly understood
them, we wouldn't be having this argument in the first place.

> Which brings me back to my original point: there probably isn't any
> official definition of "pixel", but the Atari use of the term is
> fairly different than the more commonly understood definitions.

No, it isn't. It sounds like the Commodore definition is the screwy one.

> >> It's only on the Atari that you can get strange sentences like
> >> "screen size is 40 pixels by 24 pixels" and "register x will change
> >> the width of the pixels."
> >
> >And in this obscure OS I'm currently using. "Windows" or something like
> >that...
>

> Your windows manual tells you how to get a 40 pixel by 24 pixel
> display, or contains sentences like "set x to change the width of
> the pixel"? I highly doubt that, and sarcasm certainly doesn't
> make it more convincing.

Lessee... I right-click on the desktop, select the Settings tab... wow! Lo
and behold, I have a little slider that goes from "640 x 480" to "1600 x 1200"
PIXELS. And waddayaknow-- if I change it, my pixels get bigger! (or smaller).
You were saying?

> The key part in the first quote is the 40x24 -- your Atari generates
> a lot more than 40 phosphor dots horizontally; related to the second
> quote, each of those "computer addressable points" is an 8x8 block
> of pixels, not a "pixel of different width".

My Atari doesn't generate ANY phosphor dots. It does light them up though.
A 40x24 mode pixel (graphics mode 3, 2 bits per pixel) is ONE PIXEL. As
defined above and many times before, a pixel is the smallest addressable
display element, period.

> When you change from a high resolution in Windows to a lower one,
> are there the same number of pixels (i.e. phosphor dots) on the
> screen, so that the low-res points are a little block of multiple hi-res
> points? Or is there actually a different number of pixels (phosphor
> dots) on the screen? It is a serious question, which I don't know the

The fact that you're still equating phosphor dots with pixels simply screams
that you still don't understand what you're talking about. Unless you're
dealing with a color LCD display, one pixel practically never equates to
one phosphor group.

> answer to, but since the monitor probably changes frequencies when you
> change resolutions, I suspect the latter -- which would be very different
> than what the Atari does when you change resolutions.

Different, but not much different. At different horizontal resolutions, ANTIC
(hmm, or is it GTIA?) just varies the number of color clocks ticks between
output signal changes. It is by no means aggregating these imaginary "real"
pixels you're clinging to.

Hey, I've got an idea... go over to the Apple II forum, and declare that each
LORES pixel is really a 7x8 block of HIRES pixels. Heheh...

--
Clay Halliwell | ATARI XL/XE DO + THE
earl.halliwell@dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H
Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy today.
Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed.
http://www.atarihq.com/jeo/ "The Atari Jaguar: You know... for kids!"

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2278. Atari 8 Bit Fair Schreiersgr&#65533;n 99

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: inf410@worms.fh-rpl.de
Message-ID: <7arhqldsu1@villon.Fh-Worms.de>
Source record: 54547

Hi fox-1,

the fair is held on the 20th of March 1999 in Schreiersgr&#65533;n.
look at Raimung Altmayers Homepage:
http://home.t-online.de/home/highland/home.html
There is also a list of the persons who will be there and a map.

or at my Homepage with a map and pictures of the fair 96,97,98
http://www.fh-worms.de/~inf410/atari8b.html

BYE

--
Mit freundlichen Gruessen

Torsten Schall

E-Mail: inf410@fh-worms.de
Torsten.Schall@fh-worms.de

2279. Re: Whats so great about Bounty Bob?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <19990222103133.12324.00001700@ng15.aol.com>
Source record: 54548

X_velcro_X@netunlimited.net (Daniel Miller) wrote:

<<Jumpman was crummy, in my opinion. How uncreative can a platformer be?
"Jumpman." Who's the marketing wizard who came up with that.....
I know Jumpman was supposed to be challenging, but how mundane! >>

What?!? Clearly I suspect you are in the minority on this one. Jumpman was/is
a *highly* innovative, challenging, amazingly fun game. I still play it
regularly. Miner 2049er, Bounty Bob & Mountain King are all favorite classics
of mine and Jumpman/Jumpman Jr deserve to be recognized right up there with the
best of them.

2280. Re: Max Memory on the 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990222103517.23686.00001610@ng96.aol.com>
Source record: 54549

> I think the guys name was
>Tony Stacato,

The guy's name isTony Dobre...Magna Systems did offer a 1 meg board, though I never knew anyone that actually had one... Magna Systems was in the NYC area years ago... I've got their 256k and 512k... they are great......
B'rgds,
Vinnie

"Can't means don't want to!"

2281. BEST PRINTER FOR ATARI 8-BIT?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <O8fA2.27$tH.30092@newse3.tampabay.rr.com>
Source record: 54550

I'd like to hear several opinions on which Printer is BEST for the Atari
800-class computer, along with the reasons for your choice (reasons can be
ease of hook-up, compatibility, color capability, quality of output, etc.).
I'm primarily interested in those Printers which were roughly
contemporaneous with the Atari 800 itself (so, somewhere in the period of
1978 to, say, 1992, roughly).
THANKS!
--MB

2282. Re: BEST PRINTER FOR ATARI 8-BIT?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <JafA2.29$tH.31114@newse3.tampabay.rr.com>
Source record: 54551

(I actually meant to say, 1978 to 1988, roughly...sorry!)
--MB

2283. Re: 6502/Atari hardware information wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990222114718.11694.00000649@ngol07.aol.com>
Source record: 54552

In article <7aqlnl$pg9$1@birch.prod.itd.earthlink.net>, "William R. Cousert"
<wrcousert@earthlink.net> writes:

> I would prefer an
>online version, as most printed documention has probably been discontinued
>well over a decade.

You can still buy books and manuals at B&C Computervisions. Information is at
their web site at www.myatari.com where I think the books are in the hardware
list.

badbob1952@aol.com

2284. WTB: 800XL compatible Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: jscarter@att.net
Message-ID: <36d191ea.52820074@204.127.36.12>
Source record: 54553

WTB: 800XL compatible Power Supply.
My 800XL Power Supply just bit the dust and I have no spares.

According to the FAQ any of the following will work:
5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,XE Game System

I have classic items (2600, 7800, INTV, etc.) for trade if anyone wants
to go that route.

James
jscarter@att.net

2285. Re: Infocom (tm)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7as5ik$9qb$1@news.campus.mci.net>
Source record: 54554

On 22 Feb 1999 10:00:16 , LWhite6497 wrote:
->For all the text adventurers out there-
->I asked a question about Infocom sites
->some time ago and wasn't fortunate
->enough to get a response. But I ran
->across a site worth investigating. It
->has links to a number of other related
->sites, including Activision's site where
->one can still purchase the collections
->on CD Rom:
->http://www.csd.uwo.ca/~pete/Infocom/
->Larry
->.

Hi. I was just wondering, do the CD
collections include all the various
release versions? For example, is
Hitchhikers for the Atari 8-Bit, ST,
Amiga, etc, etc, on there? Or is it
just that stinkin' PC crap? Thanks
in advance! ;-)))

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2286. WTB: OSS Action! 8-bit Computer Language

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: Don Rae <donrae@telusplanet.net>
Message-ID: <InhA2.3010$5p5.1139@news1.telusplanet.net>
Source record: 54555

If anyone has a complete copy of this to sell, please let me know.

Thanks,
donrae@telusplanet.net

2287. Panasonic JR-200U

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: Gil Parrish <107765.1161@CompuServe.COM>
Message-ID: <e$On1ZpX#GA.247@nih2naad.prod2.compuserve.com>
Source record: 54556
Cross-posted to: comp.os.cpm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.classic

(Sorry- can't find a generic "classic computer" newsgroup for this question.)

Anyone have knowledge of the Panasonic JR-200U Computer? It's a silver keyboard unit, chicklet keys, designed for tape access, and just says something like "32K Personal Computer" on the label. It has built-in "JR Basic"; many of the keywords are accessible with a single keypress (actually, CTRL plus the keypress), so many of the BASIC commands are shown on the keyboard. Still, I'm not sure how some of the commands work, I need information on attaching peripherals, etc.

If you have anything ranging from complete information to a distant memory of working with these units, please drop me a line at the address below. REMOVE ALL EIGHTS FROM THE ADDRESS SHOWN.

107765888.1161888@compuserve.com

I appreciate your help.

Gil Parrish

--

2288. Re: 6502/Atari hardware information wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: "Steven E. Kosto" <kostos@ee.eng.ohio-state.edu>
Message-ID: <36D1AD0E.47B67185@ee.eng.ohio-state.edu>
Source record: 54557

Actually, you can still order copies of old Atari books from either:

Bravo Sierra Computers (http://www.teleport.com/~bensmith/bscomputers.shtml)
or
Toad Computers (http://www.ataricentral.com/)

There is an OK (has gaps though) memory map book called:

Mapping the Atari; COMPUTE! BOOKS;
Comprehensive sourcebook and memory
guide for Atari 400/800

It should be available at both companies.

Most of the hardware info on the computers can best be obtained from the
"Field Service" manuals for the specific Atari computers.
They contain full schematics and parts lists.

Hope this helps,

-sk
--

Steven E. Kosto
email(preferred): mailto:kostos@ee.eng.ohio-state.edu
web page: http://eewww.eng.ohio-state.edu/~kostos

William R. Cousert wrote:

> I'm looking for an online 6502 tutorial, as well as detailed hardware
> information (memory maps, etc.) for the 8-bit Atari's. I would prefer an
> online version, as most printed documention has probably been discontinued
> well over a decade.
>
> Thanks,
>
> William R. Cousert
> wrcousert@earthlink.net

2289. Re: WTB: 800XL compatible Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: "Steven E. Kosto" <kostos@ee.eng.ohio-state.edu>
Message-ID: <36D1ADF1.FFDB47AF@ee.eng.ohio-state.edu>
Source record: 54558

I'm sure that either:

Bravo Sierra (http://www.teleport.com/~bensmith/bscomputers.shtml)
or Toad Computers (http://www.ataricentral.com/)

can set you up with a new supply if you need one.

--

Steven E. Kosto
email(preferred): mailto:kostos@ee.eng.ohio-state.edu
web page: http://eewww.eng.ohio-state.edu/~kostos

James Carter wrote:

> WTB: 800XL compatible Power Supply.
> My 800XL Power Supply just bit the dust and I have no spares.
>
> According to the FAQ any of the following will work:
> 5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
> 600XL,800XL,65XE,130XE,XE Game System
>
> I have classic items (2600, 7800, INTV, etc.) for trade if anyone wants
> to go that route.
>
> James
> jscarter@att.net

2290. Re: Panasonic JR-200U

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: Tom Lake <tomlake@slic.com>
Message-ID: <XqiA2.124$5k6.2858@newsfeed.slurp.net>
Source record: 54559
Cross-posted to: comp.os.cpm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.classic

>Anyone have knowledge of the Panasonic JR-200U Computer? It's a
>silver keyboard unit, chicklet keys, designed for tape access,
>and just says something like "32K Personal Computer" on the
>label. It has built-in "JR Basic"; many of the keywords are
>accessible with a single keypress (actually, CTRL plus the
>keypress), so many of the BASIC commands are shown on the
>keyboard. Still, I'm not sure how some of the commands work, I
>need information on attaching peripherals, etc.
>
>If you have anything ranging from complete information to a
>distant memory of working with these units, please drop me a line
>at the address below. REMOVE ALL EIGHTS FROM THE ADDRESS SHOWN.
>
>107765.1161@compuserve.com

It was also known as the Matsushita JR-200. It used an 1800A processor (compatible with the 6802). RS-232 was available as an external adapter, model # JR-U05 and had floppy disk units available (Model #F01). I couldn't find much on the BASIC, though. I have an article about the JR-200 in an old Creative Computing magazine at home which explains a few of the BASIC commands in passing. I'm at work now but if you want me to dig out the article, send me e-mail.

Tom Lake
ICQ #25589135

2291. Re: OMNIVIEW OS

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36d5b1b3.16519423@news.demon.co.uk>
Source record: 54560

The other Day "MM" <mm@mm.com> wrote:

>John,
>
>Thanks for taking your time to type the omniview manual in for me. I really
>appreciate it and am having fun hacking around once again with the trusty
>old 8 bit.
>
>Regards,
>Marc
>

Same here John...

Many thanks...
--
Paul..

Emulator megafan, Retro gamer and all round fountain of knowledge.

ICQ No: 105793

2292. /|\ Atari 8-bit TELNETABLE BBS!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36D1B9FB.4637@geocities.com>
Source record: 54561

Re: Closer To Home BBS
Date: Mon, 22 Feb 1999 13:08:56 +0000

Bob Crowell wrote:

> Lance,
>
> I applaud you, Tom Hunt, and "Star" for getting the Atari8 BBS known as "Closer To Home BBS" up and running!
>
> It is a real coup that people world-wide can Telnet to your BBS and be part of the Atari8 experience.
>
> Thank you very much!
>
> Bob
>
> Everyone: telnet://cth.tzo.com

(Yes, someone has made a Atari 8-bit BBS telnetable! I realize this
may not be anything special in the ST world... but for Atari8 users this
is a great triumph!
Especially since I miss visiting my Atari 8-bit BBS'ing days of
1985-1989. With any hope, with the release of the "Pro Gold" version of
Express, it will spawn a new commnity of telnetable Atari 8 BBS'es.)

How did the commercials go... "Great for Atari..." ;)

Doctor Clu / Greg

2293. Re: Atari vs. Commodore - what's 3D?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: "White Flame (aka David Holz)" <white-flame!!!@geoRemove!!!cities.com>
Message-ID: <7asd7anbu1@barad-dur.nas.com>
Source record: 54562
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Jon Melbo wrote in message <36cee5bd.129331028@news.earthlink.net>...
>Also, to whoever said that using one eye, look at something, move and
>then look at it again and have the brain computer the distance with
>triangulation.... nice try buddy. It doesn't work that way. At least
>not to any significant accuracy.

Yeah, that was me.

>Your brain puts it together based on
>the information from two eyes getting simultaneous stimulus. The only
>way your brain puts it together by moving to different spots is when
>you think in a disciplined mathematical way and probably need help
>from a calculator or scratch paper. It isn't easily automatically
>computed by the subconscious.

You walk into a room, stand in the doorway, and have a patch over 1 eye.
The wallpaper looks just like the stuff that's in the room. Standing still,
you can't tell anything from anything else. Walking around the room, still
with 1 eye, you can see the parallax motion of things at different
distances. This works fine while in a room, but I agree that you can't
really use this to gauge the respective distances of a lighthouse and a
cliff beside it at night or something like that. If you can easily walk
around an object for 90 or more degrees, with one eye, your brain can
figure out the 3-space configuration of it.

White Flame (aka David Holz)
http://fly.to/theflame

2294. Re: 400/800 Games that use the Driving Controllers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <gjjA2.6731$po.3036@c01read02.service.talkway.com>
Source record: 54563

On Sat, 20 Feb 1999 13:52:58 GMT mwtoelle@edge.net (Mike Toelle) wrote:
> On Sat, 20 Feb 1999 04:13:49 -0500, Doctor Clu
> <clu-da-bard@geocities.com> wrote:
>
> >I do believe "NIGHT DRIVER" for the 2600 also used the driving
> >controllers.
> >
> Actually, "Night Driver" used paddles.
>
> Mike Toelle

Yeah. The only 2600 game to use the driving controllers was indy 500
(sears title was race). Stella sketch uses them also.
I don't know of any 8 bit games that use the driving controller.

Mark
--
Posted via Talkway - http://www.talkway.com
Surf Usenet at home, on the road, and by email -- always at Talkway.

2295. Re: WTB: 800XL compatible Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: jscarter@att.net
Message-ID: <36d1bc75.3823143@204.127.36.12>
Source record: 54564

Thanks Steven, but I was hoping to get one for less than $20-$30 that the businesses want just for the PS. I also tried Best and B&C. Shoot a complete 800XL in box w/ps sold for $10.50 on Ebay just a couple weeks ago.

James
jscarter@att.net

On Mon, 22 Feb 1999 14:20:18 -0500, "Steven E. Kosto"
<kostos@ee.eng.ohio-state.edu> wrote:

>I'm sure that either:
>
>Bravo Sierra (http://www.teleport.com/~bensmith/bscomputers.shtml)
>or Toad Computers (http://www.ataricentral.com/)
>
>can set you up with a new supply if you need one.

2296. Diamond Gos cartridge for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7ase8h$fbh2@news.ajou.ac.kr>
Source record: 54565

Greetings Atari 8-bit folks,

I was looking through some of my old Atari 8-bit stuff and
came across my Diamond GOS cartridge, software, and manuals.

At one time, I had this Diamond Gos cartridge and software
running with a hard drive, using SpartaDos 3.2d and or a
SpartaDos X cartridge. With a ICD 1meg Multi I/O (MIO).
It was alot of fun and exciting. I didn't have a ST at
the time and having a GEM like OS on a Atari 8-bit was
cool.

I haven't used the cartridge or software in along time.
I really don't plan on using the cartridge anymore and
am considering selling it.

The package includes...
Diamond GOS Cartridge
Diamond GOS Utility Disk
Diamond Paint Disk
Diamond Write Disk
Diamond News Station Disk
and these manuals and etc...
Diamond Gos Users Manual
Diamond Gos Programmer's Manual
Diamond Paint Users Manual
Diamond News Station Instructions
Also included are a couple of
Reeve Software Newsletters and
a few pages of reviews of the
Diamond GOS system. Which has
some setup info, plus a type
in program called Colorme.M65.
Reeve Software Business Card.

Also, if the buyer wants, I have the original receipt of the
person who bought this Diamond Gos cartridge. And what appears
to be a Genie E-Mail from Reeve Software on the subject of
Diamond GOS, and mentions Bob Brodie from Atari and what
Reeve Software thought that Atari would do with it.
Dated 11/22/89.

The cartridge, manuals, disk software and etc. are all original.
I don't have the manual or instructions for Diamond Write unless
it is on the disk. I'm not sure if a manual or etc. was made for
Diamond Write. Also looking at the instructions for Diamond

News Station, there appears to be 2 versions on the disk. One
is the standard News Station, the other is the Diamond version.

Right now I don't know what versions the disk software and
cartridge are. If this is needed I'll try to find out.

I will sell this package to the highest offer in US dollars.
Buyer pays shipping charges which is around 3 or 4 dollars
for US Postal Priority Mail. I prefer US Postal Money Order
for payment.
If you are serious about purchasing the package. I suggest you
figure out how much you are willing to pay for it and send me
a e-mail with your offer. I really don't like to haggle over
e-mail. Folks usually end up getting upset.
I do reserve the right not to sell the package if I feel the
highest offer isn't enough.
If a deal is made I will re-check the cartridge and software
before shipping to make sure everything works correctly.

Thanks,

E-Mail address..
phantomm@kih.net

2297. Re: Max Memory on the 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7ashmr$4c5$1@winter.news.rcn.net>
Source record: 54566

If it was indeed Tony Stancato, he can be reached at The Fordham Jesuit BBS
(718) 8175500, where he is the subsysop for Atari 8-bit. BTW, Fordham used
to carry the Fido Atari National Echo, but has been cut off for some months.

Curt Vendel wrote in message <36D16AE9.C6147448@worldnet.att.net>...
>I have never seen anyone with an actual card, however Magna Systems in
>New York used to sell a 256K RAM card for the 800 and also sold a 1MB
>RAM card for the 800 (which most likely judging from the 256K card I
>have, it was the same card fully populated). I think the guys name was
>Tony Stacato, not sure, check some of the older Antic/Analog mag's for
>the Magna Systems adds, who knows, he may still be in the New York City
>area and may still have some spare boards to sell.
>
>
>Curt
>
>
>
>LWhite6497 wrote:
>
>> Anyone ever hear of an 800 expanded
>> beyond 288K? (16+16+256 I presume).
>> Larry
>

2298. Re: BEST PRINTER FOR ATARI 8-BIT?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7asi3g$6v0$1@winter.news.rcn.net>
Source record: 54567

Most of the guys who bought printers for the 800 bought 9-pin, dot matrix printers. Some bought Atari printers, which were direct-connect. Other brands, incuding Axiom also sold printers that went into the SIO line. Others bought an interface (850, P: R:, etc.) and usually wound up with Stars (like the SG-10), Panasonics, or Epsons (MX-80, FX-80, etc.) and their compatibles. I bought an Okidata Microline 92 because it had a reputation for high quality and ruggedness. There wasn't as much software written to be compatible with it as there was with the others, but I got by and learned to write drivers for it. The codes were kind of wierd. When it gave out after many years of service, I replaced it with another Okidata (Microline 320) which had both Epson and IBM emulations built in.

Bowling wrote in message ...
>I'd like to hear several opinions on which Printer is BEST for the Atari
>800-class computer, along with the reasons for your choice (reasons can be
>ease of hook-up, compatibility, color capability, quality of output, etc.).
>I'm primarily interested in those Printers which were roughly
>contemporaneous with the Atari 800 itself (so, somewhere in the period of
>1978 to, say, 1992, roughly).
>THANKS!
>--MB
>
>

2299. Re: /|\ Atari 8-bit TELNETABLE BBS!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7asiai$870$1@winter.news.rcn.net>
Source record: 54568

Doctor Clu wrote in message <36D1B9FB.4637@geocities.com>...
>Re: Closer To Home BBS
>Date: Mon, 22 Feb 1999 13:08:56 +0000

It's quite an achievement. Tom said that it's running in emulation and that he had to modify the code to Atari800 to get it to work, but it represents a potential return to PRO BBSs.

2300. Re: WTB: 800XL compatible Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36D1E33C.48D3C976@netmagic.net>
Source record: 54569

James Carter wrote:
>
> Thanks Steven, but I was hoping to get one for less than $20-$30 that the
> businesses want just for the PS. I also tried Best and B&C. Shoot a
> complete 800XL in box w/ps sold for $10.50 on Ebay just a couple weeks
> ago.
>
> James
> jscarter@att.net
Do you mind a bit of soldering? I have found that any +5V power supply
that can do at least 1.5 amps works fine. All that is required to to cut
the existing cable off the burnt supply, determine which lead is ground
& which is +5V. Almost trivial since I think the shield is electrically
connected to the ground. You don't even need a VOM, continuity tester is
enough.

Probably the easiest to use are PC mini tower supplies. Several places
around my neighborhood sell them for ~$7 each for ones in the 150-250
Watt range.

All PC power supplies I have seen use RED for +5V, BLACK for ground, on
the power supply lines for drives. Whatever is left is +12V.

2301. Re: Infocom (tm)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990222185028.00946.00001730@ng-fb1.aol.com>
Source record: 54570

>For example, is
> Hitchhikers for the Atari 8-Bit, ST,
> Amiga, etc, etc, on there? Or is it
> just that stinkin' PC crap? Thanks
> in advance! ;-)))

The latter, plus Mac versions. I didn't check
out Amiga or ST. Although if you check into the links, you may find some
additonal stuff.
There are also Z-machine interpreterss for many platforms, so it *might* be
possible to port the text databases to the A8 or ST or... However, that would
likely be a BIG job.
Larry

2302. Mystery 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: MM <mm@mm.com>
Message-ID: <oroA2.104$2s3.2467@news20.ispnews.com>
Source record: 54571

I just picked up a 1050 at the flea mkt today for $2. In it is a duaghterboard plugged into U9. U10 is missing and there is an2764 EPROM on the duaghter board with a sticker 'FIRMWARE (C) 1986 D.T.I' The other chips have their numbers rubbed off, but one looks like a controller chip, the other two are small logic chips, and the other possibly a static RAM. A dump of the EPROM code reveals 2793/2797 VERSIONREV 3.00 7-19-86COPYRIGHT (C) 1986 BY EMCCOPYRIGHT (C) 1986 BY DTI.

Any clue as to what this thing is?

As always, Thanks

Marc

2303. Re: /|\ Atari 8-bit TELNETABLE BBS!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: MM <mm@mm.com>
Message-ID: <3voA2.107$2s3.2439@news20.ispnews.com>
Source record: 54572

I teleneted in quite by accident and was overcome with nostalgia navigating
around the old-time 8 bit bbs.
I'd forgotten what it was like!

MArc

2304. Re: Mystery 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: MM <mm@mm.com>
Message-ID: <aAoA2.109$2s3.2548@news20.ispnews.com>
Source record: 54573

Does it work with HAPPY Software... Is it DD.... anymore info would be
great.

>>The duaghter board with a sticker 'FIRMWARE (C) 1986 D.T.I' The other
chips
>>have their numbers rubbed off, but one looks like a controller chip...
>
>Likely Duplicating Technologies, Inc.
>(successor to Gardner Computing, as I recall).
>Never had one, but was something of a
>Happy Clone as best I could tell from their
>ads.
>Larry
>
>

2305. Re: BEST PRINTER FOR ATARI 8-BIT?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <36D22E40.215DCB97@ix.netcom.com>
Source record: 54574

Jon Melbo wrote:

> I would say the Star NX-10, but that was a bit later than the 800.

I've still got a working Gemini 10X, which, if I'm not mistaken, was the Star NX-10's older brother...

Jeff

2306. BEST PRINTER FOR ATARI 8-BIT

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <lYeA2.2$H7.29@newse2.tampabay.rr.com>
Source record: 54575

I'd like to hear several opinions on which Printer is BEST for the Atari
800-class computer, along with the reasons for your choice (reasons can be
ease of hook-up, compatibility, color capability, quality of output, etc.).
I'm primarily interested in those Printers which were roughly
contemporaneous with the Atari 800 itself (so, somewhere in the period of
1978 to, say, 1992, roughly).
THANKS!
--MB

2307. BEST PRINTER FOR ATARI 8-BIT?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <XWeA2.1$H7.14@newse2.tampabay.rr.com>
Source record: 54576

I'd like to hear several opinions on which Printer is BEST for the Atari
800-class computer, along with the reasons for your choice (reasons can be
ease of hook-up, compatibility, color capability, quality of output, etc.).
I'm primarily interested in those Printers which were roughly
contemporaneous with the Atari 800 itself (so, somewhere in the period of
1978 to, say, 1992, roughly).
THANKS!
--MB

2308. Re: Printer Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <36D23B81.CEE15639@postoffice.pacbell.net>
Source record: 54577

Most (all?) of the Laser printers use PCL as do the DeskJets. You should not have too tough of a time upgrading from the older devices. The newer printers come with scalable INTERNAL fonts, which means you can do 144 point type from your 8-bit with very little effort. They really work well since most of them have lots of processor power, leaving your Atari to the important stuff.

Bob

Alan Sharkis wrote:

> The manuals on later HP deskjets do not even list the codes. If you want
> them, they are downloadable from HP's site, but be prepared to use tons of
> paper to print them out! I can see where devising an Atari printer driver
> for these beasts means leaving out lots of the printers' features.
>

2309. Re: Wanted: 1400XL or 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <36D23C9D.9021108C@postoffice.pacbell.net>
Source record: 54578

All the features work; the PBI drive, the speech chip and the 300 baud modem. The TONG board was the board in the 1450XLD with the floppy controller built in.

Bob

LWhite6497 wrote:

> > 8 of them TONG motherboards,
>
> What was the significance of the Tong
> m.b.? Last and best? How many of the
> features worked on these? (I know little
> about them other than what Atari said they
> would have.)
>
> Larry

2310. converting .exe to .atr

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <919803325@stackbbs.xs4all.nl>
Source record: 54579

-=> Quoting Kgoundan@aol.com to All <=-

Kg> How do I convert Atari .exe files(downloaded to my pc) to .atr files
Kg> which I can use with my emulator(Atari800Win)?

Well, you could use dir2atr.
This program does the job.
You can download it from
http://www.xs4all.nl/~stack/dir2atr.zip

Greetings,
Bo.

___ Blue Wave/386 v2.30

2311. OMNIVIEW OS

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <919978767@stackbbs.xs4all.nl>
Source record: 54580

```
>OMNIVIEW in 130XE, How 80 columns
Try Shift/Control/Tab. Maybe you've got to keep these keys pressed when
pressing RESET, can't remember right now...

Sysop Fox-1 (fox-1 AT aq DOT nl)
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2312. FS: ATARI 130XE, 1050 Floppy Drive, Cartridges, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: naslund@ridgecrest.ca.us
Message-ID: <7aq8kk$ap3$1@ash.ridgecrest.ca.us>
Source record: 54635

Hi,
I'm parting with one of my 8 bits. I'm selling it on eBay at the following
URL:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=69494945

Take a look if you are in the market for a nice 8 bit ATARI.
Thanks, ...Howard

2313. video

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-NfdJ4glwdGdL@draco>
Source record: 54636

I am thinking of upgrading the video for the atari 8 bit computers.
does anyone have ideas to share on this?
features, etc....

Ken

2314. Re: OS ROM images for 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-22 00:00:00 UTC
From: bmw3@cec.wustl.edu
Message-ID: <7aqpov$86f$1@nnrp1.dejanews.com>
Source record: 54637

In article <7apltb$b0s$1@nnrp1.dejanews.com>,
bmw3@cec.wustl.edu wrote:
> As part of my attempt to resurrect an old 1200XL, I would like to burn two
> 27128 EPROM's with the original 1200XL OS data. Does anyone know where I
> could find ASCII text versions of the OS ROM images? That is, I'm looking
> for the compiled binary/hex/decimal listing of the OS in ASCII text, and not
> in a proprietary binary format.

Actually, beggers not being choosers, I'd accept the OS data in Motorola
S-Record, Intel HEX, Tekhex, or straight binary.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2315. Re: WTB: 800XL compatible Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-dfcmWjr6GCd2@draco>
Source record: 54438

On Mon, 22 Feb 1999 17:21:53, jscarter@att.net (James Carter) wrote:

> WTB: 800XL compatible Power Supply.
> My 800XL Power Supply just bit the dust and I have no spares.
>
> According to the FAQ any of the following will work:
> 5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
> 600XL,800XL,65XE,130XE,XE Game System
>
> I have classic items (2600, 7800, INTV, etc.) for trade if anyone wants
> to go that route.
>
> James
> jscarter@att.net

just open the supply and change the 2200uF capacitor, that is the
usual problem.

Ken

2316. Re: WTB: OSS Action! 8-bit Computer Language

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-QFKHmv2H3qQj@draco>
Source record: 54439

On Mon, 22 Feb 1999 18:31:04, "Don Rae" <donrae@telusplanet.net>
wrote:

> If anyone has a complete copy of this to sell, please let me know.
>
> Thanks,
> donrae@telusplanet.net
>
>
>

why not get the com file off of the U-Mich archive?

Ken

2317. Re: WTB: OSS Action! 8-bit Computer Language

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: Don Rae <donrae@telusplanet.net>
Message-ID: <CerA2.3624$5p5.1298@news1.telusplanet.net>
Source record: 54440

...is there documentation as well? This is really the more important part
of it....(what's the address of the archive?)

Don

kenames@earthlink.net wrote in message ...
>On Mon, 22 Feb 1999 18:31:04, "Don Rae" <donrae@telusplanet.net>
>wrote:
>
>> If anyone has a complete copy of this to sell, please let me know.
>>
>> Thanks,
>> donrae@telusplanet.net
>>
>>
>>
>
>why not get the com file off of the U-Mich archive?
>
>Ken
>
>

2318. Re: Infocom (tm)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990223053952.01143.00001752@ng-cf1.aol.com>
Source record: 54441

>I don't think it would be that difficult to port the text databases. I have
>stripped the databases out of the PC versions of Zork I,II, and III and have
>successfully been able to compile Z-machine code to run them on my mac

Hi Bret-
Thanks for the good info. Do you have any
general information (or know of somewhere
to look) about the general structure of the
Infocom games and Z-machine interpreters?
For instance, I would presume that a ZM
would need some type of random access into the text databases. On an Atari,
the closest
thing is index-sequential, where an index is
set up to point to a particular sector containing
the data needed. The data itself is (usually)
a sector by sector (sequential) file. I presume
(but don't know for sure) that this is what
Infocom does on the A8. I did D/L the
Zorks freeware.
Thanks,
Larry White

2319. Re: Infocom (tm)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: geyer@mpia-hd.mpg.de
Message-ID: <7au2lh$f97@sun0.urz.uni-heidelberg.de>
Source record: 54442

Hi all !

Maybe you are interested in the German ftp-site
ftp.gmd.de (change to the folder if-archive).
There are some utilities for transforming Atari-8-bit
Infocom-Stories into files which are readable by
common inform-interpreters. Maybe this is a help
to do the other way round....?
I think the interesting thing would be to transfer also
the hundreds of freeware adventures available at this site
to the Atari-8-bit.

Bye, Michael

Michael Geyer at Max-Planck-Institut fuer Astronomie, Heidelberg

email: geyer@mpia-hd.mpg.de

2320. Re: BEST PRINTER FOR ATARI 8-BIT?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990223074938.19181.00002168@ng93.aol.com>
Source record: 54443

I bought an Okidata 82a. to print off my 400... then 800.... an IBM'er friend turned me on to Oki's.. it is, no doubt, a tank. I added Okigraph.(graphics chip set) .. for a short time, then bought 'OK Writer' which is a chip set/daughter board which enaables the 82a to emulate the 92a and perform... ready for this... NLQ... Near Letter Quality!!! This printer is now hooked up to my PC - my wife runs her companies checks wiith it!

2 other printers come to my mind, that I've used anyway... the 822 thermal... I have 2... they're fun.... and ..... I bought a Silver Reed daisy wheel typewriter that had a Centronics port!

CLACK..CLACK...C LACK... CLACK!!
B'rgds,
Vinnie

"Can't means don't want to!"

2321. Re: /|\ Atari 8-bit TELNETABLE BBS!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7aubb7$20a$1@winter.news.rcn.net>
Source record: 54444

Do I know you?

MM wrote in message <3voA2.107$2s3.2439@news20.ispnews.com>...
>I teleneted in quite by accident and was overcome with nostalgia navigating
>around the old-time 8 bit bbs.
>I'd forgotten what it was like!
>
>MArc
>
>

2322. Re: Whats so great about Bounty Bob?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: dalessio@manatee.cig.mot.com
Message-ID: <dalessio.919790166@manatee>
Source record: 54445

X_velcro_X@netunlimited.net (Daniel Miller) writes:

>Miner 2049er was killer. It had good graphics and a personality about it.
>Jumpman was crummy, in my opinion. How uncreative can a platformer be?

Jumpman was GREAT (for its time)! But, that's my opinion.

>"Jumpman." Who's the marketing wizard who came up with that.

While I can't verify this, I think they got the name
"Jumpman" from the Donkey Kong arcade game. The Mario
character was originally called Jumpman in the docs.

>Miner 2049er had a shtik. The miner guy attacked by mutants. Mountain King
>was another ambitious game with a shtik, collect treasure, evade the giant
>spider, carry the sacred flame past the skull of death and so on.

>I know Jumpman was supposed to be challenging, but how mundane!

Miner was great, too. But Jumpman had 30! levels.
Much more gameplay.

Mario

2323. Re: Infocom (tm)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <7aupk1jqd1@flood.xnet.com>
Source record: 54446

Michael Geyer <geyer@mpia-hd.mpg.de> wrote:

: Maybe you are interested in the German ftp-site
: ftp.gmd.de (change to the folder if-archive).

Yes, ftp.gmd.de/if-archive is definitely the place to look.
rec.arts.int-fiction is the newsgroup to watch for people who know how to
do this sort of thing.

: There are some utilities for transforming Atari-8-bit
: Infocom-Stories into files which are readable by
: common inform-interpreters. Maybe this is a help
: to do the other way round....?

There is also a PC program that takes Infocom-compatible data files and
builds C64-compatible images. The author extracted the Infocom
interpreter code from a 64 image and then discovered how to build the data
file into a disk image in the proper format. If you could do the same for
the Atari format, you could write the same sort of program.

: I think the interesting thing would be to transfer also
: the hundreds of freeware adventures available at this site
: to the Atari-8-bit.

I think one of the limitations would be that the Atari only had a Version
3 interpreter, while the vast majority of the freeware adventures are
Version 5.

--
Jason Compton jcompton@xnet.com

2324. Re: Touch Tablet To PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: ndary@bigfoot.com
Message-ID: <36D2F07B.48354F2C@bigfoot.com>
Source record: 54447

i Would like to know that one too...

Nir

"Mr. Do!" wrote:

> Hi all,
>
> Does anyone know about how to connect the atari touch tablet to a PC?
>
> Many Thanks,
>
> Mr. Do!

2325. Re: Infocom (tm)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: Bret Kellihan <bkellihan@earthlink.net>
Message-ID: <7aur46$na3$1@murdoch.acc.Virginia.EDU>
Source record: 54448

The best source of information I can point you to is:

http://www.csd.uwo.ca/Infocom/

They have Zmachine code for pretty much any platform, including Atari. I'm
not sure if it's for the ST series or for 8bit, nor at present do I have a
way of checking... (since it's in ZOO format I can take a good guess which
it is)... (sorry my Atari is somewhere between here and Pensylvania ;-))

As to your question about random access... my first ignorant repsonse would
be "why don't you load the whole file into memory?" But after 3 seconds of
thinking I realized it's difficult to squeeze 120K+ of information in 16-48K
ram =P Soooooo, I'm not sure. Perhaps it would be possible to load sets of
rooms as a player passes from one area to another... but make the sets
somewhat over lapping so if you leave one room and then go back to it,
you're not waiting for disk access between two specific rooms...

hope this helps. Once I get my atari here, I'll see if I can get any of the
code there to work.

regards,
bret

In article <19990223053952.01143.00001752@ng-cf1.aol.com>,
lwhite6497@aol.com (LWhite6497) wrote:

>>I don't think it would be that difficult to port the text databases. I have
>>stripped the databases out of the PC versions of Zork I,II, and III and have
>>successfully been able to compile Z-machine code to run them on my mac
>
>Hi Bret-
>Thanks for the good info. Do you have any
>general information (or know of somewhere
>to look) about the general structure of the
>Infocom games and Z-machine interpreters?
>For instance, I would presume that a ZM
>would need some type of random access into the text databases. On an Atari,
>the closest
>thing is index-sequential, where an index is
>set up to point to a particular sector containing
>the data needed. The data itself is (usually)
>a sector by sector (sequential) file. I presume
>(but don't know for sure) that this is what
>Infocom does on the A8. I did D/L the
>Zorks freeware.
>Thanks,

>Larry White

2326. Re: WTB: OSS Action! 8-bit Computer Language

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-1XoMVt4Pt7uH@draco>
Source record: 54449

On Tue, 23 Feb 1999 05:44:02, "Don Rae" <donrae@telusplanet.net>
wrote:

> ....is there documentation as well? This is really the more important part
> of it....(what's the address of the archive?)
>
>
> Don
>
>
> kenames@earthlink.net wrote in message ...
> >On Mon, 22 Feb 1999 18:31:04, "Don Rae" <donrae@telusplanet.net>
> >wrote:
> >
> >> If anyone has a complete copy of this to sell, please let me know.
> >>
> >> Thanks,
> >> donrae@telusplanet.net
> >>
> >>
> >>
> >
> >why not get the com file off of the U-Mich archive?
> >
> >Ken
> >
> >
>
>

there is a short form doc available for action at the atari docs site,
link can be found on Ken Siders page. I have the full manual here
somewhere lost in the rubble, someday when i find it, i will scan
it...

Ken

2327. video

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-gIuLvjBtWRfj@draco>
Source record: 54450

Bob,
since you have a good hw knowledge, I was wanting to get your views
on a video ug for atari, such as 80/132 columns, graphics
capabilities, and such. any ideas/hw sources/resourses you can share?
Later.

Ken

2328. Re: Infocom (tm)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <7av3e8$n02$4@flood.xnet.com>
Source record: 54451

There are Infocom interpreters out there in assembly, including a 6502
interpreter for the Oric computer. Studying it, and the general documents
on "How Infocom games work", would probably be a good start towards
writing a new Atari interpreter.

--
Jason Compton jcompton@xnet.com

2329. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7av7u9$b6s$1@alexander.INS.CWRU.Edu>
Source record: 54452

```
(I'm sure this is in the FAQ).
from BASIC READY
? peek(43234)
if 96 then version B
if 234 then version C
if 162 then version A
Russg
```

2330. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <u_FA2.71$NU.196275@newse3.tampabay.rr.com>
Source record: 54453

DOUBTFUL...?

I entered the suggested command line -- for EACH of my BASIC carts in
turn -- and I got the SAME result: 162, which you indicated meant "Version
A".
BUT...how can that be? The cart I have identified as a "Rare" Version C (see
http://www.geocities.com/~icollect/400rarity.txt) was produced in 1985,
which should have been long after versions "A" and even "B" were produced.
Could the "A" version and the "C" versions have been produced concurrently,
or is your TEST procedure incorrect, or is the "Rarity List" information
incorrect???
--MB

Bowling wrote in message <53qA2.199$85.316320@newse3.tampabay.rr.com>...
>There are THREE versions of Atari BASIC Computing Language, as follows:
>Atari CXL4002 79 BASIC Computing Language [ver. A] C
>Atari CXL4002 ?81 BASIC Computing Language [ver. B] ER
>Atari CXL4002 85 BASIC Computing Language [ver. C] R
>One of my BASIC carts is not dated, but instead has "R 39 2" stamped (you
>know, "recessed") into the front of the cart (in very small letters). How
>can I know if it is the version "A" (common) cart, or if it is the version
>"B" (Extremely Rare) cart? I also definitely own a copy of the version "C"
>cart, because the DATE is written on the label, but I am curious whether my
>other BASIC cart is version "A" or version "B".
>Does anyone know how I can find out? Is there a "command" I can type that
>will tell me the VERSION of my unidentified BASIC cart?
>Thanks,
>--MB
>
>
>

2331. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: Bret Kellihan <bkellihan@earthlink.net>
Message-ID: <7avb96$238$1@murdoch.acc.Virginia.EDU>
Source record: 54454

Hmmm....

I'm not sure you'd want to get your hands on Rev. B as it is buggy. It will
add 16 bytes of code to your file every time you save it, so it grows very
quickly. Eventually the file will be too large to be read into memory...

In article <u_FA2.71$NU.196275@newse3.tampabay.rr.com>, "Bowling"
<mbowlin1@tampabay.rr.com> wrote:

>DOUBTFUL...?
>
>I entered the suggested command line -- for EACH of my BASIC carts in
>turn -- and I got the SAME result: 162, which you indicated meant "Version
>A".
>BUT...how can that be? The cart I have identified as a "Rare" Version C (see
>http://www.geocities.com/~icollect/400rarity.txt) was produced in 1985,
>which should have been long after versions "A" and even "B" were produced.
>Could the "A" version and the "C" versions have been produced concurrently,
>or is your TEST procedure incorrect, or is the "Rarity List" information
>incorrect???
>--MB
>
>
>
>Bowling wrote in message <53qA2.199$85.316320@newse3.tampabay.rr.com>...
>>There are THREE versions of Atari BASIC Computing Language, as follows:
>>Atari CXL4002 79 BASIC Computing Language [ver. A] C
>>Atari CXL4002 ?81 BASIC Computing Language [ver. B] ER
>>Atari CXL4002 85 BASIC Computing Language [ver. C] R
>>One of my BASIC carts is not dated, but instead has "R 39 2" stamped (you
>>know, "recessed") into the front of the cart (in very small letters). How
>>can I know if it is the version "A" (common) cart, or if it is the version
>>"B" (Extremely Rare) cart? I also definitely own a copy of the version "C"
>>cart, because the DATE is written on the label, but I am curious whether my
>>other BASIC cart is version "A" or version "B".
>>Does anyone know how I can find out? Is there a "command" I can type that
>>will tell me the VERSION of my unidentified BASIC cart?
>>Thanks,
>>--MB
>>
>>
>>
>
>

2332. Re: /|\ Atari 8-bit TELNETABLE BBS!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: MM <mm@mm.com>
Message-ID: <gSGA2.1$L.52@news9.ispnews.com>
Source record: 54455

I don't know, should you?
Alan Sharkis wrote in message <7aubb7$20a$1@winter.news.rcn.net>...
>Do I know you?
>
>MM wrote in message <3voA2.107$2s3.2439@news20.ispnews.com>...
>>I teleneted in quite by accident and was overcome with nostalgia
navigating
>>around the old-time 8 bit bbs.
>>I'd forgotten what it was like!
>>
>>MArc
>>
>>
>
>

2333. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7avduk$le9$1@pale-rider.INS.CWRU.Edu>
Source record: 54456

(This is a favorite topic of mine. I'm not in agreement with
anyone I know of.)
I've done a LOT of Atari BASIC programming.
Version B was a recompile, with lots of differences from
version A. Version C was a 12 byte 'patch' to B, to solve
the 16 byte append with each SAVE.
My experience is, version C locks up more, causes messed
up variables, forgets/loses DIMs and many other 'quirks'
make it unreliable when you spend hours in the BASIC
environment actually trying to program something.
Version A also is unreliable and locks up, etc.
Version B has less of the hangups and other unreliable
things occur with it when you actually do some programming
with it.
I would suggest that anyone using version C for fairly
serious efforts will be frustrated much more often
than if you use version B.
The 16 byte append with B can and must be gotten around
by a LIST, NEW, ENTER about every 4th or 5th SAVE.
Also, there is something that can make a LIST, NEW,
ENTER not work. This can frequently be gotten around
by have the single line 0 REM in memory before you
ENTER.
Russg

2334. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7avei6mol1@pale-rider.INS.CWRU.Edu>
Source record: 54457

```
While we're on the A B C BASIC thingy.
Yes, I've had programs become unLOADable from the appended garbage
of version B.
I wrote a SALVAGE.BAS to recover such unLOADable files.
It makes a LIST file, which might need a small amount of
editing with SpeedScript or other plain vanilla editor, but
it can salvage B unLOADables, and also make readable
BASIC files out of files made unreadable by the wiping out
of the variable name table (a copy protection or rather
'keep anyone from reading my code' technique.)
Russg
```

2335. Re: Mystery 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990223153522.18759A-100000@vtn1>
Source record: 54458

On 23 Feb 1999, LWhite6497 wrote:

> >the duaghter board with a sticker 'FIRMWARE (C) 1986 D.T.I' The other chips
> >have their numbers rubbed off, but one looks like a controller chip...
>
> Likely Duplicating Technologies, Inc.
> (successor to Gardner Computing, as I recall).
> Never had one, but was something of a
> Happy Clone as best I could tell from their
> ads.
> Larry
>
>
>
>

Sounds about right. Experience here in Victoria was that the Happy upgrade was superior to the Duplicator.

John

2336. Re: Mystery 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990223153702.18759B-100000@vtn1>
Source record: 54459

On Mon, 22 Feb 1999, MM wrote:

> Does it work with HAPPY Software...

No.

> Is it DD....

Yes

I believe it would correctly handle Percom configuration to allow you to
set it up for DD.

John

2337. Re: /|\ Atari 8-bit TELNETABLE BBS!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7avicm$d34$1@winter.news.rcn.net>
Source record: 54460

If you used to run a PRO board named Arena, yes. If you sold me an RTime8 that I'm still using, most definitely. If you ever came to an Ol' Hackers meeting, sure! Are you the guy?

PS: The only reason I'm doing this as a public post in the ng and risking falling on my you-know-what is that it would be good if you are that guy and the assembled masses know it.

MM wrote in message ...
>I don't know, should you?
>Alan Sharkis wrote in message <7aubb7$20a$1@winter.news.rcn.net>...
>>Do I know you?
>>
>>MM wrote in message <3voA2.107$2s3.2439@news20.ispnews.com>...
>>>I teleneted in quite by accident and was overcome with nostalgia
>navigating
>>>around the old-time 8 bit bbs.
>>>I'd forgotten what it was like!
>>>
>>>MArc
>>>
>>>
>>
>>
>
>

2338. Re: Mystery 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: MM <mm@mm.com>
Message-ID: <T6JA2.43$Jz5.1521@news20.ispnews.com>
Source record: 54461

Hmmm. Thanks for the info. Now where can I get the software for this thing?

Marc

John K. Picken wrote in message ...
>
>
>On 23 Feb 1999, LWhite6497 wrote:
>
>> >the duaghter board with a sticker 'FIRMWARE (C) 1986 D.T.I' The other
chips
>> >have their numbers rubbed off, but one looks like a controller chip...
>>
>> Likely Duplicating Technologies, Inc.
>> (successor to Gardner Computing, as I recall).
>> Never had one, but was something of a
>> Happy Clone as best I could tell from their
>> ads.
>> Larry
>>
>>
>>
>>
>Sounds about right. Experience here in Victoria was that the Happy upgrade
>was superior to the Duplicator.
>
>John
>
>

2339. Re: /|\ Atari 8-bit TELNETABLE BBS!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: MM <mm@mm.com>
Message-ID: <k8JA2.44$Jz5.346@news20.ispnews.com>
Source record: 54462

Sounds like a nice guy. Sorry not me though! :)

Alan Sharkis wrote in message <7avicm$d34$1@winter.news.rcn.net>...
>If you used to run a PRO board named Arena, yes. If you sold me an RTime8
>that I'm still using, most definitely. If you ever came to an Ol' Hackers
>meeting, sure! Are you the guy?
>
>PS: The only reason I'm doing this as a public post in the ng and risking
>falling on my you-know-what is that it would be good if you are that guy
and
>the assembled masses know it.
>
>

2340. 1027 Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: MM <mm@mm.com>
Message-ID: <cbJA2.47$Jz5.1378@news20.ispnews.com>
Source record: 54463

What is different about the 1027 Power Supply? A standard 8 bit AC power block won't fit. the inside hole is too small. I was thinking of drilling it out, but thought the ps may be too weak. Are the 1027 PS available?

Marc

2341. Re: BEST PRINTER FOR ATARI 8-BIT

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <pLVW1cQ.tandrews16@delphi.com>
Source record: 54464

Of the printers I've used on my 8-bits, the Gemini 10X fits best into your question, mostly because of the timne period you suggest. However, the best one I've had came out in '93 or '94--The Epson LX-800. It has several capabilities the 10X doesn't, most notably NLQ print. It's also much faster.

I also have a Star NX-1001, circa '95. I didn't like it so well, because it has a push tractor, and sometimes the paper hangs up slightl;y on the perforations. The ribbon only lasts about a third of the Epson, too. I had a 1025 too, but it was s l o w and only had draft text--no graphics. But, it was built like a tank and didn't need an interface.

TJ

2342. Bravo Sierra needs your help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <7avt07$4dh$1@user1.teleport.com>
Source record: 54465
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st

Hello, how are you? Fine I hope!?! I on the other hand could use some help... I'm Ben Smith of Bravo Sierra Computers. I sell Atari on the InterNet. I've made numerous transactions using the InterNet over the years. More than I can count. Now I have someone who is questioning my ethics. A deal between us went sour and now my reputation is in jeapordy. I admit I could of handled it better. I should of kept my cool and refrained from accusing Frank Traut of Character Assassination and smearing my reputation. For this I offer my sincerest apologies. Still I could use your help. I need some Champions to stand up for me. Over the years I've served a number of satisfied customers. Including a strong base of repeat customers. I would appreciate it if some of my customers would post regarding their experiences dealing with me. I need Champions to redeem my reputation in the InterNet NewsGroup: alt.atari-jaguar.discussion. And if you have a complaint against me, well it's a free country.

==Thanx==
===Ben===
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

2343. SpartaDos

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: MM <mm@mm.com>
Message-ID: <0XKA2.24$Ox6.159@news20.ispnews.com>
Source record: 54466

anyone know where i can get docs or info on spartados? I just got a usd 1050 and want to check out the ulrtraspeed. how do i format with sdos?

2344. www.atari-history.com

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: Bret Kellihan <bkellihan@earthlink.net>
Message-ID: <7b017lbsl1@murdoch.acc.Virginia.EDU>
Source record: 54467

What happened to it???

2345. Re: Bravo Sierra needs your help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36D39E8C.E34621EB@netmagic.net>
Source record: 54468
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st

Benjamin Smith wrote:
>
> Hello, how are you? Fine I hope!?! I on the other hand could use some
> help... I'm Ben Smith of Bravo Sierra Computers. I sell Atari on the
> InterNet. I've made numerous transactions using the InterNet over the
> years. More than I can count. Now I have someone who is questioning my
> ethics. A deal between us went sour and now my reputation is in
> jeapordy. I admit I could of handled it better. I should of kept my
Your rep isn't in jeopardy by one sour deal.

Was looking at some early posts/captures. This is the 10th year I have
been following comp.sys.atari.8bit & AFAIK, I have not seen a post
questioning your honesty.

Which is pretty good considering I have been called a liar and a fraud
in the same newsgroup when people see an example of my code.<grin>

2346. Re: 1027 Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990223234736.27230A-100000@vtn1>
Source record: 54469

On Tue, 23 Feb 1999, MM wrote:

> What is different about the 1027 Power Supply? A standard 8 bit AC power
> block won't fit. the inside hole is too small. I was thinking of drilling
> it out, but thought the ps may be too weak. Are the 1027 PS available?
>
> Marc
>
The 1027 power supply is just a transformer pumping out 8.5vac (or 9.5) at
about 4.5 amps. They are great because they open up (there are screws
under the rubber feet), and are fuse-protected. I have often used them as
the ac end for constructing replacement power supplies.

Why drill? Just replace the plug.

BTW if you take a dead 1027 apart, you can cut the 5vdc portion of the PCB
off, hook it up to the power supply and get a really good 5vdc supply (the
capacitor is around 14000uf and the rectifier bridge is really heavy
duty).

John

2347. Re: atari 600xl problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <919978780@stackbbs.xs4all.nl>
Source record: 54470

>Storing data on MiniDisk or recordable audio-CD
You'll need an FSK which can handle the 19K2 data-speed, but you don't need anything like handshake, cause the data-recorder (supposing you wanna read data from C:) is a "stupid" device, which will just Start-or-Stop, nothin' else...

And you need ofcourse an OS-patch, or a special loader to load the actual data into memory...

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2348. Atari 8-Bit CD

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <UbnA2.453$7p1.822@news.flash.net>
Source record: 54581

How much would y'all pay for a CD Devoted to 8-Bit Atari or A CD Devoted to ST/STE/TT/Falcon with Hacks Old Articles Manuals Schematics PD Software Ect...

29.99
15.99
?????

Please Help me in Figuring if there is a Market for such a CD i'm looking at chargin for the time involved and the cost of media

also I'm looking for Articles,Web Pages,Hacks and such...
Please if you want to help send me URL's and the such
tchermok@flash.net
you will be given credit in the Contributors section of the Table of Contents
also what format should the CD Be in
PDF
HTML
Ascii
or All three??
Thank you Atari People
Atari may be Dead But as long as there is One User Atari will live forever in the hearts and the desks of us all
Thank You

2349. Re: BEST PRINTER FOR ATARI 8-BIT?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36d503bf.11082619@news.earthlink.net>
Source record: 54582

On Mon, 22 Feb 1999 15:58:38 GMT, "Bowling" <mbowlin1@tampabay.rr.com>
wrote:

>I'd like to hear several opinions on which Printer is BEST for the Atari
>800-class computer, along with the reasons for your choice (reasons can be
>ease of hook-up, compatibility, color capability, quality of output, etc.).
>I'm primarily interested in those Printers which were roughly
>contemporaneous with the Atari 800 itself (so, somewhere in the period of
>1978 to, say, 1992, roughly).

I would say the Star NX-10, but that was a bit later than the 800. I
later sold my NX-10 and replaced it with a Star NX-1000. The NX-1000
wasn't nearly as ruggedly built as the NX-10. The NX-10 was easy to
use, and had Epson/IBM compatability modes. It was also very
reliable. I had problems with the NX-1000 getting the tractor paper
jammed a lot. Wish I would have kept the NX-10.

Of course now I'm stylin with a big, rugged, industrial strength (and
expensive) 24pin Okidata ML393C+. One of the best dot matrix printers
you could own I reckon.

2350. Re: Mystery 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990222213859.12905.00001366@ng69.aol.com>
Source record: 54583

>the duaghter board with a sticker 'FIRMWARE (C) 1986 D.T.I' The other chips
>have their numbers rubbed off, but one looks like a controller chip...

Likely Duplicating Technologies, Inc.
(successor to Gardner Computing, as I recall).
Never had one, but was something of a
Happy Clone as best I could tell from their
ads.
Larry

2351. Re: Atari vs. Commodore

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7at50u$h7q$2@news7.svr.pol.co.uk>
Source record: 54584
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

Hi Jason,

>You need a steady raster to get this right but the basics go like this:....

Thanks for the info, I'll have to dig up my C64 system one of these days and
give it a go.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Peter Pachla: Computer Hardware/Software Engineer,
Collector Of Arcade Machines & Obsolete Computers,
Sound Engineer,
Barman(!),
General Fun Guy....
--

2352. Re: converting .exe to .atr

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: HCRBurk@t-online.de
Message-ID: <7at74l$j0b$1@news07.btx.dtag.de>
Source record: 54585

Hello !

> How do I convert Atari .exe files(downloaded to my pc) to .atr files
which I
> can use with my emulator(Atari800Win)?

Show onto my ATARI-HP http://home.t-online.de/home/hcrburk/hpatari and
download ATARI FileManagement (Win 9x only !!).
You can import/export and list your ATR/XFD files (DOS/MyDOS/SpartaDOS).
Creat an new ATR-File (format it) or use an available and import your files.
Over the tools, you can integrate your emulator or other programmes simply.

bye, Burkhard

EMail: HCRBurk@T-Online.de
HP: http://home.t-online.de/home/hcrburk

2353. "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <53qA2.199$85.316320@newse3.tampabay.rr.com>
Source record: 54586

There are THREE versions of Atari BASIC Computing Language, as follows:
Atari CXL4002 79 BASIC Computing Language [ver. A] C
Atari CXL4002 ?81 BASIC Computing Language [ver. B] ER
Atari CXL4002 85 BASIC Computing Language [ver. C] R
One of my BASIC carts is not dated, but instead has "R 39 2" stamped (you know, "recessed") into the front of the cart (in very small letters). How can I know if it is the version "A" (common) cart, or if it is the version "B" (Extremely Rare) cart? I also definitely own a copy of the version "C" cart, because the DATE is written on the label, but I am curious whether my other BASIC cart is version "A" or version "B".
Does anyone know how I can find out? Is there a "command" I can type that will tell me the VERSION of my unidentified BASIC cart?
Thanks,
--MB

2354. Re: Infocom (tm)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-23 00:00:00 UTC
From: Bret Kellihan <bkellihan@earthlink.net>
Message-ID: <7atdt4$53p$1@murdoch.acc.Virginia.EDU>
Source record: 54587

I don't think it would be that difficult to port the text databases. I have stripped the databases out of the PC versions of Zork I,II, and III and have successfully been able to compile Z-machine code to run them on my mac, on Unix (AIX) and under Java on the web...

You can check out Zork I at my website... If it won't accept commands, click on the applet and then you should be able to play. ;-)

http://www.people.virginia.edu/~blk3z/text_adventures/zork1.html

My point in all of this is, all that would have to be done is to port a Z-machine interpreter... the data files should work as is. I think there may already be an Atari port out there. Check for a program called Frotz. If you need the data files for the the Zork games I'd be happy to send them to you since Activision has released them as freeware now...

regards,
bret

>From: lwhite6497@aol.com (LWhite6497)
>Newsgroups: comp.sys.atari.8bit
>Subject: Re: Infocom (tm)
>Date: Mon, Feb 22, 1999, 6:50 PM
>

>>For example, is
>> Hitchhikers for the Atari 8-Bit, ST,
>> Amiga, etc, etc, on there? Or is it
>> just that stinkin' PC crap? Thanks
>> in advance! ;-)))
>
>The latter, plus Mac versions. I didn't check
>out Amiga or ST. Although if you check into the links, you may find some
>additonal stuff.
>There are also Z-machine interpreterss for many platforms, so it *might* be
>possible to port the text databases to the A8 or ST or... However, that would
>likely be a BIG job.
>Larry

2355. REQ: Mac65

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: NOSPAM <NOSPAM@HERE.COM>
Message-ID: <7b0qernca1@holly.prod.itd.earthlink.net>
Source record: 54388

REQ: Mac65

2356. harddisk

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: "Maarten A.E.Bakker" <maarten@panic.et.tudelft.nl>
Message-ID: <7b0umv$b3a$1@news.tudelft.nl>
Source record: 54389

Hello all,

I am new to this group, so my question may be answered before.

I am looking for a way to connect a pc to an atari 800, to use the
harddisk from the pc. I already have SIO2PC, but i need to automate the
mounting process, and i would like to use larger disk volumes.

--
Greetings, Maarten.

2357. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <jGTA2.793$gg1.4385@newse2.tampabay.rr.com>
Source record: 54390

I have one of the "silver label" carts -- dated 1985 -- yet inside it has "2 chips mounted to a green board", and it also indicates under the "Command Line" test that it is Version "A" (yielding result: 162).
I guess that means Atari continued to produce Version "A" carts even after Versions "B" and "C" carts had begun production. If anyone has a duplicate Version "C" cart on hand, I'd still like to either buy or trade for it.
Please e-mail me if so inclined. Thanks.
--MB

VINNIE5757 wrote in message
<19990224073757.06947.00000982@ngol06.aol.com>...
>
>The Rev 'A' cart was the standard, old, Brown label cart with yellow
>lettering.. inside, 2 chips mounted to a green board...
>
>the Rev'B' was found in XL's, I believe....
>
>Rev 'C' had, as you said, a sliver label with black lettering... inside,
there
>is one chip mounted to a pink board...
>
>Outside of that, I - as a non-programmer- have never noticed any
>difference..but now stick to rev 'C'!
>B'rgds,
>Vinnie
>
>"Can't means don't want to!"

2358. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990224092958.20646.00002525@ng99.aol.com>
Source record: 54391

Hmm... sliver cart with a green board, 2 chips... answers to Rev A... sounds like someone changed the insides.. Yep, that does make it rarem I guess... an 'A' board in a 'C' cart....

they're real cheap... go to BEST, Or B&C... In the case of BEST, you'll have to add more to your order to meet his minimum...($15??)
Good luck...

B'rgds,
Vinnie

"Can't means don't want to!"

2359. Re: harddisk

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990224080457.23056A-100000@vtn1>
Source record: 54392

On 24 Feb 1999, Maarten A.E.Bakker wrote:

> I am looking for a way to connect a pc to an atari 800, to use the
> harddisk from the pc. I already have SIO2PC,

Then you've got the best way available though APE might prove to be better software for your purposes.

> but i need to automate the mounting process,

Use a batch file or DOSKEY macro on the PC end and a batch file (Sparta/BW/DOSXL/TOPDOS/DOSXE) or AUTORUN.SYS (MYDOS and others) on the Atari end.

> and i would like to use larger disk volumes.

Use SpartaDOS or MYDOS on the Atari; either allows you to go up to 16mb in disk size.

John

2360. Re: WTB: OSS Action! 8-bit Computer Language

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: bwmott@unity.ncsu.edu
Message-ID: <7b18cc$7eg$1@uni00nw.unity.ncsu.edu>
Source record: 54393

```
>>> If anyone has a complete copy of this to sell, please let me know.
>>>
>>> Thanks,
>>> donrae@telusplanet.net

In case you haven't already seen it there's a complete copy forsale
on Ebay.

Brad

--
------------------------------------------------------------------------
Bradford W. Mott (bwmott@acm.org) Computer Science Department
http://www4.ncsu.edu/~bwmott/www North Carolina State University
------------------------------------------------------------------------
```

2361. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990224114029.16013.00001237@ngol01.aol.com>
Source record: 54394

My 2 cents:
IIRC, Rev A carts were all that were sold as Atari packaged carts, nomatter how the cart looked on the outside. Rev C carts were available by special order from Atari for a while, but most carts that have Rev C were made by Atari vendors by putting Rev C roms into a cart case. (do ANY carts have Rev B? I didn't think so, unless a sadist was involved).
For those of you new to Atari 8 bit: Rev B was what came built into the XL series, except for the 1200, which has no BASIC installed. Rev C was what came built into the XE series.
The older looking Atari Basic Rev A carts were made during the 400/800 days. The newer looking Atari Basic Rev A carts were made during the XL days, to allow those using XL computers the option of using Rev A. I've never seen a BASIC cart in the XE type cartridge case.

badbob1952@aol.com

2362. Re: harddisk

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36D4307A.1391A994@netmagic.net>
Source record: 54395

SIO2PC accepts command line arguments. I have a couple of old 20 meg 3.5" drives set up with just an old version of DOS or DRDOS that load & go large ATRs. One of these is an old 10 Mhz 8088 with built in printer & serial ports, but I don't have a keyboard or monitor attached: Fairly compact package. Just power supply, small footprint MB, 3.5" HD & short controller card.

I have fooled around just a bit with passing commands to the PC via Nick's programs included with the SIO2PC distribution, but never got beyond looking at a few commands.

"Maarten A.E.Bakker" wrote:
>
> Hello all,
>
> I am new to this group, so my question may be answered before.
>
> I am looking for a way to connect a pc to an atari 800, to use the
> harddisk from the pc. I already have SIO2PC, but i need to automate the
> mounting process, and i would like to use larger disk volumes.
>
> --
> Greetings, Maarten.

2363. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990224122945.05301.00002417@ng100.aol.com>
Source record: 54396

That sounds correct... I think... Yes... Atari shipped rev C carts to me... I think it was due to problems with Rev B in the XL's (gotta remember back a good 15 or better years!)... I never heard of any vendor assemblying a C cart, or 2 different cart housing's with the same 'A' board on the inside... Hmm... that's some interesting news.....guess anything's possible!
B'rgds,
Vinnie

"Can't means don't want to!"

2364. Re: harddisk

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19990224130613.11698.00001424@ngol07.aol.com>
Source record: 54397

Im Artikel <7b0umv$b3a$1@news.tudelft.nl>, Maarten A.E.Bakker
<maarten@panic.et.tudelft.nl> schreibt:

>I am new to this group, so my question may be answered before.
>
>I am looking for a way to connect a pc to an atari 800, to use the
>harddisk from the pc. I already have SIO2PC, but i need to automate the
>mounting process, and i would like to use larger disk volumes.

If you have WIN95 try the ATARI-FILE-MANAGER. It has full SIO2PC function and
many features more.

look at: http://home.t-online.de/home/hcrburk/homepage.htm

bye, MacFalkner

2365. Re: Mystery 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be6028$816b3e00$1f374382@vidar>
Source record: 54398

I have some of the software for it. I am using one myself and it has a copy protected copy program. It won't copy with the DTI. It copies most disks, but have trouble with the COPY DISK and Alternate Reality I think it couldn't do. I have some accelerator software, which claims a 5x increase in speed, but works bad on protected disks of course. I can try to collect up the disks in .ATRs and put them on my page. The copier itself won't work, but maybe you can hack it ???

Let me know if you want me to do this. I have a few different versions of the programs that came with it!

2366. Atari 400 KEYBOARD

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <XtYA2.1169$gg1.4815@newse2.tampabay.rr.com>
Source record: 54399

My 2 centsworth:
I own an Atari 800. I am thinking about also buying an Atari 400 (already upgraded to 48k, or else I'll do it myself).
Personally, I LOVE the Atari 400's membrane keyboard...it's what makes it unique! You will never have to disassemble your original 400 keyboard to clean between the keys. Also, the 400 is light and compact. The membrane keyboard is a masterpiece, and THAT'S the main feature that would cause me to ever want to buy one!
--MB

2367. Re: Atari 400 KEYBOARD

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990224152345.00946.00002565@ng-fb1.aol.com>
Source record: 54400

>t. The membrane
>keyboard is a masterpiece, and THAT'S the main feature that would cause me
>to ever want to buy one!

I love it... This is great!!!

Ok..I'll agree.. partially... but I'm not giving in.. in case this is a secret ploy in getting me to reinstall my membrane and giving away my B-Key 400!!!!!!! ;-)
B'rgds,
Vinnie

"Can't means don't want to!"

2368. Re: WTB: OSS Action! 8-bit Computer Language

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: Don Rae <donrae@telusplanet.net>
Message-ID: <gpZA2.3831$5p5.1512@news1.telusplanet.net>
Source record: 54401

Thanks. This one is new for sure, because I had just checked the other day....

- Don

Bradford Wayne Mott wrote in message <7b18cc$7eg$1@uni00nw.unity.ncsu.edu>...
>>>> If anyone has a complete copy of this to sell, please let me know.
>>>>
>>>> Thanks,
>>>> donrae@telusplanet.net
>
>In case you haven't already seen it there's a complete copy forsale
>on Ebay.
>
>Brad
>
>--
>---
>Bradford W. Mott (bwmott@acm.org) Computer Science Department
>http://www4.ncsu.edu/~bwmott/www North Carolina State University
>---

2369. Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: Richard Wray <richard.wray@btinternet.com>
Message-ID: <7b1ouqbqi1@plutonium.btinternet.com>
Source record: 54402
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

I have a few simple questions for all of you.

1) If you could play any of the classic 8 bit games again what would they be. A top 5 would be good.

2) Which characters (i.e. Jet Set Willy) stick most in your mind.

3) Forgetting 3d, Playstations, N64's and PC's, what updates would you make to old games. Would you improve the graphics for instance?

4) Does anyone know who owns the rights to any old games or characters.

Answer back soon

2370. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <36D46C99.C8ABAC31@ix.netcom.com>
Source record: 54403
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

Richard Wray wrote:

> 1) If you could play any of the classic 8 bit games again what would they
> be. A top 5 would be good.

I'm an Atari person, and I still have multiple Ataris hooked up. So the question "If I could play..." isn't really accurate. Here's what I play most often.

1) Ballblazer, Atari 7800 - Probably the best two player game ever. The 7800 version seems somehow smoother to me than the 800 version, and since it only uses one button, you can use Wico sticks on the 7800.

2) Robotron 2084, Atari 800 - Love this game. I duct tape two Wico sticks to a board to play this thing as it was intended. A couple years ago, when I played a bit more often, I could play as long as I felt like it: the game couldn't kill me.

3) Boulder Dash, Atari 800 - And its followups/clones. Incredible blend of strategy and action.

4) Bruce Lee, Atari 800 - This was an okay game when I first bought it, but when I got to college I found a cracked copy with infinite lives. We'd play this thing for hours: the two player aspect, although not perfect, was pretty cool.

5) Fort Apocalypse, Atari 800 - The sounds helped make this game immersive for me; as immersive as a game could be at that time, I guess.

> 2) Which characters (i.e. Jet Set Willy) stick most in your mind.

I don't remember his name, but the Boulder Dash character who taps his foot at you if you stand around too long still makes me giggle.

> 3) Forgetting 3d, Playstations, N64's and PC's, what updates would you make
> to old games. Would you improve the graphics for instance?

For most of the games I like best, I'd like new levels. It's unfotunate, but I have come to associate "improved graphics" with "worse gameplay." Boulder Dash, for instance had terribly clunky graphics, but I could run in and out of streams of falling rocks and diamonds on certain levels: fantastic gameply contol.

> 4) Does anyone know who owns the rights to any old games or characters.

Can't help you here. I maintained the original cross-post list, I hope I haven't offended any non-Atari folks by doing that.

Jeff

2371. Re: Atari 400 KEYBOARD

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <a9_A2.275$Vg.1013@news.flash.net>
Source record: 54404

hey I agree i've refitted a number of 600xl's with the 400 keyboard upgraded
to 256K and use them as industrial controllers with my SIO>IDE adapters
equip them with 200Mb Hard Drives and CD ROMS and you have a Very Very low
cost Controller =)

Good to see someone else likes the Keyboard
Edward Williams

In article <19990224152345.00946.00002565@ng-fb1.aol.com>,
vinnie5757@aol.comnospam (VINNIE5757) wrote:

>>t. The membrane
>>keyboard is a masterpiece, and THAT'S the main feature that would cause me
>>to ever want to buy one!
>
> I love it... This is great!!!
>
> Ok..I'll agree.. partially... but I'm not giving in.. in case this is a secret
> ploy in getting me to reinstall my membrane and giving away my B-Key
400!!!!!!!
> ;-)
> B'rgds,
> Vinnie
>
> "Can't means don't want to!"

2372. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: TFH/Fony <tfh@casema.net>
Message-ID: <7b1rff$cg3$1@news.casema.net>
Source record: 54405
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

Richard Wray heeft geschreven in bericht
<7b1ouqbqi1@plutonium.btinternet.com>...
|I have a few simple questions for all of you.
|
|1) If you could play any of the classic 8 bit games again what would they
|be. A top 5 would be good.

1. The Nemesis Sage... (Gradius on some systems)
2. Metal Gear/Solid Snake
3. Boulder Dash
4. Zanac-Ex / Aleste
5. Penguin Adventure

|2) Which characters (i.e. Jet Set Willy) stick most in your mind.

1. Metal Gear
2. YS
3. Fray
4. Princess Maker
5. Final Fantasy

|3) Forgetting 3d, Playstations, N64's and PC's, what updates would you make
|to old games. Would you improve the graphics for instance?

Nop.. I would keep the games as they are... The GFX and the sound are just
the things that give these games their atmosphere... Maybe tune up the
resultion a bit, but that would be all.. The last MSX games featured over
19000 colours and 9 channel FM/PSG music.. So this was quite good !

|4) Does anyone know who owns the rights to any old games or characters.

Nemesis, Metalgear, Penguin Adventure -> koname http://www.konami.com
Zanac-Ex Compile
YS / FInal Fantasy -> Falcom
Fray / Princess Maker -> Micro Cabbin....

And if you wish to play these games and anjoy them in full glory.. Just go
to: http://www.casema.net/~tfh and download the fMSX emulator together with
these games... All these games (And some 1200 more !!!) can be found online
right here.

Greetz,

Arnaud de Klerk

--
Go visit the MSX Emulator Page (M.E.P.)
http://www.mep.msxnet.org
http://surf.to/msxemu
http://www.casema.net/~tfh
ICQ: 12222446

2373. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36D470F7.1B209A55@arn.net>
Source record: 54406

Hello,

There was some BASIC command that fixed that problem or some group of
steps. I can't remember, been too long. All I know is that back when
all I had was a 1010, I used that "fix" ALL the time.

Laters,

antbaker@arn.net

Bret Kellihan wrote:
>
> Hmmm....
>
> I'm not sure you'd want to get your hands on Rev. B as it is buggy. It will
> add 16 bytes of code to your file every time you save it, so it grows very
> quickly. Eventually the file will be too large to be read into memory...
>
> ----------
> In article <u_FA2.71$NU.196275@newse3.tampabay.rr.com>, "Bowling"
> <mbowlin1@tampabay.rr.com> wrote:
>
> >DOUBTFUL...?
> >
> >I entered the suggested command line -- for EACH of my BASIC carts in
> >turn -- and I got the SAME result: 162, which you indicated meant "Version
> >A".
> >BUT...how can that be? The cart I have identified as a "Rare" Version C (see
> >http://www.geocities.com/~icollect/400rarity.txt) was produced in 1985,
> >which should have been long after versions "A" and even "B" were produced.
> >Could the "A" version and the "C" versions have been produced concurrently,
> >or is your TEST procedure incorrect, or is the "Rarity List" information
> >incorrect???
> >--MB
> >
> >
> >
> >Bowling wrote in message <53qA2.199$85.316320@newse3.tampabay.rr.com>...
> >>There are THREE versions of Atari BASIC Computing Language, as follows:
> >>Atari CXL4002 79 BASIC Computing Language [ver. A] C
> >>Atari CXL4002 ?81 BASIC Computing Language [ver. B] ER
> >>Atari CXL4002 85 BASIC Computing Language [ver. C] R
> >>One of my BASIC carts is not dated, but instead has "R 39 2" stamped (you
> >>know, "recessed") into the front of the cart (in very small letters). How
> >>can I know if it is the version "A" (common) cart, or if it is the version

> >>"B" (Extremely Rare) cart? I also definitely own a copy of the version "C"
> >>cart, because the DATE is written on the label, but I am curious whether my
> >>other BASIC cart is version "A" or version "B".
> >>Does anyone know how I can find out? Is there a "command" I can type that
> >>will tell me the VERSION of my unidentified BASIC cart?
> >>Thanks,
> >>--MB
> >>
> >>
> >>
> >
> >

2374. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <36D4719A.5C5EF484@arn.net>
Source record: 54407

All XL series computers that I am aware of have the crappy ver. B built
in. I don't know if all XEs have ver. C or some have ver. B still.

Laters,

antbaker@arn.net

Jon Melbo wrote:
>
> On Tue, 23 Feb 1999 22:30:50 GMT, "Bowling" <mbowlin1@tampabay.rr.com>
> wrote:
>
> >DOUBTFUL...?
> >
> >I entered the suggested command line -- for EACH of my BASIC carts in
> >turn -- and I got the SAME result: 162, which you indicated meant "Version
> >A".
> >BUT...how can that be? The cart I have identified as a "Rare" Version C (see
> >http://www.geocities.com/~icollect/400rarity.txt) was produced in 1985,
> >which should have been long after versions "A" and even "B" were produced.
> >Could the "A" version and the "C" versions have been produced concurrently,
> >or is your TEST procedure incorrect, or is the "Rarity List" information
> >incorrect???
>
> I don't know but I tried that peek on the 3 versions I have. In my
> 800XL I got the result for version B. I have an old BASIC cart which
> I bought because the bugs in it weren't as bad as the bugs in B and
> that indeed returned the proper value for rev A. I then did the test
> on an emulator which I use a file for the ROM. I was curious what
> version of BASIC was imaged for that file. It turns out is the rev C
> which is completely bug free (we hope).

2375. 800XL controller problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: Tom Randall <Kf6ddt@viking.cris.com>
Message-ID: <7b1ten$42p@chronicle.concentric.net>
Source record: 54408

Greetings fellow Atarians,

I recently noticed a problem with my recently acquired 800XL. When a joystick is plugged into the secondary controller port, everything works fine except for the "down" direction. I have swapped joysticks so I know that the controller itself isn't bad. Any ideas what this could be and how fixable it might be?
Thanks in advance for any info.

--
-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.7b

mQCNAi8lV40AAAEEANjvxkyUTAINwmAxAEBFn7RfC4SMURO4ZkTHxZO94KyI+grU
kI+H8khthUHQRpVznw9Mz76m+crOU87N7XITK1gcN8KRwDFHYZCsytxC9ZSdkFHw
7KrIwpTAfCvgDfAcJ0rW5ZNRDqaHaKfNZVG4cgzw4j3q99hV9tnpdDLd+Z4BAAUR
tBtUb20gUmFuZGFsbCBrZjZkZHRAY3Jpcy5jb20=
=Pxxx
-----END PGP PUBLIC KEY BLOCK-----

2376. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: Manu_T <Manu_T@writeme.com>
Message-ID: <ant242300313WWT7@whib.online.be>
Source record: 54409
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

In article <7b1ouqbqi1@plutonium.btinternet.com>, Richard Wray
<URL:mailto:richard.wray@btinternet.com> wrote:
> I have a few simple questions for all of you.
>
> 1) If you could play any of the classic 8 bit games again what would they
> be. A top 5 would be good.

The Arcade games run by mame are usually nice things. It's just a shame
that most of the moe intresting stuf is way to slow to be enjoyable
(even on SA)

Things like Paperboy, Super Sprint, Blasteroids, Road Blaster, Space
Harier etc.. spring to mind

> 2) Which characters (i.e. Jet Set Willy) stick most in your mind.

No particular charactor really...

> 3) Forgetting 3d, Playstations, N64's and PC's, what updates would you make
> to old games. Would you improve the graphics for instance?

Those old arcade games like e.g. Super Sprint or Paperboy have on MAME
a decent resulion and colours so I definitly wouldn't change it. The
sounds is cracky but if that would be fixed it'll be alright too.

All I want to see is that these games become enjoyable
(faster/original speed) instead of an old jerky slow representition of
it.

> 4) Does anyone know who owns the rights to any old games or characters.
>

Perhaps the mame ppl can help. Some o/t above mentioned games are
ï¿½Atari but names to remember are Konami, Warner, etc...

> Answer back soon

Regards,

Manuel
--
Manuel Timmers NEW Email at: Manu_T@writeme.com
StarLight Corp. Website: www.whib.be/starcorp

Windows95... or "how to become insane in 30 minutes!"

2377. BBS Express! Professional, live internet demonstration

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: Tom_Hunt@my-dejanews.com
Message-ID: <7b231j$hk5$1@nnrp1.dejanews.com>
Source record: 54410

I feel that things have come along enough to announce this. You can access a BBS running BBS Express! Professional 6.0b at-

telnet://cth.tzo.com

If it won't connect when you try to get on, there is probably somebody already logged on. Just try again later. There is also a web page at-

http://cth.tzo.com/pro/pro1.html

One more item of note, is that the ftp server has been taken offline indefinitely. Watch csa8b for if/when I decide to put it back up again.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2378. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: ¬¬ Briggsy ¬¬ <gb226@cam.ac.uk>
Message-ID: <Pine.LNX.4.10.9902242246370.28211-100000@door.acad.cai.cam.ac.uk>
Source record: 54411
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.cbm,comp.sys.sinclair

Fixed posting groups.

On Wed, 24 Feb 1999, Richard Wray wrote:

-)1) If you could play any of the classic 8 bit games again what would they
-)be. A top 5 would be good.

Lots of games (in no particular order).

Quazatron on the Speccie (I nearly wrote a version for the Amiga a few years back, but I lost interest, so I ended up with an isometric map like Quazatron with Robots moving around and the ability to move around it and do nothing else).

Spindizzy (Amstrad version).

Scuba Dive (Speccie version).

NetherWorld (Amstrad).

Uridium, Nemesis, Salamander, etc. (a mix of all those games).

Personal Fave: Times of Lore (C64 / Amstrad).

-)2) Which characters (i.e. Jet Set Willy) stick most in your mind.

None really. Games were the focal point back then, not characters (Lara Croft comes to mind). Of course, monty mole and Roland (CPC only) come to mind, but not to any great extent.

-)3) Forgetting 3d, Playstations, N64's and PC's, what updates would you make
-)to old games. Would you improve the graphics for instance?

Of course. Definitely higher resolution and more colours. If these games are to be brought back as near copies of the original for the PC, Acorn, Amiga, etc, then higher resolutions are a must. At least 800x600 for the PC. And a lot of colours! More detailed gfx and more varied gfx come to mind for a lot of games.

Updated sound as well would be cool. No MIDI though, it is worse than a Speccie 48k 1 bit beeper sound. Big fat chunking samples etc.

I saw a '3D' Chuckie Egg last year (looks the same, plays slightly differently :-( ) and that was pretty cool.

-)4) Does anyone know who owns the rights to any old games or characters.

No.

Graham

2379. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: Craig Harrison <Craigster@AmsTech.freeserve.co.uk>
Message-ID: <7b2143$925$1@news6.svr.pol.co.uk>
Source record: 54412
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.sinclair

Richard Wray wrote in message

O.K. Mate here comes the Amstrad CPC/Plus list of 5 greats

<7b1ouqbqi1@plutonium.btinternet.com>...
>I have a few simple questions for all of you.
>
>1) If you could play any of the classic 8 bit games again what would they
>be. A top 5 would be good.

1. Prehistorik 2
2. Pang (Plus/GX4000 Cart)
3. Elite
4. Lemmings
5. Croco Magneto (P.D. game but great fun)

>
>2) Which characters (i.e. Jet Set Willy) stick most in your mind.

Dizzy (an awful game but Code Masters marketed him perfectly)

>
>3) Forgetting 3d, Playstations, N64's and PC's, what updates would you make
>to old games. Would you improve the graphics for instance?

No, the charm of these games is in the presentation, anyway Prehistoric 2
and Pang on the plus machines look every bit as good as the early 16bit
counterparts.

>
>4) Does anyone know who owns the rights to any old games or characters.

Unknown sorry!

>
It would be interesting to here other CPC and 8 bitters views!

Craig

Craigster@AmsTech.freeserve.co.uk

2380. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: Bret Kellihan <bkellihan@earthlink.net>
Message-ID: <7b21sd$b0p$1@murdoch.acc.Virginia.EDU>
Source record: 54413

Just an odd thought, but I know if I had a screwdriver, I could probably change the boards myself?

Maybe someone just had a Rev 'A' with a broken case, and a fried Rev. 'C' cart... A screwdriver... 5 minutes, presto, working BASIC cart.

I know if had been then years ago (when I was a tad younger) and knowing nothing about different revisions I'd do something like that.. heck I'd probably switch them today if gave me a working cart.... but I'd tell you if that's what I was selling you... :)

just a thought,
bret

In article <jGTA2.793$gg1.4385@newse2.tampabay.rr.com>, "Bowling" <mbowlin1@tampabay.rr.com> wrote:

>I have one of the "silver label" carts -- dated 1985 -- yet inside it has "2
>chips mounted to a green board", and it also indicates under the "Command
>Line" test that it is Version "A" (yielding result: 162).
>I guess that means Atari continued to produce Version "A" carts even after
>Versions "B" and "C" carts had begun production. If anyone has a duplicate
>Version "C" cart on hand, I'd still like to either buy or trade for it.
>Please e-mail me if so inclined. Thanks.
>--MB
>
>
>
>VINNIE5757 wrote in message
><19990224073757.06947.00000982@ngol06.aol.com>...
>>
>>The Rev 'A' cart was the standard, old, Brown label cart with yellow
>>lettering.. inside, 2 chips mounted to a green board...
>>
>>the Rev'B' was found in XL's, I believe....
>>
>>Rev 'C' had, as you said, a sliver label with black lettering... inside,
>there
>>is one chip mounted to a pink board...
>>
>>Outside of that, I - as a non-programmer- have never noticed any
>>difference..but now stick to rev 'C'!
>>B'rgds,
>>Vinnie
>>

```
>>"Can't means don't want to!"
>
>
```

2381. Re: Amiga 600 + ScanDoubler

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <919911019mnewsX_velcro_X@netunlimited.net>
Source record: 54414
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.8bit

```
>
> >I run A600 '030 33mhz, 8megs ram, 2.1 gig, OS1.3/2.1/3.1
>
> >Lack of zorrosupport (can be added though)
>
>
> How exactly do you manage this? I'd love to know as I've got an A600 sitting
> here and it would be very useful to be able to run a zorro card on it.
>
> Thanks,
>
> Iain Hallam.
>
```

To respond via email, just delete the X's and underline marks in my address.

2382. Editor/Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: MM <mm@mm.com>
Message-ID: <Ah2B2.341$cQ.1809@news20.ispnews.com>
Source record: 54415

Can someone send me an executable dump of the atari editor/assembler. My
cart just took a crap.
I tried MAC65 but I have no docs. Does mac65 have the debugger built in.
That was a big + on the edt/asm cart.

Thanks
Marc

2383. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990224190307.11476B-100000@vtn1>
Source record: 54416

On Wed, 24 Feb 1999, Anthony Baker wrote:

> Hello,
>
> There was some BASIC command that fixed that problem or some group of
> steps. I can't remember, been too long. All I know is that back when
> all I had was a 1010, I used that "fix" ALL the time.
>
Essentially, you copy the "B" ROM into RAM and then change 16 bytes, most of which replaces existing code with NOP's. I believe the actual addresses and values were published in ANALOG and if someone's really desparate, I'm sure I can find them.

The real question is "Why bother?"--TURBO BASIC is so vastly superior to Atari BASIC (and bug-free) that there's really little need for the Atari version.

John

2384. Re: 800XL controller problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990224190809.11476C-100000@vtn1>
Source record: 54417

On 24 Feb 1999, Tom Randall wrote:

> Greetings fellow Atarians,
>
> I recently noticed a problem with my recently acquired 800XL. When a
> joystick is plugged into the secondary controller port, everything works
> fine except for the "down" direction. I have swapped joysticks so I know
> that the controller itself isn't bad. Any ideas what this could be and
> how fixable it might be?
>
Try looking directly at PORTA with a debug program or you might even get
away with BASIC (i.e. PEEK 54016 while you move the stick).

John

2385. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9902242322230.12748-100000@moose.erie.net>
Source record: 54418

BASIC Rev. C is a single chip on the XL motherboard.

On Thu, 25 Feb 1999, Jon Melbo wrote:

> On Wed, 24 Feb 1999 18:23:09 -0500, "Bret Kellihan"
> <bkellihan@earthlink.net> wrote:
>
> >Just an odd thought, but I know if I had a screwdriver, I could probably
> >change the boards myself?
> >
> >Maybe someone just had a Rev 'A' with a broken case, and a fried Rev. 'C'
> >cart... A screwdriver... 5 minutes, presto, working BASIC cart.
>
> Is BASIC one or two chips on XL motherboards? If two then my guess is
> than an XL owner bought a C cart and swapped the ROMs out for his
> built in ones.
>
>
>
>

2386. Re: Editor/Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: NOSPAM <NOSPAM@HERE.COM>
Message-ID: <7b2klk$4b2$1@fir.prod.itd.earthlink.net>
Source record: 54419

Wheredid you get MAC65?

MM wrote in message ...
>Can someone send me an executable dump of the atari editor/assembler. My
>cart just took a crap.
>I tried MAC65 but I have no docs. Does mac65 have the debugger built in.
>That was a big + on the edt/asm cart.
>
>Thanks
>Marc
>
>

2387. Interested in a Bounty Bob Strikes Back cart?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990224150422.01127.00002109@ng-fp1.aol.com>
Source record: 54420

As luck would have it, I happened to pick up another copy of this great game recently so I'm probably going to sell it. This is the sequel to Miner 2049er for the Atari 400, 800, XL and XE series of 8-bit computers. The cart is loose (no box or docs) but in great shape. The label is clean and completely intact. It has been tested and is in 100% working order. If you're interested, send me an offer. If I don't get offered what I feel it's worth, I'll put it up on eBay. You can check my references here:

http://cgi2.ebay.com/aw-cgi/eBayISAPI.dll?ViewFeedback&userid=scottwozniak

Thanks for looking.

-Scott Wozniak

Remove the "eGETsome" at the end of my address to reply.

2388. Re: Printer Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36d357ad.13932698@news.earthlink.net>
Source record: 54471

On Mon, 22 Feb 1999 21:24:18 -0800, rwoolley@postoffice.pacbell.net
wrote:

>Most (all?) of the Laser printers use PCL as do the DeskJets. You should not
>have too tough of a time upgrading from the older devices. The newer printers
>come with scalable INTERNAL fonts, which means you can do 144 point type from
>your 8-bit with very little effort. They really work well since most of them
>have lots of processor power, leaving your Atari to the important stuff.
>
>Bob

Unless you get a "Win" model printer, or modem, or anything else.
Make sure not to get any hardware that is a "Win ______" anything.

2389. Re: BEST PRINTER FOR ATARI 8-BIT?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36d458d5.14228493@news.earthlink.net>
Source record: 54472

On Mon, 22 Feb 1999 23:27:44 -0500, Jeff Jewell
<jjewell@ix.netcom.com> wrote:

>Jon Melbo wrote:
>
>> I would say the Star NX-10, but that was a bit later than the 800.
>
>I've still got a working Gemini 10X, which, if I'm not mistaken, was the Star
>NX-10's older brother...
>
>Jeff

Indeed it was. The NX-10 was a new and improved model of the Gemini
10-X. Well built printers. The later NX1000 was kind of more cheaply
built.

2390. Re: WTB: OSS Action! 8-bit Computer Language

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36d55966.14373558@news.earthlink.net>
Source record: 54473

On 23 Feb 1999 05:13:38 GMT, kenames@earthlink.net wrote:

>On Mon, 22 Feb 1999 18:31:04, "Don Rae" <donrae@telusplanet.net>
>wrote:
>
>> If anyone has a complete copy of this to sell, please let me know.
>>
>> Thanks,
>> donrae@telusplanet.net
>>
>>
>>
>
>why not get the com file off of the U-Mich archive?
>
>Ken
>

Action! is an OSS bank switched super cart. I have it. I loved it.
I also have a binary file of Action! which actually half-assed works.
But like I said, it doesn't seem to work completely right.

2391. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36d65b73.14898766@news.earthlink.net>
Source record: 54474

On Tue, 23 Feb 1999 22:30:50 GMT, "Bowling" <mbowlin1@tampabay.rr.com>
wrote:

>DOUBTFUL...?
>
>I entered the suggested command line -- for EACH of my BASIC carts in
>turn -- and I got the SAME result: 162, which you indicated meant "Version
>A".
>BUT...how can that be? The cart I have identified as a "Rare" Version C (see
>http://www.geocities.com/~icollect/400rarity.txt) was produced in 1985,
>which should have been long after versions "A" and even "B" were produced.
>Could the "A" version and the "C" versions have been produced concurrently,
>or is your TEST procedure incorrect, or is the "Rarity List" information
>incorrect???

I don't know but I tried that peek on the 3 versions I have. In my
800XL I got the result for version B. I have an old BASIC cart which
I bought because the bugs in it weren't as bad as the bugs in B and
that indeed returned the proper value for rev A. I then did the test
on an emulator which I use a file for the ROM. I was curious what
version of BASIC was imaged for that file. It turns out is the rev C
which is completely bug free (we hope).

2392. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36d75c30.15088051@news.earthlink.net>
Source record: 54475

On Tue, 23 Feb 1999 17:45:10 -0500, "Bret Kellihan"
<bkellihan@earthlink.net> wrote:

>Hmmm....
>
>I'm not sure you'd want to get your hands on Rev. B as it is buggy. It will
>add 16 bytes of code to your file every time you save it, so it grows very
>quickly. Eventually the file will be too large to be read into memory...

Rev A was buggy also. Rev B was to fix the bugs in A, which it did.
But then (so the story goes) whoever fixed A saw something else which
they also assumed was a bug (but actually was not) and went and
"fixed" it too, thus creating that nasty bug in rev B which is
probably worse than the ones in A.

2393. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <vNJA2.540$NU.323629@newse3.tampabay.rr.com>
Source record: 54476

Can you tell me if Rev C cart has any APPEARANCE TRAITS that will visually identify it as DIFFERENT from the Rev A and Rev B carts? For example, is it a "silver" cart? Does it have different script on the label? Different wording? Is there any way to distinguish it other than booting it up and typing the "command line" test?
Thanks,
--MB

2394. Re: BEST PRINTER FOR ATARI 8-BIT?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: alaskan@v-wave.com
Message-ID: <36d7708d.1853198@news.v-wave.com>
Source record: 54477

On Mon, 22 Feb 1999 15:43:51 GMT, "Bowling" <mbowlin1@tampabay.rr.com>
wrote:

>I'd like to hear several opinions on which Printer is BEST for the Atari
>800-class computer, along with the reasons for your choice (reasons can be
>ease of hook-up, compatibility, color capability, quality of output, etc.).
>I'm primarily interested in those Printers which were roughly
>contemporaneous with the Atari 800 itself (so, somewhere in the period of
>1978 to, say, 1992, roughly).
>THANKS!
>--MB
>
If you can get a used one, I'd consider getting a Hewlett Packard
Rugged Writer. Its an Epson 24 pin in disguise with excellent paper
handling. With the proper options it can handle cut sheet AND tractor
fed paper!!!

2395. Re: Bravo Sierra needs your help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36D38101.94C5DBCE@worldnet.att.net>
Source record: 54478
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st

I have personally dealt with Ben and he is a fair and honest businessman, whatever may ave happened most likely was more a misunderstanding then anything.
Ben has been around for a long time and I have never had any problems with him.

Curt Vendel
The Atari Historical Society
http://www.atari-history.com

Benjamin Smith wrote:

> Hello, how are you? Fine I hope!?! I on the other hand could use some
> help... I'm Ben Smith of Bravo Sierra Computers. I sell Atari on the
> InterNet. I've made numerous transactions using the InterNet over the
> years. More than I can count. Now I have someone who is questioning my
> ethics. A deal between us went sour and now my reputation is in
> jeapordy. I admit I could of handled it better. I should of kept my
> cool and refrained from accusing Frank Traut of Character Assassination
> and smearing my reputation. For this I offer my sincerest apologies.
> Still I could use your help. I need some Champions to stand up for me.
> Over the years I've served a number of satisfied customers. Including a
> strong base of repeat customers. I would appreciate it if some of my
> customers would post regarding their experiences dealing with me. I
> need Champions to redeem my reputation in the InterNet NewsGroup:
> alt.atari-jaguar.discussion. And if you have a complaint against me,
> well it's a free country.
>
> ==Thanx==
> ===Ben===
> --
> Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
> DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
> http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
> Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

2396. Atari 400 with Replacement keyboard on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36D3806C.CE68CB62@worldnet.att.net>
Source record: 54479

Hi Everyone,

I've seen a lot of talk about Atari 400's and the interest in a 400
with an upgraded keyboard so I ran across this Ebay auction and thought
I'd post the URL for those interested in obtaining this item, good luck
to all...

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=70322176

Curt Vendel
The Atari Historical Society
http://www.atari-history.com

2397. Re: Bravo Sierra needs your help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: swozniak@aol.com
Message-ID: <19990223234204.24212.00000313@ng01.aol.com>
Source record: 54480

I've talked on the phone a couple of times with Ben when placing an order and he seems professional and helpful. I've never had a problem with him.

-Scott Wozniak

2398. Re: /|\ Atari 8-bit TELNETABLE BBS!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <7b01li$a30$1@nw001t.infi.net>
Source record: 54481

MM wrote in message <3voA2.107$2s3.2439@news20.ispnews.com>...
>I teleneted in quite by accident and was overcome with nostalgia navigating
>around the old-time 8 bit bbs.
>I'd forgotten what it was like!
>
>MArc

Me too... haven't seen an Atari BBS in years. I used to run one here for a
long time. It was really great to see one again... makes me want to pull
out my old bbs - it's backed up on floppies here somewhere.

2399. Re: Bravo Sierra needs your help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <u9NA2.1098$6w4.1395@news.flash.net>
Source record: 54482
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st

Hi my name is Edward Williams
I've delt with this man on several deals whit no concerns whatsoever
he's a good honest businessman trying to make a living and i'll support him
100%
Thanks
Edward Williams
tchermok@flash.net

In article <7avt07$4dh$1@user1.teleport.com>, bensmith@user1.teleport.com
(Benjamin Smith) wrote:

> Hello, how are you? Fine I hope!?! I on the other hand could use some
> help... I'm Ben Smith of Bravo Sierra Computers. I sell Atari on the
> InterNet. I've made numerous transactions using the InterNet over the
> years. More than I can count. Now I have someone who is questioning my
> ethics. A deal between us went sour and now my reputation is in
> jeapordy. I admit I could of handled it better. I should of kept my
> cool and refrained from accusing Frank Traut of Character Assassination
> and smearing my reputation. For this I offer my sincerest apologies.
> Still I could use your help. I need some Champions to stand up for me.
> Over the years I've served a number of satisfied customers. Including a
> strong base of repeat customers. I would appreciate it if some of my
> customers would post regarding their experiences dealing with me. I
> need Champions to redeem my reputation in the InterNet NewsGroup:
> alt.atari-jaguar.discussion. And if you have a complaint against me,
> well it's a free country.
>
>
> ==Thanx==
> ===Ben===
> --
> Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
> DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
> http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
> Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or
> ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading
Post

2400. (Miserable PC keyboards) Re: XEGM Keyboard to 130X

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: mmontcha@OregonVOS.net
Message-ID: <7b0acj$ruf@ednet2.orednet.org>
Source record: 54483

In a previous article, macfalkner@aol.com (MacFalkner) says:
>Most (since the last years all) of the pc keyboards have an ghosting
>software algorithm to detect more than one keypress at the same time.
>This algorithm can detect exactly 3 (of 4 in a matrix) separated keys.
>The keyboard sends an "make code" for every keypressing and an "break
>code" for every keyrelease.

Does this explain why most PC keyboards (the ones that I have tried so
far) have such a miserable "feel" to them? Is this why so many are so
poorly debounced?

--

2401. Re: SpartaDos

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990224000027.27230C-100000@vtn1>
Source record: 54484

On Tue, 23 Feb 1999, MM wrote:

> anyone know where i can get docs or info on spartados? I just got a usd
> 1050 and want to check out the ulrtraspeed. how do i format with sdos?
>
Run XINIT.COM and follow the prompts. I really doubt you'd need docs for
the majority of the Sparta functions; especially if you are familiar with
MS-DOS.

John

2402. Re: Bravo Sierra needs your help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: "Gary T. DuVall" <sidg@sidg.net>
Message-ID: <7b0glp$7e3$1@nnrp1.dejanews.com>
Source record: 54485
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st

In article <36D38101.94C5DBCE@worldnet.att.net>,
cvendel@worldnet.att.net wrote:
> I have personally dealt with Ben and he is a fair and honest businessman,

whatever may ave happened most likely was more a misunderstanding then
anything.

> Ben has been around for a long time and I have never had any problems with
him.

> Curt Vendel
> The Atari Historical Society
> http://www.atari-history.com

Ditto, I dealt with him as well, and everything went fine. :)

Gary T. DuVall
Sanctuary Internet Design Group
http://www.sidg.net

> Benjamin Smith wrote:
>
> > Hello, how are you? Fine I hope!?! I on the other hand could use some
> > help... I'm Ben Smith of Bravo Sierra Computers. I sell Atari on the
> > InterNet. I've made numerous transactions using the InterNet over the
> > years. More than I can count. Now I have someone who is questioning my
> > ethics. A deal between us went sour and now my reputation is in
> > jeapordy. I admit I could of handled it better. I should of kept my
> > cool and refrained from accusing Frank Traut of Character Assassination
> > and smearing my reputation. For this I offer my sincerest apologies.
> > Still I could use your help. I need some Champions to stand up for me.
> > Over the years I've served a number of satisfied customers. Including a
> > strong base of repeat customers. I would appreciate it if some of my
> > customers would post regarding their experiences dealing with me. I
> > need Champions to redeem my reputation in the InterNet NewsGroup:
> > alt.atari-jaguar.discussion. And if you have a complaint against me,
> > well it's a free country.
> >
> > ==Thanx==
> > ===Ben===
> > --
> > Atari ST and Classic 8 Bit, Hardware, Software, & Accessories.
(503)256-9974.
> > DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage
at

> > http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by
and
> > Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or
ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading
Post
>
>

CC: This post is closed-captioned for the hearing-impaired.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2403. Re: (Miserable PC keyboards) Re: XEGM Keyboard to 130X

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19990224055244.20548.00001996@ngol03.aol.com>
Source record: 54486

Im Artikel <7b0acj$ruf@ednet2.orednet.org>, mmontcha@OregonVOS.net schreibt:

>In a previous article, macfalkner@aol.com (MacFalkner) says:
>>Most (since the last years all) of the pc keyboards have an ghosting
>>software algorithm to detect more than one keypress at the same time.
>>This algorithm can detect exactly 3 (of 4 in a matrix) separated keys.
>>The keyboard sends an "make code" for every keypressing and an "break
>>code" for every keyrelease.
>
>Does this explain why most PC keyboards (the ones that I have tried so
>far) have such a miserable "feel" to them? Is this why so many are so
>poorly debounced?

No. The 'feeling' of a keyboard depends on the mechanical characteristics. Most (cheap) keyboards doesnt have microswitches (there are only some foils and the pvc sliders), therefore you cant feel an exact presspoint. This has nothing to do with the keyboard included microcontroller or the software that runs on it.

If you want a good pc keyboard you must invest something more. Look for a keyboard with real microswitches. Go to a computer shop and try out. Im sure you find one wich feels good and im sure that will not be the cheapest... :-))

bye, MacFalkner

http://members.aol.com/MacFalkner

2404. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-24 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990224073757.06947.00000982@ngol06.aol.com>
Source record: 54487

The Rev 'A' cart was the standard, old, Brown label cart with yellow lettering.. inside, 2 chips mounted to a green board...

the Rev'B' was found in XL's, I believe....

Rev 'C' had, as you said, a sliver label with black lettering... inside, there is one chip mounted to a pink board...

Outside of that, I - as a non-programmer- have never noticed any difference..but now stick to rev 'C'!
B'rgds,
Vinnie

"Can't means don't want to!"

2405. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990225012332.4483C-100000@vtn1>
Source record: 54338

On Thu, 25 Feb 1999, Bowling wrote:

> Ummm...Out of some sort of sense of tradition or nostalgia, maybe? After
> all, if we all adopted the "best", "fastest", or "most advanced" methods of
> programming or computing, we'd all just toss our Ataris and use 450mhz PCs,
> now, wouldn't we?

No, we wouldn't. If we wanted (and could afford) the "best", "fastest" and
most "advanced" generally available machines, we'd buy Power Mac's.

John

2406. Catridges

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <36D51989.D174B845@asw.cz>
Source record: 54339

Hell-o!

1) Is it possible to open cartridge case without breaking it? (I have
some XEGS carts and I wanna to look inside).

2) Is anybody here who has 'bigger' carts - e.g. Flight Simulator, Ace
of Aces and is able to make binary images of them?

Bye,
Jindroush (kubecj@asw.cz) See http://www.asw.cz/~kubecj

2407. Re: Editor/Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990225012730.4483D-100000@vtn1>
Source record: 54340

On Wed, 24 Feb 1999, MM wrote:

> Can someone send me an executable dump of the atari editor/assembler.

Yes, if you really want it but the loader I wrote for it is only
guaranteed to work under Sparta.

> I tried MAC65 but I have no docs.

Use it as you would the Editor/Assembler--it is fully compatible--just
adds a lot of other features.

> Does mac65 have the debugger built in.

Disk versions: no; cartridge, yes.

> That was a big + on the edt/asm cart.

Sheer laziness causes me to use the DDT built into the MAC/65 cart. I
believe the debugger (is that really a word?) included with the MAE
assembler is probablty superior.

My own preference is MAC/65 (disk version) with a variety of debug and
"hacking" type programs. I like the disk version because it doesn't cause
a reboot on my MIO-equipped computer when I hit Reset (the cartridge
does--all the time).

John

2408. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: jollyd@xtetraworld.com
Message-ID: <919936696.15445.2.nnrp-09.c2d9cf02@news.demon.co.uk>
Source record: 54341
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

Jeff Jewell wrote this. Honest guv!

<snip>
>2) Robotron 2084, Atari 800 - Love this game. I duct tape two Wico sticks to
a
>board to play this thing as it was intended. A couple years ago, when I
played
>a bit more often, I could play as long as I felt like it: the game couldn't
>kill me.

I've got the arcade version of this emulated on the Playstation, on
Williams Arcade Classics. It's still an absolute blinder of a game,
and seems to suit the Playstation pad very well.
--
****
* Derek Jolly (jollyd@xtetraworld.com) (Remove the 'x' for e-mail) *
* Currently playing: PSX: Pro Pinball: Big Race USA, N64: Zelda *
****

2409. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: jollyd@xtetraworld.com
Message-ID: <919936887.15445.3.nnrp-09.c2d9cf02@news.demon.co.uk>
Source record: 54342
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.cbm,comp.sys.sinclair

Capper wrote this. Honest guv!

>Rick Dangerous (the
>guy that really spawned Tomb Raider...)

Considering both were written by Core Design, it's not really that
surprising. :) (Although Prince of Persia must've had a pretty big
influence on Tomb Raider as well).
--
****
* Derek Jolly (jollyd@xtetraworld.com) (Remove the 'x' for e-mail) *
* Currently playing: PSX: Pro Pinball: Big Race USA, N64: Zelda *
****

2410. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Graham Goring <graham@dukeVOMITtastrophy.demon.co.uk>
Message-ID: <Mb52TVAAMT12Ew5L@duketastrophy.demon.co.uk>
Source record: 54343
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

In article <ant2501411cbWhac@binliner.demon.co.uk>, Liam Gretton
<liam@binliner.demon.co.uk> writes
>In article <ant242300313WWT7@whib.online.be>, Manu_T
><URL:mailto:Manu_T@writeme.com> wrote:
>> The Arcade games run by mame are usually nice things. It's just a shame
>> that most of the moe intresting stuf is way to slow to be enjoyable (even
>> on SA)
>
>Yes, I agree. My all-time favourites are Joust and Time Pilot '84. Nothing
>really needs to be done to the graphics (though higher res would be
>appreciated), but native versions would be nice.

TP84 blew me away in the arcades. I seem to remember it having FAR
better graphics than it actually has... But I love those 360ï¿½ shooters
with ground emplacements and the like. That's why I love Dyzonium on
the SAM Coupï¿½.

Graham Goring

--

/===\
| If you'd like to see a game with the depth of gameplay of Elite and |
| Frontier on the PlayStation, then please sign the petition by |
| sending a mail headed "Elite/Frontier Petition", including your |
| FULL name and E-Mail address to: petition@duketastrophy.demon.co.uk |
\==========Or do you *really* want another Wing Commander?==========/

To reply please clean the VOMIT from my return address...

2411. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: AndyC <a.p.cadley@uea.ac.uk>
Message-ID: <7b3bs8$bii@cpca3.uea.ac.uk>
Source record: 54344
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.sinclair

Craig Harrison wrote in message <7b2143$925$1@news6.svr.pol.co.uk>...
:
:Richard Wray wrote in message
:
:O.K. Mate here comes the Amstrad CPC/Plus list of 5 greats

:1. Prehistorik 2

I prefer Fluff, although it's easier to complete.

:4. Lemmings

Damn. How could I forget that. Played it too much on the Amiga/SNES/PC I
guess.

:Dizzy (an awful game but Code Masters marketed him perfectly)

How can anyone not like Dizzy? It was brilliant and certainly the
predecessor of all those point and click adventures that are still
hugely popular.

:It would be interesting to here other CPC and 8 bitters views!

See elsewhere. :)

AndyC

2412. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y4soak7p4.fsf@co.umist.ac.uk>
Source record: 54345

"John K. Picken" <yg473@victoria.tc.ca> writes:
> The real question is "Why bother?"--TURBO BASIC is so vastly superior to
> Atari BASIC (and bug-free) that there's really little need for the Atari
> version.

Errmmm... I don't think Turbo Basic is bug free (even without taking
the compiler into consideration). It does tend to get a bit screwy
when programs get big. I know there is a problem with strings when
you have a lot of strings/variables. The way around that is to do a
LIST/NEW/ENTER cycle (hmmm.. where have I heard *that* before? ;) which
rearranges the variable table, but then the problem might re-appear
somewhere else.

Also Turbo Basic uses the RAM under the OS, so won't work with
anything else that does that too (most versions of SpartaDos, DOS-XE,
etc). But I do agree that TB is superior to Atari BASIC for most things.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

2413. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: ¬¬ Briggsy ¬¬ <gb226@cam.ac.uk>
Message-ID: <Pine.LNX.4.10.9902251330270.31298-100000@door.acad.cai.cam.ac.uk>
Source record: 54346
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.cbm,comp.sys.sinclair

On Thu, 25 Feb 1999, Jason wrote:

-)Briggsy:
-)> NetherWorld (Amstrad).
-)Nah, C64. 50FPS and that kick arse digi assisted tune on the titles.
-)=-)

Both version were way better than the ST version! I liked the Amstrad colour scheme for it as well, better than the C64s.

I personally think that if games were to be updated for modern systems, then games which cannot be obtained via mame should have priority!

-)What about that ****ing egg? I may hate his yolk but Dizzy was a known
-)on most formats...

I _had_ forgotten about Dizzy, now I have remembered it, thank you so very much. =-) At least I can't remember the music, although I know it was very annoying.

-)Richard Wray:
-)> 3) Forgetting 3d, Playstations, N64's and PC's, what updates would you
-)> make to old games. Would you improve the graphics for instance?
-)Briggsy:
-)> Of course. Definitely higher resolution and more colours. If these
-)> games are to be brought back as near copies of the original for the
-)> PC, Acorn, Amiga, etc, then higher resolutions are a must.
-)> Updated sound as well would be cool. No MIDI though, it is worse than
-)> a Speccie 48k 1 bit beeper sound. Big fat chunking samples etc.

Except for the really good games (i.e. the later ones). I forgot to point that out. Also those MSX2+ games which look pretty good, except I cannot get fMSX to work under Linux, (well it works, and then it cacks up). But those old 2 colour spectrum games and lo-res CPC + C64 games would like a nice resolution boost, and colour boost! Remember what a lo-res game looks like on a modern PC monitor (argh!). Of course if these games were to be produced for something that displayed on a TV, then the resolution is not a worry.

Shame that there are so many great old 8bit games out there that could be ported to more modern systems, but there isn't the time. I suppose writing them now would be easier though, less constraints (like memory, speed) to worry about, so straight C and standard sprite libraries should suffice. Still need graphics and sound artists though!

-)[Points at Briggsy]
-)With him, Screamtracker sound support, please. =-)

Yay! You have agreed with me for once!

=-)

Graham

2414. Re: Catridges

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <919953691mnewsX_velcro_X@netunlimited.net>
Source record: 54347

As I kid, I opened up 2600 cartridges (yeah I know that's a lt haha) and it
is hard to put them back together. So I would not recommend it, Jin!

vs

>
> Hell-o!
>
> 1) Is it possible to open cartridge case without breaking it? (I have
> some XEGS carts and I wanna to look inside).
>
> 2) Is anybody here who has 'bigger' carts - e.g. Flight Simulator, Ace
> of Aces and is able to make binary images of them?
>
> Bye,
> Jindroush (kubecj@asw.cz) See http://www.asw.cz/~kubecj

To respond via email, just delete the X's and underline marks in my address.

2415. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <EXcB2.2018$gg1.7814@newse2.tampabay.rr.com>
Source record: 54348

ARRRGGGHHHHH!!!!! Apple????!!! APPLE????!!!! NEVER!!!! I'd burn
my computers, bulldoze my house, abandon my familily, and move into a cave
in the south of France first!!!
--MB

John K. Picken wrote in message ...
>
>
>On Thu, 25 Feb 1999, Bowling wrote:
>
>> Ummm...Out of some sort of sense of tradition or nostalgia, maybe? After
>> all, if we all adopted the "best", "fastest", or "most advanced" methods
of
>> programming or computing, we'd all just toss our Ataris and use 450mhz
PCs,
>> now, wouldn't we?
>
>No, we wouldn't. If we wanted (and could afford) the "best", "fastest" and
>most "advanced" generally available machines, we'd buy Power Mac's.
>
>John
>
>

2416. Re: BEST PRINTER FOR ATARI 8-BIT?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <X1dB2.2021$gg1.7706@newse2.tampabay.rr.com>
Source record: 54349

Hey! Great responses from everyone. I'm curious if anyone has any GOOD (or BAD) experiences with the Atari 1027 "Letter Quality" Printer? What quirks/attributes did you find noteworthy?
--MB

2417. COMPUTE!'s "BEST OF ATARI" (4/8/88) issue?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <M8dB2.2026$gg1.7828@newse2.tampabay.rr.com>
Source record: 54350

Hi!
I own this issue of COMPUTE! magazine (dated April 8, 1988, it was titled "COMPUTE!'s Best of Atari"). It came with a software DISK inside, which is lost (contained SpeedScript, and other programs).
Does anyone have this original Disk, that I can BUY? Or, If you own it, but don't want to sell it, can I possibly obtain a COPY?
Thanks,
--Mark

2418. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: mangobanana@my-dejanews.com
Message-ID: <7b3sfe$1iv$1@nnrp1.dejanews.com>
Source record: 54351
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st

In article <Pine.LNX.4.10.9902251330270.31298-100000@door.acad.cai.cam.ac.uk>,
=?ISO-8859-1?Q?=AC=AC_Briggsy_=AC=AC?= <gb226@cam.ac.uk> wrote:
> On Thu, 25 Feb 1999, Jason wrote:
>
> -)Briggsy:
> -)> NetherWorld (Amstrad).
> -)Nah, C64. 50FPS and that kick arse digi assisted tune on the titles.
> -)=-)
>
> Both version were way better than the ST version! I liked the Amstrad
> colour scheme for it as well, better than the C64s.
>

Surely the best computer game music of all time...

> I personally think that if games were to be updated for modern systems,
> then games which cannot be obtained via mame should have priority!
>

Someone somewhere ported Lords of Midnight from the Speccy to the PC, but that
was just a direct port. The PC version of Netherworld was crap, BTW...

> -)What about that ****ing egg? I may hate his yolk but Dizzy was a known
> -)on most formats...
>
> I _had_ forgotten about Dizzy, now I have remembered it, thank you so very
> much. =-) At least I can't remember the music, although I know it was very
> annoying.
>

Did anyone actually finish those games? (Treasure Island Dizzy was so anoying
because you had only one life...) And collect all the coins as well?

Regards,
Dave

Email me at morgoth@valinor.freeserve.co.uk
==========
WWW:http://www.geocities.com/SunsetStrip/Alley/5885/index.html
(The Legions of the Black Moon - the unofficial Bal-Sagoth homepage)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2419. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Craig Harrison <Craigster@AmsTech.freeserve.co.uk>
Message-ID: <7b3qv5$6h3$1@news5.svr.pol.co.uk>
Source record: 54352
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.sinclair

AndyC wrote in message <7b3bs8$bii@cpca3.uea.ac.uk>...
>
>Craig Harrison wrote in message <7b2143$925$1@news6.svr.pol.co.uk>...
>:
>:Richard Wray wrote in message
>:
>:O.K. Mate here comes the Amstrad CPC/Plus list of 5 greats
>
>:1. Prehistorik 2
>
>I prefer Fluff, although it's easier to complete.

No Prehistorik 2 has the title (although Fluff was excellent too) by the
way, I have finnally found a way of getting Prehistorik 2 & Super Cauldron
on to 3" disc from the dsk images on the web, here goes...

1. Down load the images, play them on the Emulator no probs,
2. get your CPC/Plus COPY MOD'ed
3. Buy Xexor v2.6
4. Copy .DSK's to 3.5" floppies with CPDWRITE.EXE
5. Buy a 3.5" floppy drive for you CPC/Plus
6. Backup from B to A using Xexor with the commands D B,A [Enter] BACKUP Q
[Enter]
7. load the game on CPC/Plus from drive A

>
>:4. Lemmings
>
>
>Damn. How could I forget that. Played it too much on the Amiga/SNES/PC I
>guess.

A very forgettable game (not) you should be ashamed ov yourself! ;-)
>
>:Dizzy (an awful game but Code Masters marketed him perfectly)
>
>
>How can anyone not like Dizzy? It was brilliant and certainly the
>predecessor of all those point and click adventures that are still
>hugely popular.

I'm not a fan of dizzy, No.1 was O.K. but by the time we reached No.7 the
gameplay was wearing a little thin! Seymour was better and faster moving
(Just)

>
>:It would be interesting to here other CPC and 8 bitters views!
>
>
>See elsewhere. :)
>
>AndyC
>

2420. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: rvdm@wirehub.nl
Message-ID: <36d56669.26742172@news.wirehub.nl>
Source record: 54353
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

On Wed, 24 Feb 1999 20:55:08 -0000, "Richard Wray"
<richard.wray@btinternet.com> wrote:

>I have a few simple questions for all of you.

Hmmm....do you want simple answer too ?? hehehe

>1) If you could play any of the classic 8 bit games again what would they
>be. A top 5 would be good.

Metal Gear (MSX, Konami co., Ltd / www.konami.com)
Ancient Ys Saga (Part 1 and 2 that is, MSX, Nihon Falcom co. /
www.falcom.com)
JetPac (Spectrum, Ultimate games)
RuneMaster (MSX, Compile co., japan / www.compile.co.jp)
Daiva IV (MSX, T&E Soft)

>2) Which characters (i.e. Jet Set Willy) stick most in your mind.

Solid Snake (metal gear series)
Adol Kristin, Lilia (Ys series)
Latok, Fray, Pixie (Xak Series)
Joe Kowalski (Blow Up)
The Konami Penguin (Antarctic adventure, penguin adventure, parodius)
The Snatcher Cast (Snatcher, SD Snatcher)

>3) Forgetting 3d, Playstations, N64's and PC's, what updates would you make
>to old games. Would you improve the graphics for instance?

Yep I would, I read some comments that it would ruin the atmosphere in
the games, mmmm if you do it well you won't......imagine the old Metal
Gear with higher resolution and real time lighting effects.....I would
boost the sound too...

>4) Does anyone know who owns the rights to any old games or characters.

In most cases the rights on characters are owned by either the
publisher or the developer.....Like most people would say Crash
Bandicoot is owned by SCEA, which isn't true....Crash is legal
property of Naughty Dog Inc. (LA). Anyway, most companies that made
the classics are still in bussiness....and so they will still have the
rights to both the games as the characters. The only exceptions I know
are T&E Soft, which doesn't exist anymore, Ultimate games, they
changed there name to Rareware Ltd. in 1986, dunno if they kept the
rights on their older games (JetPac, KnightLore, Alien-8)

Compile went bankrupt, but restarted half a year later....and since
they are making a new Puyo game I would say they still have their
rights.....and T&E Soft was a Matsishita company....not sure who owned
the rights to their games.....

>Answer back soon

Hope that was of any help.....open for further questions

Ruud van de Moosdijk
Engine Software BV

2421. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: rvdm@wirehub.nl
Message-ID: <36d57123.29489141@news.wirehub.nl>
Source record: 54354
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

On Thu, 25 Feb 1999 15:46:41 GMT, rvdm@wirehub.nl (RHJL van de Moosdijk) wrote:

[....
>Compile went bankrupt, but restarted half a year later....and since
>they are making a new Puyo game I would say they still have their
>rights.....and T&E Soft was a Matsishita company....not sure who owned
>the rights to their games.....]

Small correction, that would be Matsushita.....not Matsishita :))
sorry Takiharu !

Ruud

2422. Robotron control (was Re: Calling All Retro Gamers)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Ted O'Neill <toneill@best.com>
Message-ID: <36D57386.EE3E8B3A@best.com>
Source record: 54355
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

In order to get dual sticks on the 7800, I took apart two standard 2600 sticks and reversed up and down. Then, I hold the base of each stick in one hand and put the top of the stick on the floor or whatever I'm sitting on. Carpet or upholstery works best.

You can try it without modifying the controllers to see what I mean, but when I did this, I just couldn't reverse up and down in my brain no matter how hard I tried. (I even tried thinking of my little man as a gun site and pretended I was flying a plane, but then his shots seemed like they were coming toward me!) Oh well.

Don't laugh (at least, not too hard) until you try it!

Derek Jolly wrote:
>
> Jeff Jewell wrote this. Honest guv!
>
> <snip>
> >2) Robotron 2084, Atari 800 - Love this game. I duct tape two Wico sticks to
> a
> >board to play this thing as it was intended. A couple years ago, when I
> played
> >a bit more often, I could play as long as I felt like it: the game couldn't
> >kill me.
>
> I've got the arcade version of this emulated on the Playstation, on
> Williams Arcade Classics. It's still an absolute blinder of a game,
> and seems to suit the Playstation pad very well.
> --
> **
> * Derek Jolly (jollyd@xtetraworld.com) (Remove the 'x' for e-mail) *
> * Currently playing: PSX: Pro Pinball: Big Race USA, N64: Zelda *
> **

2423. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <36D575AB.43038E5B@ix.netcom.com>
Source record: 54356
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

Derek Jolly wrote:

> Jeff Jewell wrote this. Honest guv!
> >2) Robotron 2084, Atari 800 - Love this game. I duct tape two Wico sticks to

>
> I've got the arcade version of this emulated on the Playstation, on
> Williams Arcade Classics. It's still an absolute blinder of a game,
> and seems to suit the Playstation pad very well.

I've seen this, but I hesitated. I don't like the PSX game pads much, I use the Dual Shock which has an almost joystick-y feel to it. But the Robotron PSX package I saw said it wouldn't work with the Dual Shock.

Can you run/shoot diagonally? That's my beef with the MAME version, it's REAL hard to do that.

Jeff

2424. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Craig Harrison <Craigster@AmsTech.freeserve.co.uk>
Message-ID: <7b3sgu$7em$1@news5.svr.pol.co.uk>
Source record: 54357
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.sinclair

Hi,

Now this question really has got me thinking!

What 8bit game did I really enjoy and still play, other than my top 5 listed earlier in this thread here is a list of other titles that just missed out on the CPC/Plus....

Rainbow Islands,
Klax,
Super Tetris (P.D.),
Nigel Mansells World Championship
Continental Circuis
Titus the Fox (The first game to really show how good CPC grafix cood look)
The Blues Brothers
Hudson Hawk
Switchblade (Cartridge)
Stryker in the Crypts of trojan

The list goes on for ever!!

Thanx

Craig

Craigster@AmsTech.freeserve.co.uk

2425. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <zteB2.2458$NU.1277900@newse3.tampabay.rr.com>
Source record: 54358

Well...okay, maybe I was a bit too harsh...
I'd probably take my family WITH me to the cave in the south of France....
--MB

>No, we wouldn't. If we wanted (and could afford) the "best", "fastest" and
>most "advanced" generally available machines, we'd buy Power Mac's.
>
>John
>
>

2426. Re: Editor/Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: john Smith <js@ks.com>
Message-ID: <VFeB2.56$qU5.207@news20.ispnews.com>
Source record: 54359

NOSPAM wrote in message <7b2klk$4b2$1@fir.prod.itd.earthlink.net>...
>Wheredid you get MAC65?
>
>

Go to XL search www.newbreedsoftware.com/xlsearch
and type in MAC65.

2427. Re: Atari 400 KEYBOARD

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7b410v$5vs$1@nnrp1.dejanews.com>
Source record: 54360

Whenever anyone saw my 400, they said something to the effect of "How can you TYPE on that thing?!" It doesn't look easy, but once you get used to it, you can fly! I actually had trouble getting used ot a "regular" keyboard when I got my 800XL!

In article <XtYA2.1169$gg1.4815@newse2.tampabay.rr.com>,
"Bowling" <mbowlin1@tampabay.rr.com> wrote:
> My 2 centsworth:
> I own an Atari 800. I am thinking about also buying an Atari 400 (already
> upgraded to 48k, or else I'll do it myself).
> Personally, I LOVE the Atari 400's membrane keyboard...it's what makes it
> unique! You will never have to disassemble your original 400 keyboard to
> clean between the keys. Also, the 400 is light and compact. The membrane
> keyboard is a masterpiece, and THAT'S the main feature that would cause me
> to ever want to buy one!
> --MB
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2428. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: jollyd@xtetraworld.com
Message-ID: <919960477.25847.2.nnrp-09.c2d9cf02@news.demon.co.uk>
Source record: 54361
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

```
Jeff Jewell wrote this. Honest guv!
>
>Derek Jolly wrote:
>
>> Jeff Jewell wrote this. Honest guv!
>> >2) Robotron 2084, Atari 800 - Love this game. I duct tape two Wico sticks
to
>
>>
>> I've got the arcade version of this emulated on the Playstation, on
>> Williams Arcade Classics. It's still an absolute blinder of a game,
>> and seems to suit the Playstation pad very well.
>
>I've seen this, but I hesitated. I don't like the PSX game pads much, I use
the
>Dual Shock which has an almost joystick-y feel to it. But the Robotron PSX
>package I saw said it wouldn't work with the Dual Shock.
>
>Can you run/shoot diagonally? That's my beef with the MAME version, it's REAL
>hard to do that.

Yep, no problem. Diagonals for both directions and shooting are pretty
easy with the layout of the PSX pad, I find. I certainly don't have
any problem with it.
--
**********************************************************************
* Derek Jolly (jollyd@xtetraworld.com) (Remove the 'x' for e-mail) *
* Currently playing: PSX: Pro Pinball: Big Race USA, N64: Zelda *
**********************************************************************
```

2429. Re: Atari 400 KEYBOARD

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7b4152$640$1@nnrp1.dejanews.com>
Source record: 54362

As an Allen-Bradley tech support guy, I have to ask.. Using a 600XL for an industrial controller? Please let us know what you're doing with them!

In article <a9_A2.275$Vg.1013@news.flash.net>,
"Edward Williams" <tchermok@flash.net> wrote:
> hey I agree i've refitted a number of 600xl's with the 400 keyboard upgraded
> to 256K and use them as industrial controllers with my SIO>IDE adapters
> equip them with 200Mb Hard Drives and CD ROMS and you have a Very Very low
> cost Controller =)
>
> Good to see someone else likes the Keyboard
> Edward Williams
>
> ----------
> In article <19990224152345.00946.00002565@ng-fb1.aol.com>,
> vinnie5757@aol.comnospam (VINNIE5757) wrote:
>
> >>t. The membrane
> >>keyboard is a masterpiece, and THAT'S the main feature that would cause me
> >>to ever want to buy one!
> >
> > I love it... This is great!!!
> >
> > Ok..I'll agree.. partially... but I'm not giving in.. in case this is a
secret
> > ploy in getting me to reinstall my membrane and giving away my B-Key
> 400!!!!!!!
> > ;-)
> > B'rgds,
> > Vinnie
> >
> > "Can't means don't want to!"
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2430. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Ben James O'Shea <Ben@lundy.demon.co.uk>
Message-ID: <nbqaJFAPIX12Ewch@lundy.demon.co.uk>
Source record: 54363
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

In article <7b1ouqbqi1@plutonium.btinternet.com>, Richard Wray
<richard.wray@btinternet.com> writes
>I have a few simple questions for all of you.
>
>1) If you could play any of the classic 8 bit games again what would they
>be. A top 5 would be good.
>
The BBC is the king of 8bit games

1. Castle Quest - Best arcade adventure ever made
2. Missile Control
3. Arcadians
4. Yie Ar Kung Fu
5. Dare Devil Dennis
6. Exile (this could be a brilliant conversion)

>2) Which characters (i.e. Jet Set Willy) stick most in your mind.

Repton must be the most famous.
>
>3) Forgetting 3d, Playstations, N64's and PC's, what updates would you make
>to old games. Would you improve the graphics for instance?

Every conversion which has improved the graphics has lost a great deal
of gameplay. The only truly brilliant game evolution is Spheres of
Chaos - much more fun than Asteroids.
>
>4) Does anyone know who owns the rights to any old games or characters.

People without much else going for them.
--
Ben James O'Shea

2431. Re: 800XL controller problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7b414a$5an$1@alexander.INS.CWRU.Edu>
Source record: 54364

Even tho you checked the joy port with two joysticks, it isn't
hard to take out the screws and open up the joystik. It is
common for one or more of the wires to come off the tabs inside.
You could check for that.
Russg

2432. Re: 800XL controller problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Don Rae <donrae@telusplanet.net>
Message-ID: <xOgB2.4008$5p5.1751@news1.telusplanet.net>
Source record: 54365

If you have a bad pin on the computer side, you might check the following
things:

1) See if the pin is pushed in/bent
2) Open up the XL and examine the port connections. I can't remember if
this stuff was solderable or not...you'd just have to take a look.

Tom Randall wrote in message <7b1ten$42p@chronicle.concentric.net>...
>Greetings fellow Atarians,
>
>I recently noticed a problem with my recently acquired 800XL. When a
>joystick is plugged into the secondary controller port, everything works
>fine except for the "down" direction. I have swapped joysticks so I know
>that the controller itself isn't bad. Any ideas what this could be and
>how fixable it might be?
>Thanks in advance for any info.
>
>
>--
>-----BEGIN PGP PUBLIC KEY BLOCK-----
>Version: 2.7b
>
>mQCNAi8lV40AAAEEANjvxkyUTAINwmAxAEBFn7RfC4SMURO4ZkTHxZO94KyI+grU
>kI+H8khthUHQRpVznw9Mz76m+crOU87N7XITK1gcN8KRwDFHYZCsytxC9ZSdkFHw
>7KrIwpTAfCvgDfAcJ0rW5ZNRDqaHaKfNZVG4cgzw4j3q99hV9tnpdDLd+Z4BAAUR
>tBtUb20gUmFuZGFsbCBrZjZkZHRAY3Jpcy5jb20=
>=Pxxx
>-----END PGP PUBLIC KEY BLOCK-----

2433. Re: atari 600xl problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <36d5cdfa.3563423@news.wxs.nl>
Source record: 54366

On Fri, 19 Feb 1999 20:17:00 GMT, sysop*marius@stackbbs.xs4all.nl
(Sysop*marius) wrote:

>Ernest Schreurs wrote:
>
>>600XL don't have video output
>
>I've heard someone saying this
>before... but I don't understand:
>
>My STOCK 600XL is hooked up with a
>monitor plug to a VIDEO-composite
>monitor. It works fine...
Indeed my 600 XL machines also have a monitor jack.
Maybe I was just confusing them with 400 machines.
Then again it looks like "domestic" 600 XL machines
do not have a video output.

>>I store the data at 820 baud
>
>Is this system improvable so I can
>save the audio at 19k2 on a MINI DISK
>or rewritable AUDIO CD? Which
>hardware is needed to fix this idea
>into a working print? I guess there
>should be a new handshaking and
>checksum system to get baudrates like
>19k2 and up :-(...

820 baud is the maximum baud rate the standard OS supports.
The quality of the FSK decoder inside the cassette units (like
the XC12 and 1010 etc.) appears to be unable to make a
reliable data signal out of such high baud rates.
Why would you want to save the audio on a MD or CD?
you can *not* input audio into the XL/XE. The audio
is converted to digital data bits on the SIO bus by the
FSK decoder inside the cassette unit. You would have
to make some sort of audio input on your cassette unit.
Besides, with the wav2cas program, you can convert
the audio to a .cas file. Then you could convert that to
an ATR again, and load it at 19.200 with APE or SIO2PC
provided you change the boot code. If you can patch the
OS, you can load the tape from a PC at 19.200.
Maybe some boot code can make this patch on a XL/XE.

There seem to be cassette units (modified) that get up to
a baud rate of 2000 i.e. the Turbo 2000.

There is no handshaking with cassette units, they just read
data and never acknowledge it.

2434. Re: www.atari-history.com

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36ACFC65.58FD167F@worldnet.att.net>
Source record: 54367

We transitioned to a new server yesterday so there were some hiccups,
the site is resynchronized from a local backup and is online again.

Thanks for your patience.

Curt Vendel
The Atari Historical Society
http://www.atari-history.com

Bret Kellihan wrote:

> What happened to it???

2435. Classic Computer-Console-[UltraHle] & Arcade [MAME] Emulation Page & More

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: MrNukem <dontspammenetrunnr68@yahoo.com>
Message-ID: <36D60B27.94D4C6B@yahoo.com>
Source record: 54368
Cross-posted to: comp.emulators.game-consoles,alt.binaries.emulators,comp.sys.atari.8bit,alt.games,alt.games.mame,uk.games.misc,alt.games,alt.games.video.emulation,alt.make.money,pdx.games

http://home.paclink.com/users/netrunnr/

Classic Computer-Console-[UltraHle] & Arcade [MAME] Emulation
Online Shopping Center
Online Casinos[Win $$$]-Java-Shockwave & HTML Gaming Zone [Single & Multiplayer]
Make money using your Web Page- Affiliates Listings

http://home.paclink.com/users/netrunnr/

2436. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990225180942.21411D-100000@vtn1>
Source record: 54369

On 25 Feb 1999, Raphael James Espino wrote:

>
> Also Turbo Basic uses the RAM under the OS, so won't work with
> anything else that does that too (most versions of SpartaDos, DOS-XE,
> etc).

But, thanks to Tom Hunt, there is TB32Q which is essentially the 800 version stripped of the built-in DOS 2. It runs quite well under Sparta, the only problem being that FRE(0) is somewhere around 20k. For those rare occasions when I really want to run a large BASIC program, I use revision C in RAM (I'll be damned if I'll reduce my 1mb upgrade to the equivalent of a 320k machine just for the sake of BASIC).

John

2437. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990225181435.21411E-100000@vtn1>
Source record: 54370

On Thu, 25 Feb 1999, Bowling wrote:

> ARRRGGGHHHHH!!!!! Apple????!!! APPLE????!!!! NEVER!!!! I'd burn
> my computers, bulldoze my house, abandon my familily, and move into a cave
> in the south of France first!!!
> --MB
>
All of the above, possibly excepting the torching of your computers,
sounds like fun. I guess a cave existence would dictate a Mac PowerBook
with some spare batteries though :)

John

2438. Re: Atari 400 KEYBOARD

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990225182303.21411H-100000@vtn1>
Source record: 54371

On Thu, 25 Feb 1999 spearsk@mc-mc.com wrote:

> As an Allen-Bradley tech support guy, I have to ask.. Using a 600XL for an
> industrial controller? Please let us know what you're doing with them!
>
>
> In article <a9_A2.275$Vg.1013@news.flash.net>,
> "Edward Williams" <tchermok@flash.net> wrote:
> > hey I agree i've refitted a number of 600xl's with the 400 keyboard upgraded
> > to 256K and use them as industrial controllers with my SIO>IDE adapters
> > equip them with 200Mb Hard Drives and CD ROMS and you have a Very Very low
> > cost Controller =)
> >
Even further, please let us know what your SIO>IDE interface does and at
what speed.

John

2439. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990225182055.21411G-100000@vtn1>
Source record: 54372

On Thu, 25 Feb 1999, Bowling wrote:

> Well...okay, maybe I was a bit too harsh...
> I'd probably take my family WITH me to the cave in the south of France....
> --MB
>
To each his own; I'd sooner take the G3.

John

2440. Re: BEST PRINTER FOR ATARI 8-BIT?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990225181729.21411F-100000@vtn1>
Source record: 54373

On Thu, 25 Feb 1999, Bowling wrote:

> Hey! Great responses from everyone. I'm curious if anyone has any GOOD (or
> BAD) experiences with the Atari 1027 "Letter Quality" Printer? What
> quirks/attributes did you find noteworthy?
> --MB
>
The thing might have printed 20cps going downhill with a tailwind.
Essentially the noisy beast sucked big time. The power supply however,
when cut out of the PCB, is an excellent 5vdc source for feeding the
Atari.

John

2441. Re: Mystery 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <36D5EC99.7FFDA6C3@sisna.com>
Source record: 54374

The Happy was superior to the Duplicator, at one time I had the Duplicator, with the upgraded version, it still did not do what they said it would. Peter Avalon did a review on both with equipment I furnished him and the Happy won hands down. I never received a refund for the Duplicator, as I had purchased two when they first started and sent them back for refund and they sent me 1 upgrade that failed every test. To date I have received nothing from them.

bob

2442. Re: BEST PRINTER FOR ATARI 8-BIT

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <36D5EDD9.A169FC81@sisna.com>
Source record: 54375

The Star NX1000 was a good printer for the Atari 8-bit through an interface. You must have had a bad one as the one I used feed properly the paper and functioned perfectly on the 8-bit.

As to the ribbons yes they were expensive, but I put out an add to re-ink them for $2.00 each

bob

2443. Re: Bravo Sierra needs your help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <36D5EE94.2D12A72E@sisna.com>
Source record: 54376
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st

Anyone who would publicly apologise to a group in this are can not be all bad, there has to be two sides to a story. If you had something I wanted I wouldn't hesitate to purchase it from you.

bob

2444. Re: Bravo Sierra needs your help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <36D5EEDB.5BCFE57D@sisna.com>
Source record: 54377
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st

Thank you for your support of Ben, I only read his posting and then came across yours.

My thoughts were right!

bob

2445. Re: Bravo Sierra needs your help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <36D5EF74.DBC8ACE2@sisna.com>
Source record: 54378

Accepting Credit Cards! This was not his fault, perhaps his bank would not let him handle them at that time. It took me 2 years to convince my bank that I was reputable. But with todays standards I no longer accept them either. This has nothing to do with his being reputable, providing a product he puts forth for sale.

bob

2446. Re: BEST PRINTER FOR ATARI 8-BIT?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <7b5393icu1@nw003t.infi.net>
Source record: 54379

John K. Picken wrote in message ...
>
>On Thu, 25 Feb 1999, Bowling wrote:
>
>> Hey! Great responses from everyone. I'm curious if anyone has any GOOD
(or
>> BAD) experiences with the Atari 1027 "Letter Quality" Printer? What
>> quirks/attributes did you find noteworthy?
>> --MB
>>
>The thing might have printed 20cps going downhill with a tailwind.
>Essentially the noisy beast sucked big time. The power supply however,
>when cut out of the PCB, is an excellent 5vdc source for feeding the
>Atari.

My 1027 fell apart after about 2 months. Worst printer I ever owned.

2447. TCP/IP

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <7b531ubgc1@nw003t.infi.net>
Source record: 54380

ok... where can I get my hands on this C-64 tcp/ip stack code? I've decided
I want to try to convert it to Atari8.

--
Cabell Clarke
cabell@richmSPAMNOond.infi.net
http://www.geocities.com/~amf_band

2448. Re: SpartaDos

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <36D5F001.1AD21272@sisna.com>
Source record: 54381

Yes, I know where, right here. I have the rights to distribute it, you can get a copy of Sparta Dos 3.2d, with manual for $12.95, with disks, and the upgraded 3.3a, with docs

bob

2449. Re: SpartaDos

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: MM <mm@mm.com>
Message-ID: <UMoB2.419$qU5.336@news20.ispnews.com>
Source record: 54382

LWhite6497 wrote in message
<19990225224103.23493.00000297@ng-fu1.aol.com>...
>>Yes, I know where, right here. I have the rights to distribute it, you
>>can get a copy of Sparta Dos 3.2d, with manual for $12.95, with disks,
>>and the upgraded 3.3a, with docs
>>
>
>Hi Bob-
>For those of us that already have 3.2_,
>what does 3.3a fix or add?
>Larry

That sounds like a deal. I thought all the old companies were long out of
business.

Marc

2450. Re: TCP/IP

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <NWoB2.496$sb.7872@newsfeed.slurp.net>
Source record: 54383

http://www.tu-chemnitz.de/~fachat/8bit/osa/v2.0/

There are a couple other places, but this one should get you started...

Cabell Clarke <cabell@richmond.infi.net> wrote in message
news:7b531ubgc1@nw003t.infi.net...
>ok... where can I get my hands on this C-64 tcp/ip stack code? I've
decided
>I want to try to convert it to Atari8.
>
>--
>Cabell Clarke
>cabell@richmSPAMNOond.infi.net
>http://www.geocities.com/~amf_band
>
>

2451. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <7b58sdqpv1@kc.trail.com>
Source record: 54384
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <7aruin$6oa$1@nnrp1.dejanews.com>,
Clay Halliwell <earl.halliwell@dyess.af.mil> wrote:
>In article <7amgqt$77i$1@kc.trail.com>,
> sjudd@kc.trail.com (Steve Judd) wrote:
>> Please feel free at any time to suggest a credible reference from
>> the scientific or engineering literature where I could learn more.
>
>Only one I can think of offhand is the FOLDOC (Free On-Line Dictionary
>of Computing, at http://wombat.doc.ic.ac.uk/foldoc/index.html. Here's

And this is your idea of a credible reference from the scientific
or engineering literature, eh?

I hope you'll understand if I'm entirely underwhelmed.

>The fact that you're still equating phosphor dots with pixels simply screams
>that you still don't understand what you're talking about. Unless you're
>dealing with a color LCD display, one pixel practically never equates to
>one phosphor group.

Well, so far all I've seen is a bunch of assertions and rather crude
ad hominem -- maybe some people find that sort of thing convincing,
but all it suggests to me is a lack of factual basis or understanding;
a singular lack of clue, if you will.

I am still interested in any credible info you might come across --
but please, no more of this witless pontification, presented as fact.

Meanwhile, I think I'll stick with my original statement: the Atari
use of the word "pixel" is pretty different than the typical
colloquial understanding of the term.

-Steve

2452. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: rvdm@wirehub.nl
Message-ID: <36d50686.2190602@news.wirehub.nl>
Source record: 54385
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

On Wed, 24 Feb 1999 20:55:08 -0000, "Richard Wray"
<richard.wray@btinternet.com> wrote:

>I have a few simple questions for all of you.
>
>1) If you could play any of the classic 8 bit games again what would they
>be. A top 5 would be good.

1.Metal Gear (MSX)
2.Ancient Ys saga (1+2) (MSX)
3.Bosconian (MSX)
4.JetPac (Spectrum)
5.Runemaster

>2) Which characters (i.e. Jet Set Willy) stick most in your mind.

Well I do remember Jet Set Willy....but not really a guy with
character....so I would me thinking more about :

Latok, Fray and Pixie (from the Xak RPG series)
Adol Kristin, Lilia (from the Ys series)
Joe Kowalski (Blow up!)
Solid Snake (Metal gear series)

>3) Forgetting 3d, Playstations, N64's and PC's, what updates would you make
>to old games. Would you improve the graphics for instance?

Yes I would, change the graphics, but carefully not to harm the
original atmosphere those games had....imagine what the original Metal
Gear would look like with a higher resolution and lighting effects.
And I would change the sounds too....

>4) Does anyone know who owns the rights to any old games or characters.

Well depends on which characters you are talking about, most
characters are still owned by the companies who developed them.

All characters from the XaK series (like Latok, Fray, Pixie) are
property of Micro Cabin co.,Ltd japan (www.microcabin.co.jp)

All characters from the Ys series (like Adol & Lilia) are property of
Nihon Falcom co., Japan (www.falcom.com)

Solid Snake is property of Konami co., Ltd Japan (www.konami.com)

JetPac is property of Ultimate Games PLC, which doesn't exist any more, but I suspect the game & characters are now property of the company that once WAS Ultimate Gaming, namely Rare Ware UK.

And RuneMaster didn't really have any specific characters, but the games from Compile are still property of Compile Co., A lot of ppl seem to think they went bankrupt (and they did) but they made a new start....

>Answer back soon

If there are things about old games or characters you would like to know from the legal owners, I could ask the contacts I have with those companies how things are....just lemme know.

RHJL van de Moosdijk
Engine Software BV

2453. F/S Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <36D5F356.E1F840D0@sisna.com>
Source record: 54386

Atari 130XE, stock 128k computer power supply and video cable. $35.00
Shipped.

Atari 850 Interface, power supply sio cable shipped, $25.00

Atari Printer interfaces, apeface and Aximon, $10.00 each shipped.

All items carry a 60 day gurantee to work, or will fix.

bob

2454. Max Memory on the 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <920242557@stackbbs.xs4all.nl>
Source record: 54387

>Everyone hear of an 800 expanded beyond 288K ?
Yes...
In an old Analog (or Antic?) magazine, 1 Megabyte boards were advertized.

Cannot say more about it, so I guess my info is not very useable :-)

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2455. Re: Bravo Sierra needs your help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: matchalot@aol.com
Message-ID: <19990224191738.05275.00000829@ng134.aol.com>
Source record: 54421

I'm only 10 and when my grandad tried to place an order with Ben he wouldn't accept credit cards!

2456. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: matchalot@aol.com
Message-ID: <19990224193256.05275.00000839@ng134.aol.com>
Source record: 54422

Where can I find an Atari BASIC Rev. C?

2457. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <+drAIEA+NJ12Ew$P@cosine.demon.co.uk>
Source record: 54423
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.cbm,comp.sys.sinclair

Richard Wray:
> 1) If you could play any of the classic 8 bit games again what would
> they be. A top 5 would be good.

Does it count if I didn't actually stop playing them...? =-)

Okay, top five time, assume C64 for all of 'em...

1. Armalyte (Thalamus)
2. IO (Firebird)
3. Turrican 2 (Rainbow Arts)
4. Enforcer (Double Density)
5. Delta (Thalamus)

Briggsy:
> NetherWorld (Amstrad).

Nah, C64. 50FPS and that kick arse digi assisted tune on the titles.
=-)

Richard Wray:
> Which characters (i.e. Jet Set Willy) stick most in your mind.

Briggsy:
> None really. Games were the focal point back then, not characters
> (Lara Croft comes to mind). Of course, monty mole and Roland (CPC
> only) come to mind, but not to any great extent.

What about that ****ing egg? I may hate his yolk but Dizzy was a known
on most formats...

Richard Wray:
> 3) Forgetting 3d, Playstations, N64's and PC's, what updates would you
> make to old games. Would you improve the graphics for instance?

Briggsy:
> Of course. Definitely higher resolution and more colours. If these
> games are to be brought back as near copies of the original for the
> PC, Acorn, Amiga, etc, then higher resolutions are a must.

As an aside, Andy Roberts is doing a version of Mayhem in Monsterland
for the PC... =-)

> Updated sound as well would be cool. No MIDI though, it is worse than
> a Speccie 48k 1 bit beeper sound. Big fat chunking samples etc.

[Points at Briggsy]
With him, Screamtracker sound support, please. =-)

Richard Wray:
> 4) Does anyone know who owns the rights to any old games or
> characters.

Briggsy:
> No.

In most cases the characters are still owned by the companies in
question, Monty and Thing belong to Gremlin, Dizzy to the Codies...

But as for the copyrights on the games themselves, it gets *very*
complex in some cases... =-(
--
Jason =-)

_____
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /_/ / /__ / / / / __// TMR_CSL on IRC / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____/ /
_______________________________\/

2458. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36d7a5d5.99489659@news.earthlink.net>
Source record: 54424

On 25 Feb 1999 00:32:56 GMT, matchalot@aol.com (MatchALot) wrote:

>Where can I find an Atari BASIC Rev. C?

I can give you a binary file of it.

2459. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36d6a538.99333209@news.earthlink.net>
Source record: 54425

On Wed, 24 Feb 1999 18:23:09 -0500, "Bret Kellihan"
<bkellihan@earthlink.net> wrote:

>Just an odd thought, but I know if I had a screwdriver, I could probably
>change the boards myself?
>
>Maybe someone just had a Rev 'A' with a broken case, and a fried Rev. 'C'
>cart... A screwdriver... 5 minutes, presto, working BASIC cart.

Is BASIC one or two chips on XL motherboards? If two then my guess is
than an XL owner bought a C cart and swapped the ROMs out for his
built in ones.

2460. Re: (Miserable PC keyboards) Re: XEGM Keyboard to 130X

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36d8a6e4.99760611@news.earthlink.net>
Source record: 54426

On 24 Feb 1999 07:40:02 GMT, mmontcha@OregonVOS.net (Matthew Montchalin) wrote:

>In a previous article, macfalkner@aol.com (MacFalkner) says:
>>Most (since the last years all) of the pc keyboards have an ghosting
>>software algorithm to detect more than one keypress at the same time.
>>This algorithm can detect exactly 3 (of 4 in a matrix) separated keys.
>>The keyboard sends an "make code" for every keypressing and an "break
>>code" for every keyrelease.
>
>Does this explain why most PC keyboards (the ones that I have tried so
>far) have such a miserable "feel" to them? Is this why so many are so
>poorly debounced?

No. It has nothing to do with it.

2461. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Liam Gretton <liam@binliner.demon.co.uk>
Message-ID: <ant2501411cbWhac@binliner.demon.co.uk>
Source record: 54427
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

In article <ant242300313WWT7@whib.online.be>, Manu_T
<URL:mailto:Manu_T@writeme.com> wrote:
> The Arcade games run by mame are usually nice things. It's just a shame
> that most of the moe intresting stuf is way to slow to be enjoyable (even
> on SA)

Yes, I agree. My all-time favourites are Joust and Time Pilot '84. Nothing really needs to be done to the graphics (though higher res would be appreciated), but native versions would be nice.

--
Liam Gretton ljg@star.le.ac.uk

2462. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990224212022.29130.00006508@ng114.aol.com>
Source record: 54428

A few of the late model Taiwan 800 XL's
(NTSC) had version "C". I had a friend that
had one. All-soldered IC's and Rev C.
(and definitely better video that other XL's
that I had seen at the time.)
Larry

>All XL series computers that I am aware of >have the crappy ver. B built in.

2463. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7b2fjhgmp1@news5.svr.pol.co.uk>
Source record: 54429

Hi Jon,

>Is BASIC one or two chips on XL motherboards?

One chip....I replaced it with "Galaxian" in one of my 800XLs. :-)

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Peter Pachla: Computer Hardware/Software Engineer,
Collector Of Arcade Machines & Obsolete Computers,
Sound Engineer,
Barman(!),
General Fun Guy....
--

2464. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <RZ3B2.1315$gg1.6628@newse2.tampabay.rr.com>
Source record: 54430

My "Silver Label" Version "A" cart still had a very tiny portion of the clear factory "Plastic Wrap" stuff emitting from around the outer cart's screw. Also, the label is absolutely MINT. For the foregoing reasons (and, I might humbly say, I have an EXTREMELY FINE eye for detail -- I am fanatical about such things) I am personally CERTAIN that my "Silver" cart had NOT been opened (except now, by me) since it left the factory.
--MB

2465. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <x34B2.1317$gg1.6678@newse2.tampabay.rr.com>
Source record: 54431

That's a VERY astute and well-reasoned scenario. I believe there's an excellent chance that that scenario did play out with at least a few machines out there. For the aforementioned reasons, though, (see previous post) I remain convinced my cart had not been opened since the factory. I'd be foolish not to admit it's Possible that it happened to my "Silver" cart, but my meticulous observations of my cart tell me otherwise (but your scenario and theory are absolutely valid, plausible, and probably DID happen in several cases -- if the "socketing" and other compatibility issues would have allowed such a transfer).
--MB

>Is BASIC one or two chips on XL motherboards? If two then my guess is
>than an XL owner bought a C cart and swapped the ROMs out for his
>built in ones.
>
>

2466. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <Q94B2.1318$gg1.6827@newse2.tampabay.rr.com>
Source record: 54432

Ummm...Out of some sort of sense of tradition or nostalgia, maybe? After all, if we all adopted the "best", "fastest", or "most advanced" methods of programming or computing, we'd all just toss our Ataris and use 450mhz PCs, now, wouldn't we?
--MB

>
>The real question is "Why bother?"--TURBO BASIC is so vastly superior to
>Atari BASIC (and bug-free) that there's really little need for the Atari
>version.
>
>John
>
>

2467. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <zb4B2.1319$gg1.6853@newse2.tampabay.rr.com>
Source record: 54433

WOOPS! The "one chip on the XL motherboard" addendum reveals that maybe the Theory I just applauded (see below) isn't really viable, after all...(but nice try, anyway!).
--MB

Bowling wrote in message ...
>That's a VERY astute and well-reasoned scenario. I believe there's an
>excellent chance that that scenario did play out with at least a few
>machines out there. For the aforementioned reasons, though, (see previous
>post) I remain convinced my cart had not been opened since the factory. I'd
>be foolish not to admit it's Possible that it happened to my "Silver" cart,
>but my meticulous observations of my cart tell me otherwise (but your
>scenario and theory are absolutely valid, plausible, and probably DID
happen
>in several cases -- if the "socketing" and other compatibility issues would
>have allowed such a transfer).
>--MB
>
>>Is BASIC one or two chips on XL motherboards? If two then my guess is
>>than an XL owner bought a C cart and swapped the ROMs out for his
>>built in ones.
>>
>>
>
>

2468. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: capper@hotkey.net.au
Message-ID: <36d4e8b4.5892232@news.hotkey.net.au>
Source record: 54434
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.cbm,comp.sys.sinclair

On Thu, 25 Feb 1999 00:04:14 +0000, Jason <tmr@cosine.demon.co.uk>
wrote:

>Richard Wray:
>> 1) If you could play any of the classic 8 bit games again what would
>> they be. A top 5 would be good.
>
Lets see (C64 unless mentioned):

1)Paradroid
2)Tornado Low Level (Spectrum)
3)Crazy Comets
4)Sanxion (for the Rob Hubbard music!!!)
5)Creatures II

>>Richard
>> Which characters (i.e. Jet Set Willy) stick most in your mind.
Clyde from Creatures, Rockford from Boulderdash, Rick Dangerous (the
guy that really spawned Tomb Raider...)

>Richard Wray:
>> 3) Forgetting 3d, Playstations, N64's and PC's, what updates would you
>> make to old games. Would you improve the graphics for instance?
In the case of Paradroid, differing ship layouts for each ship, but
for other games, just new levels, or graphics
>
>As an aside, Andy Roberts is doing a version of Mayhem in Monsterland
>for the PC... =-)
Jason, anything else on this????

>Richard Wray:
>> 4) Does anyone know who owns the rights to any old games or
>> characters.
Not really..

Capper

2469. Re: cable for 850 interface to 9 pin connector

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <ZLaV9wv.rldetlefsen@delphi.com>
Source record: 54435

Doctor Clu <clu-da-bard@geocities.com> writes:

> I'm working on making a 9 pin female (connecting to 850 inferface) to 9
>pin female (zoom 14.4 fax modem) cable. What pins would I connect to
>what pins in this case.

The pinout was given. I have plenty of cables, so i do not
make them anymore, I just make adapters. Port 1 is the best for
general modem use. I disagree with the styatement that the Atari
9 pin is not RS232, it is, its just not IBM PC RS 232. It does
however date back to 1981.

Rick D.

2470. Re: OMNIVIEW OS

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <RLTWlQt.rldetlefsen@delphi.com>
Source record: 54436

"John K. Picken" <yg473@victoria.tc.ca> writes:

>b. at least with the XL version, the RD handler did not work correctly

I'd like to know which XL ram upgrade you had. Remember,
Omniview was made/supported by the same people that brought us
the Newell ram upgrades. I know mine worked fine in my 800XL
using Mydos.

Rick D.

2471. Re: BEST PRINTER FOR ATARI 8-BIT?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-25 00:00:00 UTC
From: mrz@connect.ab.ca
Message-ID: <36d494d9@skylite.connect.ab.ca>
Source record: 54437

In that time frame my old pansonic 9 pin 1091C did a good and was easy to hook up (except for setting the switches) and worked well with paperclip (my 1st word processor).

Albert

In article <36d7708d.1853198@news.v-wave.com>, alaskan@v-wave.com (Ace Frehley) wrote:
>On Mon, 22 Feb 1999 15:43:51 GMT, "Bowling" <mbowlin1@tampabay.rr.com>
>wrote:
>
>>I'd like to hear several opinions on which Printer is BEST for the Atari
>>800-class computer, along with the reasons for your choice (reasons can be
>>ease of hook-up, compatibility, color capability, quality of output, etc.).
>>I'm primarily interested in those Printers which were roughly
>>contemporaneous with the Atari 800 itself (so, somewhere in the period of
>>1978 to, say, 1992, roughly).
>>THANKS!
>>--MB
>>
>If you can get a used one, I'd consider getting a Hewlett Packard
>Rugged Writer. Its an Epson 24 pin in disguise with excellent paper
>handling. With the proper options it can handle cut sheet AND tractor
>fed paper!!!
>

Men do less than they ought, unless they
do all they can.

2472. FA: Atari 8-bit Computer OSS Action! Cartridge.

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: itsjustjay@aol.com
Message-ID: <19990225192722.14411.00000283@ng140.aol.com>
Source record: 54288

On Ebay!

Here is the link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=70434313

I also have a few other odd Atari 8-bit items for sale. Just do a seller search under my full name "itsjustjay@aol.com"

Happy Bidding!!

Jason

Owner/Collector of the following arcade machines:

Alcon, Cadash, Championship Sprint, Elevator Action, Gauntlet, Galaxian, Gorgar Pinball,Rastan, RoadBlasters, Super Sprint, Toobin' and Xybots.

2473. Re: Atari 400 KEYBOARD

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <%yoB2.940$fm3.1751@news.flash.net>
Source record: 54289

John,
It's a Card that Plugs into the atari SIO Port and Lets you use
standard IDE Devices I.E. Hard Drives and CD-ROM's. It's a smart Device
in that it looks to the Atari to be a Standard Floppy Drive and can
function Quite well as such but for the most Flexibility Use Ed-Dos 2.0
which is a DOS i wrote Similar to Sparta DOS for full Fuctionality.
I've had this working for about 3 years now and IT WORKS.
I've never wanted to make it PD or Sell it, Nor will I ever I don't like
the support issues as well as the small customer base.
Just Like I'll never place the 256K 600XL Upgrade or even the Bit Mapped
cartridge Overlays that give me 1MB of Cartridge Swapable Memory.

I May post bit's of my projects at some point but not anytime soon/
Trust me the 6502 is a very nice processor even in the world of Pentium
II/III's

Thanks Ed
tchermok@flash.net

In article <Pine.GSO.3.95.iB1.0.990225182303.21411H-100000@vtn1>, "John K.
Picken" <yg473@victoria.tc.ca> wrote:

>
>
> On Thu, 25 Feb 1999 spearsk@mc-mc.com wrote:
>
>> As an Allen-Bradley tech support guy, I have to ask.. Using a 600XL for an
>> industrial controller? Please let us know what you're doing with them!
>>
>>
>> In article <a9_A2.275$Vg.1013@news.flash.net>,
>> "Edward Williams" <tchermok@flash.net> wrote:
>> > hey I agree i've refitted a number of 600xl's with the 400 keyboard
upgraded
>> > to 256K and use them as industrial controllers with my SIO>IDE adapters
>> > equip them with 200Mb Hard Drives and CD ROMS and you have a Very Very low
>> > cost Controller =)
>> >
> Even further, please let us know what your SIO>IDE interface does and at
> what speed.
>
> John
>
>

2474. Re: Atari 400 KEYBOARD

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <vEoB2.947$fm3.1181@news.flash.net>
Source record: 54290

Also It's not Blazing Fast as it runs at SIO Speeds But it Works
if I could get CODE from someone on the High Speed IO I would
add that to my interface and Get maybe a little more speed....
the only reason i use the SIO is for compatibility I've
prototyped a version for the XL/XE Expansion Bus with a speed of
1.21 Mbits a sec but then you loose compatibility with the 1200XL/400/800

Thanks Again

In article <Pine.GSO.3.95.iB1.0.990225182303.21411H-100000@vtn1>, "John K.
Picken" <yg473@victoria.tc.ca> wrote:

>
>
> On Thu, 25 Feb 1999 spearsk@mc-mc.com wrote:
>
>> As an Allen-Bradley tech support guy, I have to ask.. Using a 600XL for an
>> industrial controller? Please let us know what you're doing with them!
>>
>>
>> In article <a9_A2.275$Vg.1013@news.flash.net>,
>> "Edward Williams" <tchermok@flash.net> wrote:
>> > hey I agree i've refitted a number of 600xl's with the 400 keyboard
upgraded
>> > to 256K and use them as industrial controllers with my SIO>IDE adapters
>> > equip them with 200Mb Hard Drives and CD ROMS and you have a Very Very low
>> > cost Controller =)
>> >
> Even further, please let us know what your SIO>IDE interface does and at
> what speed.
>
> John
>
>

2475. Re: SpartaDos

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990225224103.23493.00000297@ng-fu1.aol.com>
Source record: 54291

>Yes, I know where, right here. I have the rights to distribute it, you
>can get a copy of Sparta Dos 3.2d, with manual for $12.95, with disks,
>and the upgraded 3.3a, with docs
>

Hi Bob-
For those of us that already have 3.2_,
what does 3.3a fix or add?
Larry

2476. Re: Mystery 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990225224929.23493.00000301@ng-fu1.aol.com>
Source record: 54292

>The Happy was superior to the Duplicator, at one time I had the
>Duplicator, with the upgraded version, it still did not do what they
>said it would.

At one time, Happy Computers, Inc. offered
some kind of an upgrade to turn the DTI
into a regular Happy (1050). Do you know
anything about that upgrade?
Larry

2477. Re: Catridges

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990225230229.23493.00000306@ng-fu1.aol.com>
Source record: 54293

The "gray" carts are very hard to open. I bought a $3.00 Necromancer (now listed as "Ultra Rare" on ebay) and took it apart (read broke it open.) Oh well, the black tape on its sides coordintes well with the gray!

F.S. as well as a couple others are bank switchers. Really tough to make a binary image of those, although I suspect that supporting bank switching could be added to emulators by having a dedicated space and using a pointer to switch "bank addresses".
Larry

2478. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990225231404.23493.00000310@ng-fu1.aol.com>
Source record: 54294

>I really want to run a large BASIC program, I use revision
>C in RAM (I'll be damned if I'll reduce my 1mb upgrade to the equivalent
>of a 320k machine just for the sake of BASIC).

There is a sometimes advantage to Atari
Basic - the ABC compiler, but you still can
use it with a Turbo program if you don't use
any of Turbo's extra features. I personally
never much cared for the Turbo Compiler -
if only they had appended the run time to
make a stand-alone file.

Question - anyone using a large (512K or larger pgrade with the CSS Ultra Speed
O/S?
One of the features, I believe is it provides
an extra bank-switching bit for upgrades
so that you don't lose built-in Basic (?)

Larry

2479. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: capper@hotkey.net.au
Message-ID: <36d63766.5618070@news.hotkey.net.au>
Source record: 54295
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.cbm,comp.sys.sinclair

On Thu, 25 Feb 1999 10:01:27 GMT, jollyd@xtetraworld.com (Derek Jolly)
wrote:

>Capper wrote this. Honest guv!
>
>>Rick Dangerous (the
>>guy that really spawned Tomb Raider...)
>
>Considering both were written by Core Design, it's not really that
>surprising. :) (Although Prince of Persia must've had a pretty big
>influence on Tomb Raider as well).
As far as I'm concerned, the Tomb Raider series is just Rick Dangerous
III,IV, and V, nothing more, nothing less.

Capper

2480. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36d83498.24679280@news.earthlink.net>
Source record: 54296

On Thu, 25 Feb 1999 01:26:20 -0800, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>No, we wouldn't. If we wanted (and could afford) the "best", "fastest" and
>most "advanced" generally available machines, we'd buy Power Mac's.

Oh please....

On second thought, we all best not even go there. Hail Atari8!

2481. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36d733d0.24479202@news.earthlink.net>
Source record: 54297

On Wed, 24 Feb 1999 19:07:21 -0800, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>The real question is "Why bother?"--TURBO BASIC is so vastly superior to
>Atari BASIC (and bug-free) that there's really little need for the Atari
>version.

That's a very good point. Turbo BASIC is really cool. But to answer
your question in one short word (well two really); maximum
compatability. I've been a Sparta junky for a long time but I
wouldn't be foolish enough not to at least have an Atari DOS 2.5 or
even 2.0 laying around "just in case."

2482. Re: 800XL controller problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36d93af7.26311022@news.earthlink.net>
Source record: 54298

On 24 Feb 1999 14:11:35 PST, Tom Randall <Kf6ddt@viking.cris.com>
wrote:

>Greetings fellow Atarians,
>
>I recently noticed a problem with my recently acquired 800XL. When a
>joystick is plugged into the secondary controller port, everything works
>fine except for the "down" direction. I have swapped joysticks so I know
>that the controller itself isn't bad. Any ideas what this could be and
>how fixable it might be?
>Thanks in advance for any info.

Sounds like maybe your second joystick port may have a loose solder
joint on the appropriate pin(s). If not that, then check the (PIA?)
to make sure it is seated well in it's socket. Remove it clean the
contacts and re-insert.

2483. Re: Catridges

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <36D64606.3C752D5D@asw.cz>
Source record: 54299

LWhite6497 wrote:

> F.S. as well as a couple others are bank
> switchers. Really tough to make a binary
> image of those, although I suspect that
> supporting bank switching could be added
> to emulators by having a dedicated space and
> using a pointer to switch "bank addresses".

I want to emulate such carts. But I need some images of them before I
start to work on it.

Jindroush <kubecj@asw.cz>

2484. 8-bit stuff needs a new home in SF Bay Area

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: ranger@hooked.net
Message-ID: <36d64bae.14054701@news.wenet.net>
Source record: 54300

I've an assortment of Atari 8-bit stuff I need to get rid of here in the San Francisco Bay Area. 2-1050 drives, 2-1200XLs (they work, but both have some keyboard problems - some keys don't seem to work), a color monitor, tons of software (I use to help out with an 8-bit club software library), and other assorted goodies. It's all or nothing, and it's gotta go (I just moved and I don't have room to set it up or store it). I don't want much for it, I mainly just want to see that it doesn't become landfill. Please email me if you are interested.

craig

2485. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: jollyd@xtetraworld.com
Message-ID: <920020343.6954.0.nnrp-13.c2d9cf02@news.demon.co.uk>
Source record: 54301
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

RHJL van de Moosdijk wrote this. Honest guv!

<snip>
>Yes I would, change the graphics, but carefully not to harm the
>original atmosphere those games had....imagine what the original Metal
>Gear would look like with a higher resolution and lighting effects.
>And I would change the sounds too....

Something like Metal Gear Solid on the Playstation, perhaps? :)
--
****
* Derek Jolly (jollyd@xtetraworld.com) (Remove the 'x' for e-mail) *
* Currently playing: PSX: Pro Pinball: Big Race USA, N64: Zelda *
****

2486. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: Alistair Nelson <mhp02@holyrood.ed.ac.uk>
Message-ID: <Pine.GSO.3.95.990226094109.17383A-100000@holyrood.ed.ac.uk>
Source record: 54302
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.cbm,comp.sys.sinclair

On Fri, 26 Feb 1999, Capper wrote:

> On Thu, 25 Feb 1999 10:01:27 GMT, jollyd@xtetraworld.com (Derek Jolly)
> wrote:
>
> >Capper wrote this. Honest guv!
> >
> >>Rick Dangerous (the
> >>guy that really spawned Tomb Raider...)
> >
> >Considering both were written by Core Design, it's not really that
> >surprising. :) (Although Prince of Persia must've had a pretty big
> >influence on Tomb Raider as well).
> As far as I'm concerned, the Tomb Raider series is just Rick Dangerous
> III,IV, and V, nothing more, nothing less.
>

Well apart from the obvious changes, or is Lara Croft just Rick Dangerous
in drag, or worse did Rick have a sex change? These are important
questions that need an answer :-)

Cheers

Alistair

--

|Contact me at: class_acts@hotmail.com |
| Or by ICQ: #16297649 |
|An R-Type page at: |
| http://www.nelsona.freeserve.co.uk/rtype/ |
|Coming soonish SSS'EUS at: |
| http://www.nelsona.freeserve.co.uk/ |

2487. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: rvdm@wirehub.nl
Message-ID: <36d66f4d.7675040@news.wirehub.nl>
Source record: 54303
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

On Fri, 26 Feb 1999 09:12:23 GMT, jollyd@xtetraworld.com (Derek Jolly) wrote:

>
>Something like Metal Gear Solid on the Playstation, perhaps? :)

Not really....MGS was one hell of a game, but Metal Gear and Solid Snake were 2D birds view games...I would keep that intact, but add lighting and other effect possible on nextGen machines.....I guess the 3D engine with a 2D look Gremlin Int. used in Loaded would be the closest to what I have in mind.

Greetz,

Ruud.

2488. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: jollyd@xtetraworld.com
Message-ID: <920023926.7227.0.nnrp-12.c2d9cf02@news.demon.co.uk>
Source record: 54304
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

RHJL van de Moosdijk wrote this. Honest guv!
>
>On Fri, 26 Feb 1999 09:12:23 GMT, jollyd@xtetraworld.com (Derek Jolly)
>wrote:
>
>>
>>Something like Metal Gear Solid on the Playstation, perhaps? :)
>
>Not really....MGS was one hell of a game, but Metal Gear and Solid
>Snake were 2D birds view games...I would keep that intact, but add
>lighting and other effect possible on nextGen machines.....I guess the
>3D engine with a 2D look Gremlin Int. used in Loaded would be the
>closest to what I have in mind.

Oh, I see what you mean. I downloaded Metal Gear:Solid Snake the other
day on an MSX emulator and it was pretty impressive, although all the
text was in Japanese of course, so I didn't get much of the storyline.

Interestingly (or not) enough, the frequency that Snake talks to the
General in Metal Gear:Solid Snake is exactly the same as that in
Metal Gear Solid.
--
****
* Derek Jolly (jollyd@xtetraworld.com) (Remove the 'x' for e-mail) *
* Currently playing: PSX: Pro Pinball: Big Race USA, N64: Zelda *
****

2489. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: rvdm@wirehub.nl
Message-ID: <36d6749a.9031612@news.wirehub.nl>
Source record: 54305
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

On Fri, 26 Feb 1999 10:12:06 GMT, jollyd@xtetraworld.com (Derek Jolly) wrote:

>
>Oh, I see what you mean. I downloaded Metal Gear:Solid Snake the other
>day on an MSX emulator and it was pretty impressive, although all the
>text was in Japanese of course, so I didn't get much of the storyline.
>
>Interestingly (or not) enough, the frequency that Snake talks to the
>General in Metal Gear:Solid Snake is exactly the same as that in
>Metal Gear Solid.

Is that so amazing? The project supervisor (Hideo Kojima) was still the same guy.....I bet if Hiroyuko Fukui would still be working there there would have been some changes to MGS too....

But anyway, for an 8-bit game Solid Snake is really impressive, the detail levels, the size of the game and of course the brilliant music by Masahiro Ikariko.....and about the Japanese, we 'had' to play a lot of games in Japanese in those days....there is an English version of solid Snake available for the Emulator tho.....dunno exactly where.

Greetz,

Ruud.

ps. I finished Arc the Lad II, Final Fantasy VII and Metal Gear Solid on the PSX too...all in Japanese.....:)

2490. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <oi+qPAAn$m12IwWs@achievements.co.uk>
Source record: 54306
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.cbm,comp.sys.sinclair

Capper:
> As far as I'm concerned, the Tomb Raider series is just Rick Dangerous
> III,IV, and V, nothing more, nothing less.

[Looks at a pic of Lara Croft]

Well, there *is* something more there... =-)

(That was a sexist joke and I apologise wholeheartedly for making it but
I have good reason. It was funny. =-)
--
Jason =-)


```
_____________________________________________________________________
TMR / / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// TMR_CSL on IRC / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

2491. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: rvdm@wirehub.nl
Message-ID: <36d67889.10039424@news.wirehub.nl>
Source record: 54307
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.cbm,comp.sys.sinclair

On Fri, 26 Feb 1999 09:56:55 +0000, Jason <tmr@cosine.demon.co.uk>
wrote:

>Capper:
>> As far as I'm concerned, the Tomb Raider series is just Rick Dangerous
>> III,IV, and V, nothing more, nothing less.
>
>[Looks at a pic of Lara Croft]
>
>Well, there *is* something more there... =-)
>
>(That was a sexist joke and I apologise wholeheartedly for making it but
>I have good reason. It was funny. =-)

As Steve Hickman (producer at Eidos) said...."in development, 90% of
all programmers being male, it's nicer to look at a female sprite then
a male one"

So why would that be sexist ? Nature may be admired....

Ruud.

ps. Too bad the actress they hired to play her is such a b*tch

2492. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: jollyd@xtetraworld.com
Message-ID: <920025564.6054.0.nnrp-01.c2d9cf02@news.demon.co.uk>
Source record: 54308
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

RHJL van de Moosdijk wrote this. Honest guv!

<snip>
>But anyway, for an 8-bit game Solid Snake is really impressive, the
>detail levels, the size of the game and of course the brilliant music
>by Masahiro Ikariko.....and about the Japanese, we 'had' to play a lot
>of games in Japanese in those days....there is an English version of
>solid Snake available for the Emulator tho.....dunno exactly where.

It certainly is an impressive game. Maybe see if I can dig out the
English version from somewhere.

Sadly the MSX never took off on these shores (in the UK), so I didn't
get any exposure to these games back when they were released. I had
a Spectrum, which AFAIK didn't have anything like the stealth'em'up
of the Metal Gear games, although The Great Escape did come close in
parts.

>Greetz,
>
>Ruud.
>
>ps. I finished Arc the Lad II, Final Fantasy VII and Metal Gear Solid
>on the PSX too...all in Japanese.....:)

Are you a masochist or something. :)

Unfortunately I've had to wait for the PAL release of Metal Gear Solid,
(seeing as how my TV can't handle 60Hz signals, so I can't play NTSC
games) which means I haven't actually got it yet! (This lunchtime's the
plan, as it's released today.)
--
****
* Derek Jolly (jollyd@xtetraworld.com) (Remove the 'x' for e-mail) *
* Currently playing: PSX: Pro Pinball: Big Race USA, N64: Zelda *
****

2493. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: rvdm@wirehub.nl
Message-ID: <36d680a7.12117718@news.wirehub.nl>
Source record: 54309
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

On Fri, 26 Feb 1999 10:39:24 GMT, jollyd@xtetraworld.com (Derek Jolly) wrote:

>It certainly is an impressive game. Maybe see if I can dig out the
>English version from somewhere.
>
>Sadly the MSX never took off on these shores (in the UK), so I didn't
>get any exposure to these games back when they were released. I had
>a Spectrum, which AFAIK didn't have anything like the stealth'em'up
>of the Metal Gear games, although The Great Escape did come close in
>parts.

Only the MSX1 had some popularity in the UK, Konami even had a UK development team back then (In Devon) but the only game they made (Green Barret) wasnt really impressive....a lot of UK based Publishers however wee active on MSX...like Gremlin (Avenger) US Gold, Grandslam, Domark (now branch of Eidos) and Ultimate Games (Knightlore, Alien-8)

I had a Spectrum too, but the games weren't really like anything the MSX had.....although I loved jetPac, Jet Set Willy, Cookie, Pssst and many others.

>Are you a masochist or something. :)

Nahh...I just wanna play the games when they are released.....and I am experienced in playing games wihout understanding the language...and I like the Japanese language too hehehe....

>Unfortunately I've had to wait for the PAL release of Metal Gear Solid,
>(seeing as how my TV can't handle 60Hz signals, so I can't play NTSC
>games) which means I haven't actually got it yet! (This lunchtime's the
>plan, as it's released today.)

sheeeeesh, when did ya buy that TV? In 1938? hehehehe NTSC rules

Ruud.

2494. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: jollyd@xtetraworld.com
Message-ID: <920028182.20891.0.nnrp-07.c2d9cf02@news.demon.co.uk>
Source record: 54310
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

RHJL van de Moosdijk wrote this. Honest guv!
>
>On Fri, 26 Feb 1999 10:39:24 GMT, jollyd@xtetraworld.com (Derek Jolly)
>wrote:

<snip>
>>Unfortunately I've had to wait for the PAL release of Metal Gear Solid,
>>(seeing as how my TV can't handle 60Hz signals, so I can't play NTSC
>>games) which means I haven't actually got it yet! (This lunchtime's the
>>plan, as it's released today.)
>
>sheeeeesh, when did ya buy that TV? In 1938? hehehehe NTSC rules

No. 1995 surprisingly. I didn't have a Playstation at the time, so
I wasn't specifically looking for a 60Hz compatible TV, and I didn't
end up with one. It's an excellent TV but it won't sync to 60Hz.

Anyhow, PAL's a better TV system than NTSC, with higher definition
and much better colour, it's just the 50Hz refresh rate that's the problem
when developers do shoddy game conversions.

Thankfully Konami have spent the time well on Metal Gear Solid, judging
by the four area demo I've played (it stopped after you'd talked to
the DARPA chief), as it runs full screen with no slowdown.
--
****
* Derek Jolly (jollyd@xtetraworld.com) (Remove the 'x' for e-mail) *
* Currently playing: PSX: Pro Pinball: Big Race USA, N64: Zelda *
****

2495. Re: 400/800 Games that use the Driving Controllers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: <>
Message-ID: <7b61ms$k77$1@news.cyberhighway.net>
Source record: 54311

In article <36CE7CCD.69FA@geocities.com>, Doctor Clu wrote:
>I do believe "NIGHT DRIVER" for the 2600 also used the driving
>controllers.
>
> "AIM FOR THE COW!! AIM FOR THE COW!!"
>
> Sorry, brought back memories of playing that game.... :)
>
> Doctor Clu

No, it used the paddles.

Brent

2496. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <oCwB2.39$lz6.285@news.flash.net>
Source record: 54312

Come on Guys,
The Computer wars should be over there's room in the universe for more than ONE type of computer <This ONE computer is BEST for Everything Thinking is what got MICROSOFT in trouble and Made Gates a Billionaire> Mac is not the best but then Neither is Atari or Amiga or PC. The Best is what you make of it. Every computer has good points and Bad points lets not start thinking in the main stream.....
i.e. Lets all get along
I love Atari but atari is Dead as a company I cant see paying over 1K for an ST Clone when a PC is so cheap and emulation is So good.
Nor could i pay 1500 for any computer when i can build my own....
My .02 cents worth
Thanks Edward Williams
tchermok@flash.net

In article <zteB2.2458$NU.1277900@newse3.tampabay.rr.com>, "Bowling" <mbowlin1@tampabay.rr.com> wrote:

> Well...okay, maybe I was a bit too harsh...
> I'd probably take my family WITH me to the cave in the south of France....
> --MB
>
>
>>No, we wouldn't. If we wanted (and could afford) the "best", "fastest" and
>>most "advanced" generally available machines, we'd buy Power Mac's.
>>
>>John
>>
>>
>
>

2497. ATARI PS3000 - Does anyone have any info on it?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: Suz <redwood@mail.comNOSPAM>
Message-ID: <8FyB2.157$%a5.258@news6.ispnews.com>
Source record: 54313
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

I just received this cool machine, but without the power adapter. I searched the web and could find out nothing about it. Help anyone? Thanks in advance...

Suz

2498. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: Manuel Bilderbeek <manuelbi@sci.kun.nl>
Message-ID: <36D6B7C6.5B8F@sci.kun.nl>
Source record: 54314
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

Derek Jolly wrote:
>
> RHJL van de Moosdijk wrote this. Honest guv!
> >
> >On Fri, 26 Feb 1999 10:39:24 GMT, jollyd@xtetraworld.com (Derek Jolly)
> >wrote:
>
> <snip>

> >sheeeeesh, when did ya buy that TV? In 1938? hehehehe NTSC rules
>
> No. 1995 surprisingly. I didn't have a Playstation at the time, so
> I wasn't specifically looking for a 60Hz compatible TV, and I didn't
> end up with one. It's an excellent TV but it won't sync to 60Hz.

Hmm, the very cheap Samsung TV my father bought in 1995 could even
handle NTSC... I have my MSX2 on it...

Oh, and the English version of Metal Gear 2: Solid Snake can be
downloaded from:
Komkon FTP:
ftp://ftp.komkon.org/pub/EMUL8/MSX/Carts/KonamiSolidSnake-Eng.rom.gz
Information about the Translation and ROM/DSK versions:
(Maarten ter Huurne's pages:)
http://www.stack.nl/~mth/msx/solideng/

Glad to be of help! Have fun playing the English version! I finished it,
and it's superb!

--
Grtjs, Manuel

PS: MSX 4 EVER! (Questions? See: http://www.faq.msxnet.org)
PPS: Visit my homepage at http://www.sci.kun.nl/marie/home/manuelbi

2499. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: jollyd@xtetraworld.com
Message-ID: <920045589.14098.0.nnrp-02.c2d9cf02@news.demon.co.uk>
Source record: 54315
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

Manuel Bilderbeek wrote this. Honest guv!
>
>Derek Jolly wrote:
>>
>> RHJL van de Moosdijk wrote this. Honest guv!
>> >
>> >On Fri, 26 Feb 1999 10:39:24 GMT, jollyd@xtetraworld.com (Derek Jolly)
>> >wrote:
>>
>> <snip>
>
>> >sheeeeesh, when did ya buy that TV? In 1938? hehehehe NTSC rules
>>
>> No. 1995 surprisingly. I didn't have a Playstation at the time, so
>> I wasn't specifically looking for a 60Hz compatible TV, and I didn't
>> end up with one. It's an excellent TV but it won't sync to 60Hz.
>
>Hmm, the very cheap Samsung TV my father bought in 1995 could even
>handle NTSC... I have my MSX2 on it...

Yep, mine was quite an expensive Philips 14" TV, but it'll only handle
50Hz.

>Oh, and the English version of Metal Gear 2: Solid Snake can be
>downloaded from:
>Komkon FTP:
>ftp://ftp.komkon.org/pub/EMUL8/MSX/Carts/KonamiSolidSnake-Eng.rom.gz
>Information about the Translation and ROM/DSK versions:
>(Maarten ter Huurne's pages:)
>http://www.stack.nl/~mth/msx/solideng/
>
>Glad to be of help! Have fun playing the English version! I finished it,
>and it's superb!

Cheers, although I've just bought Metal Gear Solid, so Metal Gear 2 might
have to wait.
--
****
* Derek Jolly (jollyd@xtetraworld.com) (Remove the 'x' for e-mail) *
* Currently playing: PSX: Pro Pinball: Big Race USA, N64: Zelda *
****

2500. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: AndyC <a.p.cadley@uea.ac.uk>
Message-ID: <7b6j3o$slk@cpca3.uea.ac.uk>
Source record: 54316
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.sinclair

Craig Harrison wrote in message <7b3qv5$6h3$1@news5.svr.pol.co.uk>...
:
:AndyC wrote in message <7b3bs8$bii@cpca3.uea.ac.uk>...

:>:1. Prehistorik 2
:>
:>I prefer Fluff, although it's easier to complete.

:No Prehistorik 2 has the title (although Fluff was excellent too) by
the
:way, I have finnally found a way of getting Prehistorik 2 & Super
Cauldron
:on to 3" disc from the dsk images on the web, here goes...

If it didn't have the snap scrolling and the baddies didn't appear so slowly I'd have been inclined to agree. Fluff is just *so* much smoother and funkier in that respect.

:>:4. Lemmings

:>Damn. How could I forget that. Played it too much on the Amiga/SNES/PC
I

:>guess.

:A very forgettable game (not) you should be ashamed ov yourself! ;-)

Well I didn't forget the game, I still play it now and again on the PC, I just forgot how good the CPC version was.

:I'm not a fan of dizzy, No.1 was O.K. but by the time we reached No.7
the
:gameplay was wearing a little thin! Seymour was better and faster
moving
:(Just)

The last Dizzy game was very poor indeed, mad worse by the fact it was full price. The rest were really rather good though. Seymour was a pale imitation of Dizzy and never really matched up, IMHO.

AndyC

2501. Re: Bravo Sierra needs your help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: "Tim J. Clevenger" <tim@clevenger.org>
Message-ID: <36D6CE8E.3DDA68D2@clevenger.org>
Source record: 54317

The bank is liable for any chargebacks issued against a merchant, so a merchant is approved based on the type of business, length of term in business, return and service policies, average ticket, annual volume and the creditworthiness of the company owners. Keep in mind also that most major banks do not take mail order merchants, since mail order presents a much higher risk than walk-in traffic.

Ben, if you want a credit card merchant account, please give us a call at (800) 774-6462.

Regards,

Tim Clevenger
Manager, Technical Support
Payment Processing, Inc.
http://www.paypros.com

Bob Klaas wrote:
>
> Accepting Credit Cards! This was not his fault, perhaps his bank would
> not let him handle them at that time. It took me 2 years to convince my
> bank that I was reputable. But with todays standards I no longer accept
> them either. This has nothing to do with his being reputable, providing
> a product he puts forth for sale.
>
> bob

2502. Re: Editor/Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yvhgpt812.fsf@co.umist.ac.uk>
Source record: 54318

"John K. Picken" <yg473@victoria.tc.ca> writes:
> My own preference is MAC/65 (disk version) with a variety of debug and
> "hacking" type programs. I like the disk version because it doesn't cause
> a reboot on my MIO-equipped computer when I hit Reset (the cartridge
> does--all the time).

Do you know if the version of MAC/65 compatible with MyDOS? I've used
it with the DOS-XL that comes with it, but not had too much joy with
MyDOS.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

2503. Re: ATARI PS3000 - Does anyone have any info on it?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: mstulir@geocities.com
Message-ID: <7b6oat$jf8$1@nnrp1.dejanews.com>
Source record: 54319
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

"Suz" wanted to know about the PS3000 Monitor

Suz, if you searched the web like you stated, you didn't look hard enough. I quote directly from my Atari web site:

The PS-3000 was designed for use on the ST series of Atari computers. I'm lucky to have one myself. They are pretty rare. A limited amount of them were sold through the Federated chain of electronics stores shortly after Atari bought Federated. To the best of my knowledge, that is the only place where you could buy them.

The monitor itself was made by JVC. It is a 12 inch monitor capable of displaying low and medium resolution color video.

The floppy drive is a single sided 360k 3-1/2 inch model. It is pretty useless by the standards ot today. The drive is more-or-less the same as the Atari SF354 drive. I'm told that it can be upgraded to the 720k double sided drive, but you will need to do some major hacking to make it work.

Since you don't have a power supply, you will need to find the one that is specific to this model. The power supply for the PS3000 isn't your standatd Atari power supply. I believe Best Electronics sells them for about $90

Mike Stulir
Back In Time -- Updated news and complete coverage of ALL things Atari.
http://www.emuclassics.com/backintime
http://www.emulnews.com/backintime (mirror)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2504. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <ySyB2.3586$NU.1855621@newse3.tampabay.rr.com>
Source record: 54320

(I think most of us generally agree with your statement, Edward; we're just engaging in some fun, good-natured ribbing, based upon our individual allegiances/biases. For example, I wasn't REALLY gonna burn my computers and move to the south of France (if ANYTHING would have made me do that, it would have been having to suffer with a disgrace like Clinton in the White House). Everyone knows that virtually every piece of hardware/software has both it's good AND not-so-good traits).
--MB

Edward Williams wrote in message ...
>Come on Guys,
> The Computer wars should be over there's room in the universe for more than
>ONE type of computer ....<

2505. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: Stormreaver <stormreaver@cwcom.net>
Message-ID: <36d6fd4f.0@news2.mcmail.com>
Source record: 54321
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

1) Ancient Battles
2) Skweek
3) Stryker & the Crypts of Trogan
4) Switchblade
5) Space Crusade

Richard Wray wrote in message <7b1ouqbqi1@plutonium.btinternet.com>...
>I have a few simple questions for all of you.
>
>1) If you could play any of the classic 8 bit games again what would they
>be. A top 5 would be good.
>
>2) Which characters (i.e. Jet Set Willy) stick most in your mind.
>
>3) Forgetting 3d, Playstations, N64's and PC's, what updates would you make
>to old games. Would you improve the graphics for instance?
>
>4) Does anyone know who owns the rights to any old games or characters.
>
>
>Answer back soon
>
>

2506. Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <920067387@stackbbs.xs4all.nl>
Source record: 54322

-=> Quoting Richard.wray@btinternet.c to All <=-

Ri> I have a few simple questions for all of you.

Ri> 1) If you could play any of the classic 8 bit games again what would
Ri> they be. A top 5 would be good.

This is list of Atari Classics I still play and enjoy:
1. Protector I and II
Great gameplay, terrific music, very addictive,
you keep saving those people.
2. Astro Chase
Great graphics, good music, love it.
3. Galaxian
A real classic shoot'em up. Got some nice artificial intelligence.
Terrific tune which you got to love.
4. Defender
Simple graphics, but great gameplay. Once you play it, you re hooked.
5. Jet Boot Jack
Outstanding gameplay, graphics and tune. Real stunning.

And of course I could go on and on and on.
How about Moon Patrol, Pacman (the all time classic), Pole Position,
Caverns Of Mars, Eastern Front, Miner 2049-er, M*U*L*E (definetly),
ok, ok, I ll stop now...

Ri> 2) Which characters (i.e. Jet Set Willy) stick most in your mind.

Bounty Bob.

Ri> 3) Forgetting 3d, Playstations, N64's and PC's, what updates would you
Ri> make to old games. Would you improve the graphics for instance?

Making use of the expandable memory (up to 1 MB),
or the possibility to make use of new devices like CDROM, etc.

Ri> 4) Does anyone know who owns the rights to any old games or
Ri> characters.

Maybe if you would refer to a specific game, it would make things easier.
;)

Ri> Answer back soon
I just did... :)

Bo.

2507. Re: 8-bit stuff needs a new home in SF Bay Area

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: Ted O'Neill <toneill@best.com>
Message-ID: <36D71CF3.72B255B4@best.com>
Source record: 54323

I'm interested and located here in the bay area, so we wouldn't have to deal
with shipping. How much money are we talking about?

-Ted O.

Glassner wrote:
>
> I've an assortment of Atari 8-bit stuff I need to get rid of here
> in the San Francisco Bay Area. 2-1050 drives, 2-1200XLs (they
> work, but both have some keyboard problems - some keys don't seem
> to work), a color monitor, tons of software (I use to help out
> with an 8-bit club software library), and other assorted goodies.
> It's all or nothing, and it's gotta go (I just moved and I don't
> have room to set it up or store it). I don't want much for it, I
> mainly just want to see that it doesn't become landfill. Please
> email me if you are interested.
>
> craig

2508. Re: Editor/Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: MM <mm@mm.com>
Message-ID: <ReFB2.328$wu4.168@news20.ispnews.com>
Source record: 54324

I'm still looking for a rom dump of atari's editor assembler.... anyone
please... tbmarcXXX@allister.com
remove the XXX from the email.

Thanks,
Marc

Raphael James Espino wrote in message ...
>"John K. Picken" <yg473@victoria.tc.ca> writes:
>> My own preference is MAC/65 (disk version) with a variety of debug and
>> "hacking" type programs. I like the disk version because it doesn't cause
>> a reboot on my MIO-equipped computer when I hit Reset (the cartridge
>> does--all the time).
>
>Do you know if the version of MAC/65 compatible with MyDOS? I've used
>it with the DOS-XL that comes with it, but not had too much joy with
>MyDOS.
>
>--
>Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
>http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
>----------------- Join The Atari 8-bit Computer WebRing
at: -----------------
>------
http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

2509. Atari for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: pugstub@aol.com
Message-ID: <19990226175249.25029.00000760@ng13.aol.com>
Source record: 54325

I have an Atari 800, 810 disk drive, and Atari 40 column printer for sale. Printer is new in the box. Lots of software and magazines included. Hundreds of floppys with software. Archiver chip in Disk Drive to copy software. Excellent condition. Make an offer-want to clean out my basement.

Doug (Detroit)

2510. Looking to trade...

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: Ted O'Neill <toneill@best.com>
Message-ID: <36D7339B.918500D5@best.com>
Source record: 54326
Cross-posted to: rec.games.video.atari,alt.atari,comp.sys.atari.8bit

Here's my weekly posting for stuff I have to trade:

http://www.best.com/~toneill/atari/trade.html

2511. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36D739E8.4BB1F4C1@netmagic.net>
Source record: 54327
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Steve Judd wrote:
>

> I am still interested in any credible info you might come across --
> but please, no more of this witless pontification, presented as fact.
>
> Meanwhile, I think I'll stick with my original statement: the Atari
> use of the word "pixel" is pretty different than the typical
> colloquial understanding of the term.
>
> -Steve

Get a grip! GOD what an anal retentive beast you seem to be. Witless pontificating? Sheesh! IIRC, you used engineers for a ref. In order to qualify your engineers, you should have made it a two part question:

Is the cathode positive or negative?

Followed by

What is a pixel?

The shouldn't get a chance to answer question #2 if they miss question #1.

I have worked with literally hundreds of engineers, I don't take their definitions as gospel. If they told me the sun was up at noon, I would loot out the window to make sure.

Here, Herbert Schildt writing in Turbo C, The Complete Reference.

The smallest user addressable part of the screen in a graphics mode is one pixel. (Actually, the term pixel originally referred to the smallest individual phosphor element on the video monitor that can be individually energized by the scan beam. However, in recent years, use of the term has been generalized to refer to the smallest addressable point on a graphics display.)

A pixel is a screen addressable point. The terms are interchangeable.

Herbert is both well respected in the computer industry & I have found him to be a pretty nice guy. He has written numerous books on programming & is probably one of the best selling authors of tutorials in the field.

But I kind of fully expect you to say he is not a credible source.

2512. Re: Mystery 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990226210538.10330A-100000@vtn1>
Source record: 54328

On 26 Feb 1999, LWhite6497 wrote:

> At one time, Happy Computers, Inc. offered
> some kind of an upgrade to turn the DTI
> into a regular Happy (1050). Do you know
> anything about that upgrade?
> Larry
>
I believe it was called the "Cheer Up" and was advertised in ANALOG.

John

2513. Re: Catridges

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990226210742.10330B-100000@vtn1>
Source record: 54329

On 26 Feb 1999, LWhite6497 wrote:

> F.S. as well as a couple others are bank
> switchers. Really tough to make a binary
> image of those, although I suspect that
> supporting bank switching could be added
> to emulators by having a dedicated space and
> using a pointer to switch "bank addresses".

Making the image is really not hard--you just keep switching banks and dumping the ROM to disk files (sequential extender sort of thing). The real challenge is in using the images and emulating some sort of equivalent to bank switching.

John

2514. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990226211151.10330C-100000@vtn1>
Source record: 54330

On 26 Feb 1999, LWhite6497 wrote:

>
> There is a sometimes advantage to Atari
> Basic - the ABC compiler, but you still can
> use it with a Turbo program if you don't use
> any of Turbo's extra features. I personally
> never much cared for the Turbo Compiler -
> if only they had appended the run time to
> make a stand-alone file.

I have never used, and never plan on using, a BASIC compiler. If I'd wanted to use compiled languages on the A8, I'd have kept the Action! cartridge. To me, BASIC is nothing more than a quick and dirty utility an calculator. I think the longest BASIC program I've written in years was about 20 lines (usually something to manipulate files to and from the RD or to compare assembled disassemblies with the original. I do agree that one of the best ways to use Turbo is to stick to Atari BASIC syntax.

John

2515. Re: Editor/Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990226212250.10330E-100000@vtn1>
Source record: 54331

On 26 Feb 1999, Raphael James Espino wrote:

>
> Do you know if the version of MAC/65 compatible with MyDOS? I've used
> it with the DOS-XL that comes with it, but not had too much joy with
> MyDOS.
>
The disk versions probably have to be used as an autorun with MYDOS (I know they do with other two-part FMS). You might get away with using the "Load MEM.SAV" option with the disk version. The cartridge will work with just about any DOS you can dream up.

The problem with using MYDOS with MAC/65 is that you lose the batch file capabilities that can enhance its usefulness. For example, with my OS disassembly I often will run a Sparta batchfile to successively enter each of about 20 source files, replace a label, save the file in straight ASCII as well as tokenized M65, and finally, assemble the whole thing. That just can't be done with MYDOS.

John

BTW, I was thinking of emailing you with regard to swapping some source code just to see how we each handle RD coding, etc. Let me know if you're interested.

2516. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: "White Flame (aka David Holz)" <white-flame!!!@geoRemove!!!cities.com>
Message-ID: <7b7a8k$gu9$1@barad-dur.nas.com>
Source record: 54332
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.cbm,comp.sys.sinclair

RHJL van de Moosdijk wrote in message <36d67889.10039424@news.wirehub.nl>...
>As Steve Hickman (producer at Eidos) said...."in development, 90% of
>all programmers being male, it's nicer to look at a female sprite then
>a male one"
>
>So why would that be sexist ? Nature may be admired....

I just find it odd that they call a 3-d model a "sprite"...

White Flame (aka David Holz)
http://fly.to/theflame

2517. Atari 8 Bit Fair Schreier

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-26 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <920242558@stackbbs.xs4all.nl>
Source record: 54333

```
>20 March, Schreiersgruen
Torsten,
Thanx for the info! I guess we'll meet on the 4th Schreirsgruen Atari
8-Bit meeting...

Sysop Fox-1 (fox-1 AT aq DOT nl)
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2518. MEGAQUALLE !?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-27 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <rvIB2.3764$NU.2184068@newse3.tampabay.rr.com>
Source record: 54238

Do you still have any of the items listed below for sale?
--Mark

FS : Archon,Rescue on
Fractalus,Ballblazer,Airball,Hardball,Millipede,Eastern
Front , Desert Falcon, Necromancer ...
with box & manual !!!

FS 2 : ATARI 800 XL PAL

If you re interested , please contact me !

2519. M.U.L.E. mint, shrinkwrapped!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-27 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <t9JB2.3768$NU.2203297@newse3.tampabay.rr.com>
Source record: 54239

Anyone have any Atari 800 cart(s) to offer for trade for a MINT,
Shrinkwrapped, M.U.L.E ? (This will only leap in value, since -- sadly --
it's genius creator recently passed away...).
I would only consider offers of genuinely RARE Atari 800 cart(s). (unless,
you have some unforseen, equally valuable item to whet my appetite??)
--Mark

2520. Re: M.U.L.E. mint, shrinkwrapped!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-27 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <2bJB2.3769$NU.2204176@newse3.tampabay.rr.com>
Source record: 54240

PS: Please email (don't post) any offer to mbowlin1@tampabay.rr.com

2521. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-27 00:00:00 UTC
From: Craig Harrison <Craigster@AmsTech.freeserve.co.uk>
Message-ID: <7b8d45$12s$1@news8.svr.pol.co.uk>
Source record: 54241
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.sinclair

Graham Goring wrote
>>3) Stryker & the Crypts of Trogan
>>4) Switchblade
>
>Can we say "lifted code"? :)

No not really, the games had similar feel alright but as they were programmed by the same team, it's hardly lifted, how do you nick something from yourself!! Borrowed perhaps, but when the donor is as good as S.blade on the GX4000 I'm not complaining if you can play the same type of game over different mazes and levels.

Craig

Craigster@AmsTech.freeserve.co.uk

2522. ATARI Sales, Service & Support! Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-27 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7b8fbtnks1@user2.teleport.com>
Source record: 54242
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

Please direct all replies through E-Mail to bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I do not regularly read NewsGroups.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! And if I don't have what you want to buy or I don't know the answer to your question, I'll refer you to someone who does. That's the nice thing about the Atari community and my colleauges in the Atari business. We would rather send our business to a fellow competitor to get what they need than have someone abandon their Atari due to lack of support. For myself, I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my DeskTop Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

<h3>Click for WebSite!</h3>

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/ Postage & Handling. I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

2523. Re: Catridges

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-27 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990227065957.00133.00000924@ng30.aol.com>
Source record: 54243

>Making the image is really not hard--you just keep switching banks and
>dumping the ROM to disk files (sequential extender sort of thing). The
>real challenge is in using the images and emulating some sort of
>equivalent to bank switching.
>John

Exactly - that's what I was trying to say.
I have yet to see *any* that worked more
than H.A.
Larry

2524. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-27 00:00:00 UTC
From: rvdm@chello.nl
Message-ID: <36d807f8.5375194@news.brabant.chello.nl>
Source record: 54244
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.cbm,comp.sys.sinclair

On Fri, 26 Feb 1999 15:14:16 -0800, "White Flame (aka David Holz)"
<white-flame!!!@geoRemove!!!cities.com> wrote:

>I just find it odd that they call a 3-d model a "sprite"...
>
>White Flame (aka David Holz)
>http://fly.to/theflame

You do ? Well....first of all, the in-game Lara Craft is not a 3D
model, it has been modeled but the in game Lara is a polygon based
sprite....(there is that word again). But you are right, in a lot of
times the word sprite is inapropriate.....objects would be a better
word, but since a lot of ppl in bussiness now also worked on those
nice 8-bit thingies like the MSX or C64 where all moving objects WERE
sprites.....guess you just keep referring to that word....

Now we COULD start a brand new discussion here about using names like
spites, objects and so on....but what the heck....you got the meaning
didn't ya ?

Ruud van de Moosdijk
Engine Software BV
www.engine-software.com
ICQ: 10854058

2525. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-27 00:00:00 UTC
From: Graham Goring <graham@dukeVOMITtastrophy.demon.co.uk>
Message-ID: <a3ZzYBAAf$12EwYR@duketastrophy.demon.co.uk>
Source record: 54245
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.sinclair

```
In article <7b8d45$12s$1@news8.svr.pol.co.uk>, Craig Harrison <Craigster
@AmsTech.freeserve.co.uk> writes
>
>Graham Goring wrote
>>>3) Stryker & the Crypts of Trogan
>>>4) Switchblade
>>
>>Can we say "lifted code"? :)
>
>
>No not really, the games had similar feel alright but as they were
>programmed by the same team, it's hardly lifted, how do you nick something
>from yourself!! Borrowed perhaps, but when the donor is as good as S.blade
>on the GX4000 I'm not complaining if you can play the same type of game over
>different mazes and levels.

Hmm, but surely the coding was so damn similar, Gremlin must have been
a little narked at it being practically re-used in the Codies game?
Also, I found Stryker to be vastly inferior to Switchblade, although it
used colour better, that's for sure.

Graham Goring

--

/=====================================================================\
| If you'd like to see a game with the depth of gameplay of Elite and |
| Frontier on the PlayStation, then please sign the petition by |
| sending a mail headed "Elite/Frontier Petition", including your |
| FULL name and E-Mail address to: petition@duketastrophy.demon.co.uk |
\===========Or do you *really* want another Wing Commander?===========/

To reply please clean the VOMIT from my return address...
```

2526. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-27 00:00:00 UTC
From: Niall Tracey <niallt@dai.ed.ac.uk>
Message-ID: <Pine.SOL.3.95.990227144711.3038C-100000@custard.dai.ed.ac.uk>
Source record: 54246
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.cbm,comp.sys.sinclair

On Sat, 27 Feb 1999, RHJL van de Moosdijk wrote:

> On Fri, 26 Feb 1999 15:14:16 -0800, "White Flame (aka David Holz)"
> <white-flame!!!@geoRemove!!!cities.com> wrote:
>
> >I just find it odd that they call a 3-d model a "sprite"...
>
> You do ? Well....first of all, the in-game Lara Craft is not a 3D
> model, it has been modeled but the in game Lara is a polygon based
> sprite....(there is that word again). But you are right, in a lot of

But sprites were so-called because they 'floated' across the screen
without interfering with the background. Lara is bitmapped onto the screen
by the program. With sprites you could just say 'move LARA' and the
mapping would be perform at broadcast time by the video circuit. Lara does
a 'move LARA', 'redraw SCREEN', [broadcast].

Niall Tracey

```
A X o
/</ \>\
/ \ / \
___/ /___\ \___
```

Your powers are weak, old man...

2527. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-27 00:00:00 UTC
From: rvdm@chello.nl
Message-ID: <36d81a36.10045914@news.brabant.chello.nl>
Source record: 54247
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.cbm,comp.sys.sinclair

On Sat, 27 Feb 1999 14:49:44 +0000, Niall Tracey <niallt@dai.ed.ac.uk>
wrote:

>But sprites were so-called because they 'floated' across the screen
>without interfering with the background. Lara is bitmapped onto the screen
>by the program. With sprites you could just say 'move LARA' and the
>mapping would be perform at broadcast time by the video circuit. Lara does
>a 'move LARA', 'redraw SCREEN', [broadcast].
>
SO why did you think I said that often enough the term sprite is not
apropriate, of course Lara is bitmapped, like with every PC game the
moving things are bitmapped.....nevertheless because they are USED and
BEHAVE like sprites we all still call em that.......call me
sentimental ;)

Ruud

2528. Re: Whats so great about Bounty Bob?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-27 00:00:00 UTC
From: areeve@mindspring.com
Message-ID: <36d8164f.1102893@news.mindspring.com>
Source record: 54248

Randy Glover was the man behind Jumpman... I believe when he showed it
to Epyx it pretty much made his career with them. Up until that point
Epyx was just publishing games written in Basic like 'The Nightmare'
and the popular 'Temple of Apshai'. After Jumpman most, if not all, of
their stuff was written in assembler.

And, I agree with the others that Jumpman was an outstanding title.
The control of the character was far better than Miner 2049er (and was
similar to Mt. King). They were all a lot of fun to play. Jumpman had
more to it in terms of levels and music, though, due to its disk based
nature.

On 21 Feb 99 11:08:59, X_velcro_X@netunlimited.net (Daniel Miller)
wrote:

>Miner 2049er was killer. It had good graphics and a personality about it.
>Jumpman was crummy, in my opinion. How uncreative can a platformer be?
>"Jumpman." Who's the marketing wizard who came up with that.
>
>Miner 2049er had a shtik. The miner guy attacked by mutants. Mountain King
>was another ambitious game with a shtik, collect treasure, evade the giant
>spider, carry the sacred flame past the skull of death and so on.
>
>I know Jumpman was supposed to be challenging, but how mundane!
>
>vs
>
>
>
>> On Sun, 21 Feb 1999 01:20:30 -0500, Doctor Clu
>> <clu-da-bard@geocities.com> wrote:
>
>> > You control "Bounty Bob" as he climbs ladders and walks on the
>> >framework. Use the special equipment like the transporters the lift,
>> >and the cannon to help Bob claim the mine. Collect the various
>> >possessions left by previous explorers but watch out for mutant
>> >organisms that lurk everywhere and try to waste you.
>
>
>
>
>
>
>
>
>

>
>
>
>
>To respond via email, just delete the X's and underline marks in my address.
>

2529. Stella Release 1.1

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-27 00:00:00 UTC
From: bwmott@unity.ncsu.edu
Message-ID: <7b95oqjdt1@uni00nw.unity.ncsu.edu>
Source record: 54249

```
================================================================================

SSSS tt lll lll
SS SS tt ll ll
SS tttttt eeee ll ll aaaa
SSSS tt ee ee ll ll aa
SS tt eeeeee ll ll aaaaa -- "An Atari 2600 VCS Emulator"
SS SS tt ee ll ll aa aa
SSSS ttt eeeee llll llll aaaaa

================================================================================
Release 1.1 for DOS, Linux, and Unix
================================================================================

The Atari 2600 Video Computer System (VCS), introduced in 1977, was the most
popular home video game system of the early 1980's. Now you can enjoy all of
your favorite Atari 2600 games on your PC thanks to Stella!

Stella is a multi-platform Atari 2600 VCS emulator written in C++. Stella
allows you to play most of the games written for the Atari 2600 including
Supercharger games.

This is the 1.1 release of Stella for DOS, Linux, and Unix. Distributions
for other operating systems will appear as they become available. The three
distributions currently available are:

* Binary distribution for Linux (stella-1.1-linux-x86.tar.gz)

* Binary distribution for DOS (st11.zip)

* Source code distribution for Unix and DOS (stella-1.1-src.tar.gz)

A few 2600 ROM images, BIN files, are included with these distributions.
BEYOND THESE FILES NONE OF THE DISTRIBUTIONS CONTAIN ANY 2600 ROM IMAGES.
PLEASE DON'T WRITE ASKING FOR ROMS BECAUSE THEY ARE COPYRIGHTED! If you
own any of the Atari 2600 Action Packs by Activision you can use the ROM
images from them with Stella.

New in this Release
==================

* DOS and Linux versions support real Atari 2600 paddles using a
special PC game port adaptor

* Linux version uses the new 1.2.x joystick driver API

* Added support for the "-display" option to the X Window version

* Added support for private colormaps to the X Window version
```

* Fixed a few bugs in the Supercharger emulation

- A major bug in the ROM loading routine was fixed

- Multi-loading in "Escape from the Mindmaster" works correctly

- All Supercharger games load and execute at this point

* Added a small hack to the TIA code to fix a display problem in "Escape from the Mindmaster"

* Improved TIA emulation to support the RESPx multi-sprite trick

Distribution Site
==========

The Stella distributions can be obtained from the Stella home page at:

http://stella.atari.org

If for some reason you are unable to connect to this page please try again later or try http://www4.ncsu.edu/~bwmott/2600/.

Contacts
========

If you have any questions regarding Stella send mail to:

Bradford W. Mott (bwmott@acm.org)

Have Fun!

--

Bradford W. Mott (bwmott@acm.org) Computer Science Department
http://www4.ncsu.edu/~bwmott/www North Carolina State University
---

2530. Re: Whats so great about Bounty Bob?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-27 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36da1b36.23324050@news.demon.co.uk>
Source record: 54250

The other Day areeve@mindspring.com (Alan Reeve) wrote:

>And, I agree with the others that Jumpman was an outstanding title.
>The control of the character was far better than Miner 2049er (and was
>similar to Mt. King). They were all a lot of fun to play. Jumpman had
>more to it in terms of levels and music, though, due to its disk based
>nature.

I have 5 titles that get the once over pretty much every week.

Jumpman
Spelunker
Bounty Bob
Fractulas
Star Raiders

These *are* must play titles that every Atari 8 bitter should play at
least once :)
--
Paul..

Emulator megafan, Retro gamer and all round fountain of knowledge.

ICQ No: 105793

2531. Atari 1050 Disk Drive 9 Volt Power Supply for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-27 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <36d84a89.1829308@news.erols.com>
Source record: 54251

Hello,

I have an Atari 1050 Disk Drive 9 Volt Power Supply for sale:
$10.99 + Shipping U.S.P.S.

It's specifications allow it to be used for other devices as well as I
discovered in an Atari FAQ:

http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq-doc-42.html

9 V AC 31 VA (3.4 A) Atari# CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551

E-mail me if you are interested.

Ronald Powalisz
ronwizbot@juno.com

2532. Atari 1050 Disk Drive 9 Volt Power Supply for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-27 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <36d84df6.2705955@news.erols.com>
Source record: 54252

Hello,

I have an Atari 1050 Disk Drive 9 Volt Power Supply for sale:
$10.99 + Shipping U.S.P.S.

It's specifications allow it to be used for other devices as well as I
discovered in an Atari FAQ:

http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq-doc-42.html

9 V AC 31 VA (3.4 A) Atari# CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551

E-mail me if you are interested.

Ronald Powalisz
ronwizbot@juno.com

2533. Atari 1050 Disk Drive 9 Volt Power Supply for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-27 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <7b9qc9$3kb$1@nnrp1.dejanews.com>
Source record: 54253

Hello,

I have an Atari 1050 Disk Drive 9 Volt Power Supply for sale: $10.99 +
Shipping U.S.P.S.

It's specifications allow it to be used for other devices as well as I
discovered in an Atari FAQ:

http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq-doc-42.ht
ml

9 V AC 31 VA (3.4 A) Atari# CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551

E-mail me if you are interested.

Ronald Powalisz
ronwizbot@juno.com

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2534. Toad Computers???

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-27 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <Jm%B2.3890$NU.2687523@newse3.tampabay.rr.com>
Source record: 54254

I was going to buy some Atari games from Toad Computers...but what happened to them? There was SOMETHING at their web site...but NOTHING listing Atari games, etc. for sale. Anyone know if Toad is out of the "Atari" business??
--Mark

2535. Re: Toad Computers???

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-27 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <7ballu$m2f$1@news.storm.ca>
Source record: 54255

Toad is a PC retailer and ISP nowadays, AFAIK. They may still have some ST stuff, but I think they've pretty much left Mount Fuji.
--
David P.

Bowling <mbowlin1@tampabay.rr.com> wrote in message news:Jm%B2.3890$NU.2687523@newse3.tampabay.rr.com...
> I was going to buy some Atari games from Toad Computers...but what happened
> to them? There was SOMETHING at their web site...but NOTHING listing Atari
> games, etc. for sale. Anyone know if Toad is out of the "Atari" business??
> --Mark

2536. FA: Atari 400 w/upgraded keyboard/Tape/Basic/Books

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-27 00:00:00 UTC
From: Chad Davis <kaminski@televar.com>
Message-ID: <36d878ad@news-out1.newsnerds.com>
Source record: 54256

Complete Atari 400 system on Ebay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=70322176

Thanks to all and good luck on any bids!

-Chad

2537. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-27 00:00:00 UTC
From: Manu_T <Manu_T@writeme.com>
Message-ID: <ant27010406cWWT7@whib.online.be>
Source record: 54334
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.cbm,comp.sys.sinclair

In article <Pine.GSO.3.95.990226094109.17383A-100000@holyrood.ed.ac.uk>,
Alistair Nelson <URL:mailto:mhp02@holyrood.ed.ac.uk> wrote:

> Well apart from the obvious changes, or is Lara Croft just Rick Dangerous
> in drag, or worse did Rick have a sex change? These are important
> questions that need an answer :-)
>
> Cheers
>
> Alistair
>

Alistair, It's quite simple realy... imagine Roger becoming Sophie:-)

Regards,
--
Manuel Timmers NEW Email at: Manu_T@writeme.com
StarLight Corp. Website: www.whib.be/starcorp

Windows95... or "how to become insane in 30 minutes!"

2538. Re: Diamond Gos cartridge for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-27 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7b7e96$lck1@news.ajou.ac.kr>
Source record: 54335

The Diamond Gos package is sold.

I want to say thanks to all who e-mailed offers on it.

phantomm@kih.net

2539. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-27 00:00:00 UTC
From: Graham Goring <graham@dukeVOMITtastrophy.demon.co.uk>
Message-ID: <3sCIuDAty012EwMA@duketastrophy.demon.co.uk>
Source record: 54336
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

```
In article <36d6fd4f.0@news2.mcmail.com>, Stormreaver
<stormreaver@cwcom.net> writes
>3) Stryker & the Crypts of Trogan
>4) Switchblade

Can we say "lifted code"? :)

Graham Goring

--

/=====================================================================\
| If you'd like to see a game with the depth of gameplay of Elite and |
| Frontier on the PlayStation, then please sign the petition by |
| sending a mail headed "Elite/Frontier Petition", including your |
| FULL name and E-Mail address to: petition@duketastrophy.demon.co.uk |
\===========Or do you *really* want another Wing Commander?===========/

To reply please clean the VOMIT from my return address...
```

2540. Re: Zeppelin, "800" Game wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-27 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <hNHB2.3760$NU.2163274@newse3.tampabay.rr.com>
Source record: 54337

YES! I am looking for Zepplin by Synapse (preferably cartridge version, but disk okay also)! I will pay BIG MONEY (well, big for me...maybe small for you??) (is that how Zepplin is spelled, by the way? I've seen it spelled both ways...)
--Mark

Brian Sturk wrote in message <36C7097B.1E14BCD5@nh.ultranet.com>...
>Doctor Clu wrote:
>
>> Bowling wrote:
>> >
>> > Anybody got this game for Atari 800 (hopefully with docs)...please e-mail me
>> > at mbowlin1@tampabay.rr.com , with an asking price...
>>
>> "Murder on the Zendernuff" by Electronic Arts?
>
>No I think he means Zepplin by Synapse I believe.
>
>
>--
>B r i a n S t u r k E.E./Soft Eng. 8-Bit Computer Geek
>http://www.nh.ultranet.com/~bsturk
>
>"Whatever happened to Pong??!" Frank Black
>"HOL, The Hardware Obstruction Layer" The NTChrist
>
>

2541. Re: Toad Computers???

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <7ba42g$44o$1@mohawk.hwcn.org>
Source record: 54257

Bowling (mbowlin1@tampabay.rr.com) wrote:
: I was going to buy some Atari games from Toad Computers...but what happened
: to them? There was SOMETHING at their web site...but NOTHING listing Atari
: games, etc. for sale. Anyone know if Toad is out of the "Atari" business??
: --Mark

Yes.

2542. Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: Leo Moll <leo@ppcom.de>
Message-ID: <7bbbd6aqj1@goof.de.uu.net>
Source record: 54258

I have an Atari Portfolio for sale. I have the Card drive and
software, a 128 KM Memory Card and a Smart Parallel interface.
The Parallel Card and the PC Card Drive are packaged in the
original boxes and complete with instructions.

I am located Alsdorf, Germany - Please e-mail me direct
with offers -> mailto:leo@ppcom.de

2543. Video Tittler Software

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: GP <gsnook@kca.net>
Message-ID: <7bbfaq$3b8$1@remarQ.com>
Source record: 54259

Anyone know if video titling software was ever available for the 8 bit?
What with a video output and all, it would be a snap!
Gary

2544. Re: Video Tittler Software

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be6321$7095f920$94374382@vidar>
Source record: 54260

Datasoft released one. I have it, but it's not too good. I rather program
my own end credits and fade-ins

GP <gsnook@kca.net> wrote in article <7bbfaq$3b8$1@remarQ.com>...
> Anyone know if video titling software was ever available for the 8 bit?
> What with a video output and all, it would be a snap!
> Gary
>
>
>

2545. Re: Atari Light Gun?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <7bbini$1ha$2@news.storm.ca>
Source record: 54261

Are you using a monitor or a TV? On monitors, the light gun might not work depending on which output you use - one feeds properly to the lightgun, while the other does not. (I forget which is which, as its several years since I sold my lightgun).

--
David P.
Bowling <mbowlin1@tampabay.rr.com> wrote in message
news:El3C2.3942$NU.2785363@newse3.tampabay.rr.com...
> I was happy to find an Atari Light Gun. I plugged in my Bug Hunt, plugged
in
> my Light Gun...and...nothing. I noticed that at the very back of my Light
> Gun (i.e., opposite the tip of the barrel, the end nearest me when aiming
> gun), there is a recessed "hole" (it looks like there are screw "threads",
> where something might have screwed inside). Inside this "hole", I shined a
> flashlight and there seems to be a metal "rod" filling the hole. Can
someone
> tell me if there is something missing from my Light Gun? I tried the Gun
on
> each of the FOUR gameports on my Atari 800, so I covered that base. Bug
Hunt
> DOES run on my 48k "800", because it ran fine when I run it with a
joystick
> only (although, as we know, the Light Gun is required to play the game
> properly).
> Any thoughts are GREATLY appreciated!
> --Mark
>
>

2546. Re: Atari Light Gun?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <oicC2.4448$NU.2975578@newse3.tampabay.rr.com>
Source record: 54262

Thanks! I suspect you might have fingered my problem...I was using a
monitor, with separate chroma/luma feeds. I will try it on a TV instead!
--Mark

David A. Paterson wrote in message <7bbini$1ha$2@news.storm.ca>...
>Are you using a monitor or a TV? On monitors, the light gun might not work
>depending on which output you use - one feeds properly to the lightgun,
>while the other does not. (I forget which is which, as its several years
>since I sold my lightgun).
>
>--
>David P.
>Bowling <mbowlin1@tampabay.rr.com> wrote in message
>news:El3C2.3942$NU.2785363@newse3.tampabay.rr.com...
>> I was happy to find an Atari Light Gun. I plugged in my Bug Hunt, plugged
>in
>> my Light Gun...and...nothing. I noticed that at the very back of my Light
>> Gun (i.e., opposite the tip of the barrel, the end nearest me when aiming
>> gun), there is a recessed "hole" (it looks like there are screw
"threads",
>> where something might have screwed inside). Inside this "hole", I shined
a
>> flashlight and there seems to be a metal "rod" filling the hole. Can
>someone
>> tell me if there is something missing from my Light Gun? I tried the Gun
>on
>> each of the FOUR gameports on my Atari 800, so I covered that base. Bug
>Hunt
>> DOES run on my 48k "800", because it ran fine when I run it with a
>joystick
>> only (although, as we know, the Light Gun is required to play the game
>> properly).
>> Any thoughts are GREATLY appreciated!
>> --Mark
>>
>>
>
>

2547. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_920209464@rtfm.mit.edu>
Source record: 54263
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 13, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/
--A major revision has been done recently by mailto:clu-da-bard@geocities.com (Doctor Clu)

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

2548. need 5200 roms for Pitfall and Pitfall 2

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: Werner-Thomas Niemann <werner-thomas.niemann@pironet.de>
Message-ID: <H2eC2.3545$F63.10146@newscene.newscene.com>
Source record: 54264

If you have these ROMS (Atari 5200/Pitfall/Pitfall2), please send me or tell me where I can get them.

Thank you.

(It is legal, I have these games, but my old atari 5200 is broken)

werner-thomas.niemann@pironet.de

2549. Thank You for 1200xl OS ROM image

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: bmw3@cec.wustl.edu
Message-ID: <7bbv64$o3i$1@nnrp1.dejanews.com>
Source record: 54265

Thank You to whomever e-mailed a copy of the 1200xl's OS ROM data. I unfortunately lost the portion of my e-mail records (luckily after I have saved the ROM data) that had your message, so I couldn't reply directly.

Ben West

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2550. POOLDISK TOO

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: EURO-ISDN@t-online.de
Message-ID: <7BjdYJltPqB@ulf.euro-isdn.com>
Source record: 54266

Hi!

Could anyone please post me the content of the POOLDISK TOO CD-Rom?`Are
there any other CD-Roms available for the ATARI 8-Bit?

Ulf

2551. Re: Toad Computers???

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: atari@bright.net
Message-ID: <7bcbit$q1f$1@cletus.bright.net>
Source record: 54267

On 27 Feb 1999 23:39:21 , "Bowling" wrote:
>I was going to buy some Atari games from Toad Computers...but what happened
>to them? There was SOMETHING at their web site...but NOTHING listing Atari
>games, etc. for sale. Anyone know if Toad is out of the "Atari" business??
>--Mark

They are out of the Atari business, some guy bought up all the
remaining Atari stuff so I heard.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

2552. Re: Unarcing in a PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: kgoundan@aol.com
Message-ID: <19990228180356.19484.00001443@ng156.aol.com>
Source record: 54268

Try Aladdin Expander. It works with .arc files. It is at
http://www.aladdinsys.com.

2553. Odyssey 2 with box and games for trade

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <7bcr3hkhp1@msunews.cl.msu.edu>
Source record: 54269
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I have a odyssey 2 with the box, 2 joysticks (working), power supply, and 5 games. The box is in good shape with wear on the edges.

The games are:

Speedway/Spinout/Crypt-Logic with box and instructions
K.C. Munchkin with box and instructions
Cosmic Conflict with box and instructions
Alien Invaders
Pick Axe Pete

I am looking for something particularly rare for the Atari 2600 that I dont already have. The list of things I own is at

http://www.msu.edu/user/reicher6/2600.txt

Tempest

2554. Atari 5200 and some Scratch and dent 2600 games for trade

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <7bcrramos1@msunews.cl.msu.edu>
Source record: 54270
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I have some rare Atari 2600 games for trade, but they all have various problems. Therefore, I'm not looking for aything too rare in return, maybe some Sears games I dont have or something like that.

I also have some 5200 games (in good condition) for trade.

My list of games I own is at

http://pilot.msu.edu/user/reicher6/2600.txt

Here are the games

Sea Hawk (label spotty and name on label)
Krull (holes punched in top corners of main label)
Taz (holes punched in top corners of main label)
Sorcers Apprentice (spotty label and small tear on end label)
Sorcers Apprentice (Mint condition)
Pigs in Space (spotty label, faded)

Atari 5200

Q-bert
Countermeasure
Pole Position
Pac Man
Space Dungeon
Defender
Qix (x2)
Star Raiders (with instructions)
Centipede (with instructions and box)
Ball Blazer (complete)

Catalogs

Spectravideo - meet the challenge vol II 11/83 (shows Galatic Tatic)

2555. FS: Software and Hardware -USA

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: Allan Strauss <strauss@injersey.com>
Message-ID: <36DA0445.DF15D13A@injersey.com>
Source record: 54271

Tape programs all with original Instructions:
Atari CX4112 States & Capitals
Atari CX4105 Blackjack
Atari CX4102 Kingdom
Atari Program Exchange APX10096 Letterman
Atari Program Exchange APX10043 747 Landing Simulator 1.2
Epyx Temple of Apshai

Disk Programs with original pack and instructions:

Mastertronic ICD0113 Las Vegas Video Poker
Firebird Jewels of Darkness
Firebird Silicon Dreams
Infocom The Hitchhikers Guide to the Galaxy

Cartridge Programs with original instructions:
Spinnaker Fraction Fever - orig box
Thorn EMI - Soccer
Activision - KABOOM!
Atari CXL4008 Space Invaders
Atari CXL4006 Super Breakout
Atari CXL4027 QIX
Atari RX8021 Cavern of Mars
Atari RX8043 Ms. Pac-Man
Atari RX8045 Pengo (no instructions)
Atari RX8030 E.T. Phone Home! (no instructions)
Atari CXL4022 Pac-Man (no instructions)

Books:
The Atari Playground
I Speak Basic to My Atari
The Musical Atari

Hardware:
Koala Pad Touch Tablet with Docs, Cart, Disk
Okimate 10 color printer, in original box
xetec Graphix AT+ printer interface
Atari XM301 Modem with disk and manual
Commodore 1802 Color Monitor with Atari Cable
Atari 130XE - all original stuff except box
Atari 1200XL - all original stuff except box
Atari 1050 - all original stuff except box

Let me know which items you are interested in or
just make an offer.

2556. Re: Toad Computers???

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <_A2C2.3932$NU.2767727@newse3.tampabay.rr.com>
Source record: 54272

Is there anyone who might possess the remnants of their Atari stock, who might be interested in selling it on an informal basis?
--Mark

William Moeller wrote in message <7ba42g$44o$1@mohawk.hwcn.org>...
>Bowling (mbowlin1@tampabay.rr.com) wrote:
>: I was going to buy some Atari games from Toad Computers...but what happened
>: to them? There was SOMETHING at their web site...but NOTHING listing Atari
>: games, etc. for sale. Anyone know if Toad is out of the "Atari" business??
>: --Mark
>
>Yes.

2557. Re: Toad Computers???

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990227223603.00970.00001056@ng-fc1.aol.com>
Source record: 54273

>Is there anyone who might possess the remnants of their Atari stock, who
>might be interested in selling it on an informal basis?

Try http://www.radix.net/~atari/

I bought some ST things from him that
were from Toad's inventory.
Larry

2558. Re: SpartaDos

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36d8b98e.112302459@news.earthlink.net>
Source record: 54274

On Thu, 25 Feb 1999 16:51:14 -0800, Bob Klaas <bobkla19@sisna.com>
wrote:

>Yes, I know where, right here. I have the rights to distribute it, you
>can get a copy of Sparta Dos 3.2d, with manual for $12.95, with disks,
>and the upgraded 3.3a, with docs
>
>bob

Bob, do you have rights to SpartaDOS X? I have an old ver. 4.2 ROM in
mine. If it were very reasonable I might consider getting it. 4.2
seems to work fine and now I use the PC mostly so I reasonable cost is
a must for me.

2559. Atari Light Gun?

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <EI3C2.3942$NU.2785363@newse3.tampabay.rr.com>
Source record: 54275

I was happy to find an Atari Light Gun. I plugged in my Bug Hunt, plugged in my Light Gun...and...nothing. I noticed that at the very back of my Light Gun (i.e., opposite the tip of the barrel, the end nearest me when aiming gun), there is a recessed "hole" (it looks like there are screw "threads", where something might have screwed inside). Inside this "hole", I shined a flashlight and there seems to be a metal "rod" filling the hole. Can someone tell me if there is something missing from my Light Gun? I tried the Gun on each of the FOUR gameports on my Atari 800, so I covered that base. Bug Hunt DOES run on my 48k "800", because it ran fine when I run it with a joystick only (although, as we know, the Light Gun is required to play the game properly).
Any thoughts are GREATLY appreciated!
--Mark

2560. Re: BBS Express! Professional, live internet demonstration

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7bah7f$8cj$1@news.xmission.com>
Source record: 54276

Tom_Hunt@my-dejanews.com wrote:

> One more item of note, is that the ftp server has been taken offline
> indefinitely. Watch csa8b for if/when I decide to put it back up again.

Tom, now that I'm live on the Internet, I'd be happy to host your FTP
site. Contact me via mail..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

2561. Unarcing in a PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19990228011746.11126.00001190@ng-cb1.aol.com>
Source record: 54277

Hello everyone,
Anyone know of a way to UNarc files downloaded to a pc? Is there a utility somewhere? I want to do this to try out files with the 800 win Emulator. Otherwise I guess you have to Null-modem the file to 8-bit, unarc it, then null-modem it back, somewhat of a pain. Fell free to E-mail responses, thanks.

2562. WTB: 8-bit games (cartridge)

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19990228013036.11126.00001200@ng-cb1.aol.com>
Source record: 54278

```
Lookig for the following games in if possible with box and manual:

Popeye
Joust
Zaxxon
Dave's midnight magic
Brucelee
```

2563. Pwr Supplies

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-5u2oO0GumWU5@draco>
Source record: 54279

just a note to let everyone know I ran acroos some 5 volt Atari computer (genuine Atari!) power supplies at 10 dollars each. I can get them and ship for cost if anybody wants/needs them.

Ken

2564. Re: BBS Express! Professional, live internet demonstration

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-i1FMVY7dic3U@draco>
Source record: 54280

On Sun, 28 Feb 1999 04:38:07, jeking@NOSPAM.COM wrote:

> Tom_Hunt@my-dejanews.com wrote:
>
> > One more item of note, is that the ftp server has been taken offline
> > indefinitely. Watch csa8b for if/when I decide to put it back up again.
>
> Tom, now that I'm live on the Internet, I'd be happy to host your FTP
> site. Contact me via mail..
>
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>

James King, do you have a real email address? if so drop me an email
and let me know what it is.

Ken

2565. Re: Unarcing in a PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36d8f0c4.5929629@news.earthlink.net>
Source record: 54281

On 28 Feb 1999 06:17:46 GMT, euskara@aol.com (Euskara) wrote:

>Hello everyone,
>Anyone know of a way to UNarc files downloaded to a pc? Is there a utility
>somewhere? I want to do this to try out files with the 800 win Emulator.
>Otherwise I guess you have to Null-modem the file to 8-bit, unarc it, then
>null-modem it back, somewhat of a pain. Fell free to E-mail responses, thanks.

Yeah, it's called SEA's ARC.
On the way.

2566. Re: Unarcing in a PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990228000622.9721C-100000@vtn1>
Source record: 54282

On 28 Feb 1999, Euskara wrote:

> Anyone know of a way to UNarc files downloaded to a pc? Is there a utility
> somewhere?

There are numerous PC utilities to unARC files. I generally use arc.exe
(the original from SEA) because it can both compress and extract files as
well as view contents, etc.

You can find such utilities in the UMich archive and one of the easiest is
Simtel net. I don't remember the complete URL but http://oak.oakland.edu
will get you into the ballpark.

John

2567. Classic Gaming Expo '99!

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: Sean Kelly <skelly@xnet.com>
Message-ID: <7bb6sv$61e$1@flood.xnet.com>
Source record: 54283
Cross-posted to: rec.games.video.classic,rec.games.vectrex,alt.atari.2600,comp.sys.atari.8bit

Classic Gaming Expo '99 set to roll!

The premier Classic Gaming event of the year has been scheduled for Aug. 14th and 15th, 1999 at the Plaza Hotel in Las Vegas. John Hardie and Keita Iida, two of the people responsible for last year's World of Atari show, have developed Classic Gaming Expo '99 so that it will appeal to all classic gamers, not just people interested in Atari.

Keita and John have teamed up with veteran collectors Sean Kelly, Les Caron, and Tom Keller, as well as notable industry alums, Jerry Jessop and Don Thomas Jr. to help bring CGE '99 to life.

The official show website is now up and running at: www.cgexpo.com From here, you can find the latest info about the show, including discount travel info, admission ticket ordering, latest calendar of events, and a list of industry veterans who will appear.

Some of the highlights of this year's show include:

- 21,000 square feet of convention space (3 times the amount of last year).
- Giant museum filled with rare and unreleased classic gaming hardware and software.
- Loads of coin-op games available for play.
- Game tournaments (Warlords, Tempest Duel, etc)
- Various game stations set up for play.
- Major corporate sponsorship and presence from companies such as Hasbro, Imagine Media, Nyko, Telegames, and Namco.
- Videogame auction that DOESN'T feature prototypes with $500 starting bids.
- A swap meet (tentative at this time)
- Continuous keynote speeches by industry alumni throughout both days.

There are currently over 30 industry veterans scheduled to appear at CGE '99 with many more in the works. Check out the webpage for a more complete listing, but expect to see the likes of Nolan Bushnell, Ralph Baer, David Crane, Steve Cartwright, Garry Kitchen, Rob Fulop, Dennis Koble, Tod Frye, John Harris, Jay Smith (who has said he will bring his color Vectrex), and many more.

2568. harddisk

Newsgroup: comp.sys.atari.8bit
Date: 1999-02-28 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <920408864@stackbbs.xs4all.nl>
Source record: 54284

>SIO2PC, automating the process
Maarten,

The things you need are: the SIO2PC hardware, and a program named A.P.E,
which is an Atari Peripheral Emulator, which is Shareware...

A.P.E. has many features, is able to emulate 8 atari-diskdrives at once,
with a max. of 16Mb per drives, which is the Atari-DOS-limit, not the
APE-limit...
You can also use APE to use your PC (internal) modem, and connected
printer. Use MS-Dos to run APE to avoid com-port timing-problems. If you
have a real fast Pentium, you may have luck to run it in a dos-box, but my
Pentium-75, 72Mb, is too slow to do it...

APE has an included utility to config the settings on the Atari, and
has CLI-commands to start-up, so virtually, you can use APE without even
having a keyboard or monitor connected to the PC, after setting-up
ofcourse...

It does even run on my ATARI 576Kb, 8086, 12Mhz XT-computer!

With APE you can also read directly from the PC harddisk without having to
use .ATR-images. In the registered version you can also write this way,
except with Sparta-Dos (PC-Mirror)...

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2569. Re: Unarcing in a PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7bdm05$584@freenet-news.carleton.ca>
Source record: 54188

Kgoundan (kgoundan@aol.com) writes:
> Try Aladdin Expander. It works with .arc files. It is at
> http://www.aladdinsys.com.

There is also a dos command line utility called PKUNPAK that will unpack
Atari ARC files without any complaints.

ftp://fddisunsite.oit.unc.edu/pub/academic/history/marshall/utilities/pkunpak.exe
ftp://ftp.u-aizu.ac.jp/pub/PC/pc98/util/pkunpak.exe
ftp://ftp.wnt.uni-duesseldorf.de/pub/MS-DOS/Entpacker/pkunpak.exe

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2570. FS: WARGAME CONSTRUCTION $10

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: markreed@ptd.net
Message-ID: <XiuC2.1216$AP3.1629@nnrp1.ptd.net>
Source record: 54189

I have one copy (5.25 disk) in original box with manual of Strategic Simulations, Inc. "Wargame Construction Set". 48K req. Also includes Scenario disk. For sale only $10.00 plud 3.00 shipping. If interested, contact me at : markreed@postoffice.ptd.net
Thank you, Mark.

2571. Re: /|\ Null modem connection help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: GP <gsnook@kca.net>
Message-ID: <7bduauqrs1@remarQ.com>
Source record: 54190

Snip
>
> First off, the no modem handler problem... what exactly is being
>referred to here? Has my 850 gone bad? How can this be checked?
>
> Thanks,
>
> Doctor Clu

It wants the 850 interface handler. This loads right after DOS loads. It can be found on the DOS 2.0 disks. I don't think it came with DOS 2.5 At any rate, I do this quite a bit - only with a PC to atari 850 interface. If you turn up the volume on the TV, you can tell when the handler loads - it is a different pitched sound. The cable pinout is below, but it might be skewed because of the line length. If you need it, email me.

Directions for making a null modem cable.

IBM ATARI 850 INTERFACE
25 pin 9 pin 9 pin

```
8 ------ 1 RLSD ----q--------------------------------- 1 DTR
6 ------ 6 DSR ----^ JUMPER TO (IBM RLSD)
3 ------ 2 RX ------------------------------------- 3 TX
2 ------ 3 TX ------------------------------------- 4 RX
20 ------ 4 DTR ----------------------------q-------- 2 RLSD
JUMPER TO (ATARI DSR) ^-------- 6 DSR
7 ------ 5 GND ------------------------------------- 5 GND
4 ------ 7 RTS ------------------------------------- 8 CTS
5 ------ 8 CTS ------------------------------------- 7 RTS
```

QMODEM ON THE IBM WORKS OK - AMODEM ON THE ATARI WORKS OK, HOWEVER, LIMIT FILE TRANSFERS FROM THE IBM TO THE ATARI TO 2400 BAUD. THE 850 OR AMODEM CANNOT KEEP UP WITH FASTER BAUD RATES. FROM THE ATARI TO THE IBM THERE IS NO PROBLEMS UP TO 9600 BAUD (LIMIT OF THE 850)

PCTOOLS, V 6, THERE ARE NO PROBLEMS FROM THE ATARI TO THE IBM AT UP TO 9600 BAUD. LIMIT SPEED FROM THE IBM TO THE ATARI TO 1200 BAUD WITH THIS SOFTWARE.

GARY

2572. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: "Kira L. Brown" <kbrown@neutralino.demon.com.uk>
Message-ID: <48DBF30EDD%kbrown@neutralino.demon.com.uk>
Source record: 54191
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.cbm,comp.sys.sinclair

In message <ant27010406cWWT7@whib.online.be>
Manu_T <Manu_T@writeme.com> wrote:

> Alistair, It's quite simple realy... imagine Roger becoming Sophie:-)

Let's not, because she doesn't like it.

Leave her alone.

kira.

--
This is a tagline.

2573. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: GP <gsnook@kca.net>
Message-ID: <7be20k$31g$1@remarQ.com>
Source record: 54192

Rev B was indeed only in XL computers. You were supposed to be able to take the ROM from a "C" cartridge, and install it in the XL. I tried this even tho I had to unsolder BOTH ROMs. When done, the basic would not boot on the XL. I unsoldered and reswaped the ROMs to their original location and they both still worked.... I have 2 basic cartridges, both of wich came direct from ATARI, and both are the "C" carts. Both are also 1 chip carts but the boards inside are different - 1 is pink, the other is green. The green one has a diode which in not on the pink board. Hope this helps. I used to write a lot of basic stuff, and so needed the "C" cart badly. I also used turbo basic to RUN ATARI BASIC programs (it was faster), and even compiled a couple of them with the built in compiler (then they were REALLY fast)
Hope this helps solve the confusion.

Gary

Bowling wrote in message <53qA2.199$85.316320@newse3.tampabay.rr.com>...
>There are THREE versions of Atari BASIC Computing Language, as follows:
>Atari CXL4002 79 BASIC Computing Language [ver. A] C
>Atari CXL4002 ?81 BASIC Computing Language [ver. B] ER
>Atari CXL4002 85 BASIC Computing Language [ver. C] R
>One of my BASIC carts is not dated, but instead has "R 39 2" stamped (you
>know, "recessed") into the front of the cart (in very small letters). How
>can I know if it is the version "A" (common) cart, or if it is the version
>"B" (Extremely Rare) cart? I also definitely own a copy of the version "C"
>cart, because the DATE is written on the label, but I am curious whether my
>other BASIC cart is version "A" or version "B".
>Does anyone know how I can find out? Is there a "command" I can type that
>will tell me the VERSION of my unidentified BASIC cart?
>Thanks,
>--MB
>
>
>

2574. cartridge switching method (was Re:Cartridges)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19990301080528.21774.00001056@ngol01.aol.com>
Source record: 54193

Hi all !

Im asking for some special hardware infos about the switching method of cartridges >8/16KB. (switchregisters/adresses/bits etc.)

I want to upgrade my AFLOS (Atari Flash OS) for emulation of bankswitched cartridges like OSS (Mac65 etc). I have read about some other cartridges (with another switching method) in the 'cartridge' thread. Can anybody tell me the name/manufacturer of such carts (some of that), how big that are and how this other switching method works? Perhaps its possible to emulate more than the OSS bankswitched carts with an acceptable expense.

I will release the collected infos on my homepage.

Thanks in advance,

bye, MacFalkner
http://members.aol.com/MacFalkner

2575. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: Adrian Bradshaw <adrian@usanda.co.uk>
Message-ID: <7beatt$cv6$1@newnews.global.net.uk>
Source record: 54194
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

Richard Wray wrote in message <7b1ouqbqi1@plutonium.btinternet.com>...
>I have a few simple questions for all of you.
>
>1) If you could play any of the classic 8 bit games again what would they
>be. A top 5 would be good.
>

The really addictive ones like:
Pipemania (ST and many others incl 8 bitters)
ChuckyEgg (Simple but Soooo addictive - ST / Dragon32(CoCo))

>2) Which characters (i.e. Jet Set Willy) stick most in your mind.
>
The characters were pretty unimportant to me.

>3) Forgetting 3d, Playstations, N64's and PC's, what updates would you make
>to old games. Would you improve the graphics for instance?
>

The graphical variation on the old 8bitters was pretty limited due to memory
constraints - perhaps this is an area for improvement without affecting the
game.

>4) Does anyone know who owns the rights to any old games or characters.

No (sorry)

>
>
>Answer back soon
>
>

2576. Needed: Atari 2600 VCS-to-TV Cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <NNyC2.6041$gg1.18949@newse2.tampabay.rr.com>
Source record: 54195

Anyone know where I can pick up one of the VCS-to-TV cables, cheap (couple bucks)? I pulled mine too hard, and the "plug" on the end broke off. It's on my original Sunnyvale VCS, so until I fix it, my heart is broken

--Mark
Odessa (Tampa), Florida 33556

2577. 400/800 Power Supply - fixable?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <8YyC2.6060$gg1.18995@newse2.tampabay.rr.com>
Source record: 54196

I bought a dead Atari power supply (originally came with an Atari 400). Can these be fixed? I see no screw holes (even under the rubber feet). Any ideas? Are they fixable, or is it ready for the trash?
--Mark

2578. Re: POOLDISK TOO

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <36dabc17.3330790@news.wxs.nl>
Source record: 54197

On 28 Feb 1999 19:03:00 +0100, EURO-ISDN@t-online.de (Ulf Petersen)
wrote:

>Hi!
>
>Could anyone please post me the content of the POOLDISK TOO CD-Rom?`Are
>there any other CD-Roms available for the ATARI 8-Bit?
>
>Ulf
The Pooldisk Too CD is a double CD. It contains about 5000 ATR files
on one CD, while the other CD is filled with internet pages, pictures
of equipment and peripherals, scans of artwork on packages and
cassette inlays, text and information files, which includes the
scanned text of "Mapping the Atari" (used by permission)
various PC utilities and ST and Macintosh stuff that can be used to
get the most out of you Atari 8-bit. Of course several emulators are
on the CD too.
The ATR files contain a very large portion of the ABBUC PD library,
the complete SAG library, the complete Bellcom PD library, the
complete SCAT PD library, The Lace library, and large portions
of the HAPS library, the Twaug library, C&T, SPACE, Colonia,
Analog, Page 6, the Futura magazines, TOP magazines,
POKEY magazines, Mega magazines, and several other sources.
There are more than 6000 ATR files on the CD, but some
libraries have disks that other libraries carry too, so all in
all there are about 5000 different disk images.
All in all, way to much to list.
You can find some more info at:
http://www.xs4all.nl/~stack/atarixle.html
of for Germany
http://www.atari-computer.de/abbuc/

I know there are some other CD's out there.
Just search deja news and you are bound to find something.

Keep those XL's/XE's humming
Ernest.

2579. Re: 400/800 Power Supply - fixable?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: Paul Grammens <pgrammen@sonic.net>
Message-ID: <36DAD15C.6321@sonic.net>
Source record: 54198

Bowling wrote:
>
> I bought a dead Atari power supply (originally came with an Atari 400). Can
> these be fixed? I see no screw holes (even under the rubber feet). Any
> ideas? Are they fixable, or is it ready for the trash?
> --Mark

It's 9 Volts, AC, so it's just a transformer. It may have a fuse. I
recently fixed one from a 1200XL- the fuse wasn't blown, but it was
resistive and was dropping the voltage so much the 1200XL wouldn't work.
I had to cut the case open because it is glued together, jumpered around
the fuse, and taped it back together. I got a floppy drive, which used a
similiar powersupply, and I noticed it had already been cut open and
glued back together, so I guess it isn't unusual. Someone just posted a
url to the specs on all these powersupplies the other day, and I noticed
that there were several variants, some put out more current than others.
I noticed the supply for the disk drive was more powerful than the one
for the 1200XL, so it could power the 1200xl but not vice versa.
-Paul

2580. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: rvdm@chello.nl
Message-ID: <36dae635.331725@news.brabant.chello.nl>
Source record: 54199
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

On Mon, 1 Mar 1999 15:12:23 -0000, "Adrian Bradshaw"
<adrian@usanda.co.uk> wrote:

>The really addictive ones like:
>Pipemania (ST and many others incl 8 bitters)
>ChuckyEgg (Simple but Soooo addictive - ST / Dragon32(CoCo))

ChuckyEgg RULES!!! Damn, I almost forgot about that one....talk about
addictive :))))

Ruud.

2581. C64 question...versus C64c?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <F6BC2.6231$gg1.19686@newse2.tampabay.rr.com>
Source record: 54200

Does either Commodore model have advantage(s) over the other one? The C64, or the (whiter, and larger, I think) C64c? I am considering buying one of these, mainly for game playing.
--Mark

2582. BASIC XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: Don Rae <donrae@telusplanet.net>
Message-ID: <I9BC2.4733$5p5.2343@news1.telusplanet.net>
Source record: 54201

Just curious if anyone here uses this regularily.

I have some interesting ideas for applications using this particular language format...and it would also be helpful if there was a binary format available somewhere that I can use on my 8-bit emulator.

2583. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: Craig Harrison <Craigster@AmsTech.freeserve.co.uk>
Message-ID: <7beos8tpk1@news6.svr.pol.co.uk>
Source record: 54202
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.sinclair

RHJL van de Moosdijk Wrote

>ChuckyEgg RULES!!! Damn, I almost forgot about that one....talk about
>addictive :))))
>

>Ruud.

Arghhhhhhh Not the level 10 huge yellow chicken! What a terrifying
memory!!!!

Craig

Craigster@AmsTech.freeserve.co.uk

2584. FA: OSS Action! Cartridge for Atari 8-bits in Original Box with all Documentation

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: naslund@ridgecrest.ca.us
Message-ID: <7berohfuo1@ash.ridgecrest.ca.us>
Source record: 54203

Hi,
I've got an OSS Action! cartridge for sale on eBay at the following URL:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=72815501

If you are interested, please check it out. Thank you, ...Howard

2585. Re: Catridges

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990301151059.11531.00000805@ngol05.aol.com>
Source record: 54204

In article <36DA3D5F.3F78EF61@asw.cz>, Jindrich Kubec <kubecj@asw.cz> writes:

>I meant creating images using some sort of ROM-programmer/reader. I want
>the contens of ROM chip.
>
>
So what are you trying to do? If you're trying to make a bunch of "backup"
carts, I'd guess you'd want a prom or eprom burner like CSS makes.

badbob1952@aol.com

2586. Re: Wanted: 1400XL or 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: brunergs@pcisys.net
Message-ID: <7bem0a$1hl$1@newman.pcisys.net>
Source record: 54205

>On 21 Feb 1999 10:58:41 GMT, lwhite6497@aol.com (LWhite6497) wrote:
>
>>> 8 of them TONG motherboards,
>>
>>What was the significance of the Tong
>>m.b.? Last and best? How many of the
>>features worked on these? (I know little
>>about them other than what Atari said they
>>would have.)
>>
>>Larry
>
Larry,

You can visit my web page to see some images of a TONG machine.

http://www.pcisys.net/~brunergs/Atari

Enjoy.

Glenn Bruner
brunergs@pcisys.net

2587. Atari 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <7bf1g9$c9r$1@epos.tesco.net>
Source record: 54206

UK based, looking for a manual for this machine, prefer original, consider anything, did have a US contact mail address, but lost it when the PC did a belly flop. Cover all costs and any reasonable charge. Richard

2588. Re: /|\ Null modem connection help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7bf1robsa1@winter.news.rcn.net>
Source record: 54207

You can make an AUTORUN.SYS file that will load the handler from the 850 by
using the SETUP.COM program that came with DOS 2.5.

GP wrote in message <7bduauqrs1@remarQ.com>...
>
> Snip
>>
>> First off, the no modem handler problem... what exactly is being
>>referred to here? Has my 850 gone bad? How can this be checked?
>>
>> Thanks,
>>
>> Doctor Clu
>
>It wants the 850 interface handler. This loads right after DOS loads. It
>can be found on the DOS 2.0 disks. I don't think it came with DOS 2.5 At
>any rate, I do this quite a bit - only with a PC to atari 850 interface.
If
>you turn up the volume on the TV, you can tell when the handler loads - it
>is a different pitched sound. The cable pinout is below, but it might be
>skewed because of the line length. If you need it, email me.
>
>Directions for making a null modem cable.
>
> IBM ATARI 850 INTERFACE
>25 pin 9 pin 9 pin
>
> 8 ------ 1 RLSD ----q--------------------------------- 1 DTR
> 6 ------ 6 DSR ----^ JUMPER TO (IBM RLSD)
> 3 ------ 2 RX ------------------------------------- 3 TX
> 2 ------ 3 TX ------------------------------------- 4 RX
>20 ------ 4 DTR ----------------------------q-------- 2 RLSD
> JUMPER TO (ATARI DSR) ^-------- 6 DSR
> 7 ------ 5 GND ------------------------------------- 5 GND
> 4 ------ 7 RTS ------------------------------------- 8 CTS
> 5 ------ 8 CTS ------------------------------------- 7 RTS
>
>
>QMODEM ON THE IBM WORKS OK - AMODEM ON THE ATARI WORKS OK, HOWEVER, LIMIT
>FILE TRANSFERS FROM THE IBM TO THE ATARI TO 2400 BAUD. THE 850 OR AMODEM
>CANNOT KEEP UP WITH FASTER BAUD RATES. FROM THE ATARI TO THE IBM THERE IS
>NO PROBLEMS UP TO 9600 BAUD (LIMIT OF THE 850)
>
>PCTOOLS, V 6, THERE ARE NO PROBLEMS FROM THE ATARI TO THE IBM AT UP TO

>9600 BAUD. LIMIT SPEED FROM THE IBM TO THE ATARI TO 1200 BAUD WITH
>THIS SOFTWARE.
>
>GARY
>
>
>
>

2589. Free Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: jack <jackaloy@ix.netcom.com>
Message-ID: <36DB1402.65D5@ix.netcom.com>
Source record: 54208

I have the following manuals for Atari 8-bit programs. All are three-hole punched and in excellent condition. All I'm asking is the cost of shipping.

ENERGY CZAR (CX4121)
MORTGAGE AND LOAN ANALYSIS (CX4115)
STOCK CHARTING (CX8108)
STOCK ANALYSIS (CX8107)

I do not have the programs, just the manuals.

Thanks

Jack

2590. Re: Wanted: 1400XL or 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990301182318.28184.00001830@ng22.aol.com>
Source record: 54209

>You can visit my web page to see some images of a TONG machine.
>
Thanks, Glenn.
Very nice! I had never heard of Collette.
Larry

2591. Re: C64 question...versus C64c?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36dafd4d.10697482@news.demon.co.uk>
Source record: 54210

The other Day "Bowling" <mbowlin1@tampabay.rr.com> wrote:

>Does either Commodore model have advantage(s) over the other one? The C64,
>or the (whiter, and larger, I think) C64c? I am considering buying one of
>these, mainly for game playing.
>--Mark
>
Strange question to ask in an Atari group tbh but the answer is no, the
c is a redesign
--
Paul..

Emulator megafan, Retro gamer and all round fountain of knowledge.

ICQ No: 105793

2592. WTB: Basic XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <7bfd3ulkl1@nw003t.infi.net>
Source record: 54211

Anyone know where I can get a Basic XE cart?

--
Cabell Clarke
cabell@richmSPAMNOond.infi.net
http://www.geocities.com/~amf_band

2593. Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: Bret Kellihan <blk3z@virginia.edu>
Message-ID: <36DAD959.3D49F94C@virginia.edu>
Source record: 54212

If an Atari 800XL is functional (will play carts) but won't boot the internal basic, would it be possible to load basic from cartridge? I'm aware that this is probably a damaged basic rom and just needs to be replaced. Someone offered a good deal on the machine, and while I can't replace the rom at present, I would still like to use it. Would poping in a Basic cartridge (Atari 400/800) work?

thanks,
bret

2594. 800 xl basic (again)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: Bret Kellihan <blk3z@virginia.edu>
Message-ID: <36DADB02.D52576CD@virginia.edu>
Source record: 54213

would it be possible to pull the rom from a revision A or revision C
basic cart and slap it into an 800 XL with a bad basic chip?

thanks,
bret

2595. Re: Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@earthlink.net>
Message-ID: <36DB5E0D.E49A0AE6@earthlink.net>
Source record: 54214

I have booted both of my 800XLs and my 130XE with the original Basic cart.
with no problem however I have never used the cart with these machines. I
was just curious to see if the machines would boot.

Bret Kellihan wrote:

> If an Atari 800XL is functional (will play carts) but won't boot the
> internal basic, would it be possible to load basic from cartridge? I'm
> aware that this is probably a damaged basic rom and just needs to be
> replaced. Someone offered a good deal on the machine, and while I can't
> replace the rom at present, I would still like to use it. Would poping
> in a Basic cartridge (Atari 400/800) work?
>
> thanks,
> bret

2596. Re: Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <7bforpukh1@nw003t.infi.net>
Source record: 54215

Bret Kellihan wrote in message <36DAD959.3D49F94C@virginia.edu>...
>If an Atari 800XL is functional (will play carts) but won't boot the
>internal basic, would it be possible to load basic from cartridge? I'm
>aware that this is probably a damaged basic rom and just needs to be
>replaced. Someone offered a good deal on the machine, and while I can't
>replace the rom at present, I would still like to use it. Would poping
>in a Basic cartridge (Atari 400/800) work?

I used to use my REV C cart in my 800xl and all the time when I was writing
basic code. It worked fine here.

2597. Another 800 XL question

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: Bret Kellihan <bkellihan@earthlink.net>
Message-ID: <7bfp7mbgp1@murdoch.acc.Virginia.EDU>
Source record: 54216

Is it possible to pull the ROM from a 400/800 (the OS rom) and us it instead of the XL OS?

Please reply to blk3z@virginia.edu if that's not the address in this message. I've canceled my earthlink account.

2598. Re: 800 xl basic (again)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <7bfq58$6o4$1@news.storm.ca>
Source record: 54217

Generally not. Most of the carts (esp Rev A) used two ICs; the XL
motherboard only has one socket. I'm not sure of the pinouts either.

--
David P.
Bret Kellihan <blk3z@virginia.edu> wrote in message
news:36DADB02.D52576CD@virginia.edu...
> would it be possible to pull the rom from a revision A or revision C
> basic cart and slap it into an 800 XL with a bad basic chip?
>
> thanks,
> bret
>

2599. Re: Wanted: atarixe.rom

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <7bfq70$6o8$1@news.storm.ca>
Source record: 54218

Except for a very few late model 130xes (and all the XEGS systems) the XE models were sold with the XL ROM set.

--
David P.
Locust000 <locust000@aol.com> wrote in message news:19990301230744.08672.00002363@ng-fp1.aol.com...
> Hello! Can anyone tell me where I can find the PC .rom file for an XE? I have
> Atari800win but I don't have the XE rom; I'm using the XL rom instead. Or, a
> better question might be: can I use the XL rom and forget about getting the XE
> rom?

2600. Re: Another 800 XL question

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <7bfqbj$6od$1@news.storm.ca>
Source record: 54219

The 400/800 OS ROM was in two 4K chips and one 2K chip (the floating point system). You'd have to copy the three chips and then burn a 27128 EPROM to replace the XL OS. You'd also lose the PBI (MIO & BB).

On the plus side, there's a lot of real estate left over in the EPROM, and you could install some nifty additional routines (omnimon, anyone?)

--
David P.

Bret Kellihan <bkellihan@earthlink.net> wrote in message news:7bfp7mbgp1@murdoch.acc.Virginia.EDU...
> Is it possible to pull the ROM from a 400/800 (the OS rom) and us it instead
> of the XL OS?
>
> Please reply to blk3z@virginia.edu if that's not the address in this
> message. I've canceled my earthlink account.

2601. Wanted Books

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <euoC2.640$575.1187@news.flash.net>
Source record: 54285

```
I'm looking for the following books
if you have copies for sale or trade
please e-mail me Thanks

1 copy of "Inside Atari DOS"
Bill Wilkinson(Editor)

1 copy of "Atari Basic Source Book"
Bill Wilkinson

tchermok@flash.net
```

2602. Re: Catridges

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <36DA3D5F.3F78EF61@asw.cz>
Source record: 54286

"John K. Picken" wrote:
> Making the image is really not hard--you just keep switching banks and
> dumping the ROM to disk files (sequential extender sort of thing). The
> real challenge is in using the images and emulating some sort of
> equivalent to bank switching.

I meant creating images using some sort of ROM-programmer/reader. I want
the contens of ROM chip.

Jindroush <kubecj@asw.cz>

2603. 2600 wireless/remote JOYSTICK:for VCS/5200??

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-01 00:00:00 UTC
From: Jimbo <jimbo_116@hotmail.com>
Message-ID: <OcjveV7Y#GA.214@upnetnews05>
Source record: 54287

Does anyone know if you can safely connect the 2600 wireless remote control joysticks to the Atari 5200 via the VCS cartridge adapter? Apparently you ordinarily connect the power cord from the receiver unit to the input jack on the 2600 console, then the 2600 AC power adapter to the input power jack of the receiver unit. Will this work using the 5200 (2-port) power adapter to the receiver input jack, then the unit's power cord to the back of the 5200, controller cables to the VCS adapter??

Thanks for any help.
james

2604. Re: C64 question...versus C64c?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36dbbfb1.3610650@news.demon.co.uk>
Source record: 54138

The other Day "Bowling" <mbowlin1@tampabay.rr.com> wrote:

>Heh, heh...I'm such an Atari loyalist, I won't venture from "csa8" for even
>an opinion of "Commodore" hardware! (also, I know there are a great many
>Atarians in this NG that possess more than a smattering of Commodore
>experience and knowledge...)
>--Mark
>
My great 8bit love will always be the Atari 1st, but because I think all
platforms have their merits I also am a keen C64 owner (infact its my
Faq for that group).

Plus I think my sig gives it away :)
--
Paul..

Emulator megafan, Retro gamer and all round fountain of knowledge.

ICQ No: 105793

2605. Re: Whats so great about Bounty Bob?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36dcc098.3842105@news.demon.co.uk>
Source record: 54139

The other Day "Gareee" <gareee@worldnet.att.net> wrote:

>I think part of what people are forgetting, is that these were the first
>real platform games.. Jumpman made it because of the levels, and the
>addicting animation and music.. miner (and bounty bob) made it based on
>precision.. you had to be GOOD at miner to beat it.. timing is everything!

I remember (for those from the UK) walking into Silica shop and seeing
Miner on display, god that was a great sight.

And thinking about it on those saturdays, the chorus of sounds you heard
as you walked in, some Pacman from the right, some Star Raiders from the
left, "We gotcha" coming from the person playing Tumblebugs and the
sweet sound of a real 810 merrily loading games :)

Ah, those were nice days :)
>
>Spelunker pushed that formaty forward more, and things like loade runner's
>rescue pushed thatenvelope even further (and it was isometric, AND had a
>level editor!)

Spelunker just has a wonderful draw to it, many people replay this game
over and over. Also I would have said Crystal Castles was a better
isometric game (LR was a clone tbh)
>
>I'm still waiting for the mame color fix for spelunker arcade, BTW...
>
You sure its not on the latest version?

Certainly the colours / colors (a bit of brit/US co-op there) are better
than they were :)
--
Paul..

Emulator megafan, Retro gamer and all round fountain of knowledge.

ICQ No: 105793

2606. Re: Another 800 XL question

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36dec2f8.4449650@news.demon.co.uk>
Source record: 54140

The other Day "David A. Paterson" <david_p@storm.ca> wrote:

>The 400/800 OS ROM was in two 4K chips and one 2K chip (the floating point
>system). You'd have to copy the three chips and then burn a 27128 EPROM to
>replace the XL OS. You'd also lose the PBI (MIO & BB).
>
>On the plus side, there's a lot of real estate left over in the EPROM, and
>you could install some nifty additional routines (omnimon, anyone?)

I actually use a slightly modified 800 rom with my multi OS board from
Newell(?). Its a fantastic little board that has OmnimonXL plus 2 spare
sockets for any other OS chips.

Good knows if they still are available, if they are then get one
instantly along with Omnimon (a real must have if you are into coding)
--
Paul..

Emulator megafan, Retro gamer and all round fountain of knowledge.

ICQ No: 105793

2607. Re: Another 800 XL question

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990302105504.650A-100000@vtn1>
Source record: 54141

On Tue, 2 Mar 1999, Dennis McGuire wrote:

>
> No, but you can use the Translator disk which basically loads the
> 400/800 OS into RAM on the XL.
>
There are also translator programs available which will install Charles
Marslett's Fastchip floating point routines and add the $C000-$CFFF range
to free RAM when installing the 800 OS in RAM. I can't get at them right
now because of 8-bit problems but you might find them on UMich.

John

2608. Re: Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7bhdrfigr1@news8.svr.pol.co.uk>
Source record: 54142

Hi Bret,

>If an Atari 800XL is functional (will play carts)....
>....Would poping in a Basic cartridge (Atari 400/800) work?

Absolutely, no problem at all there.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

2609. Re: 800 xl basic (again)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7bhdrhigr2@news8.svr.pol.co.uk>
Source record: 54143

Hi Bret,

>Another extension then.... Assuming I replace the 800 XL's rom with a burned
>400/800 OS rom....

This is certainly possible, but not IMHO desirable. Best to stick with the XL
OS.

>....would it still be possible to replace the on board BASIC....

The on-board BASIC is in a seperate ROM to the OS, you can replace it with ANY
cartridge ROM you like as long as it's an 8K ROM and has the right pinout (my
memory is a bit hazy after all these years but ISTR that the pinout of the
BASIC ROM is not the same as that of a 2764 - difference in chip select
polarity?).

>....have it auto-load, or would that capability be lost with XL-OS?

Most probably you'd lose that capability since the OS will not know how to
control the inbuilt ROM. It will set port B of the 6821 to be all inputs when
initialising the hardware, so unless the CS line of the BASIC ROM either floats
high, or is pulled high by a resistor, the ROM will not be seen by the
system....

[LATER]

I've dug up my 800XL schematic....you would definitely lose the built in BASIC.

Bit 1 of Port B of the 6520 (6821) is used to control whether the built in
BASIC ROM is enabled or not. Since the 400/800 OS would set this port to input
mode there will be no output on this line which will then be pulled high by a
3K resistor, disabling BASIC since the line is active low.

You're fine as far as the built in OS is concerned since the line is active
high (and pulled high by another 3K resistor).

BTW The BASIC ROM appears to have the same pinout as a standard 2764 (OS is
27128).

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

2610. Re: Atari 400 KEYBOARD

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <m8XC2.12349$po.5028@c01read02.service.talkway.com>
Source record: 54144

It's great when my 2 year old wants to play big bird or the other
sesame street games and gets the keyboard all sticky because her mother
hands her a taffy :)
And it's built so well she can stand on it.
Mark

On Thu, 25 Feb 1999 17:24:59 GMT spearsk@mc-mc.com wrote:
> Whenever anyone saw my 400, they said something to the effect of "How can you
> TYPE on that thing?!" It doesn't look easy, but once you get used to it, you
> can fly! I actually had trouble getting used ot a "regular" keyboard when I
> got my 800XL!
>
> In article <XtYA2.1169$gg1.4815@newse2.tampabay.rr.com>,
> "Bowling" <mbowlin1@tampabay.rr.com> wrote:
> > My 2 centsworth:
> > I own an Atari 800. I am thinking about also buying an Atari 400 (already
> > upgraded to 48k, or else I'll do it myself).
> > Personally, I LOVE the Atari 400's membrane keyboard...it's what makes it
> > unique! You will never have to disassemble your original 400 keyboard to
> > clean between the keys. Also, the 400 is light and compact. The membrane
> > keyboard is a masterpiece, and THAT'S the main feature that would cause me
> > to ever want to buy one!
> > --MB
> >
> >
>
> ----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
--
Posted via Talkway - http://www.talkway.com
Surf Usenet at home, on the road, and by email -- always at Talkway.

2611. Re: Wanted: 1400XL or 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7bhjmqfkc1@nnrp1.dejanews.com>
Source record: 54145

This probably falls into the category of "if you have to ask, you can't afford it", but does anyone have any knowledge of what these sell for when they change hands? I'm sure this doesn't happen too often, but it sounds like there's enough of these in existence that every now and then, one must be sold..

In article <19990301182318.28184.00001830@ng22.aol.com>,
lwhite6497@aol.com (LWhite6497) wrote:
> >You can visit my web page to see some images of a TONG machine.
> >
> Thanks, Glenn.
> Very nice! I had never heard of Collette.
> Larry
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2612. Re: Antic Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <7bhi9d$t0n$1@remarQ.com>
Source record: 54146

In article <7aipu6rb1@murdoch.acc.Virginia.EDU> , "Bret Kellihan"
<bkellihan@earthlink.net> wrote:

> Does anyone know where I can find some old Antic magazines for sale?

I see them for sale on ebay (www.ebay.com) from time to time. Also, you can
read many issues online at www.atarimagazines.com

Kevin Savetz

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com

2613. Re: Another 800 XL question

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: Bret Kellihan <bkellihan@earthlink.net>
Message-ID: <7bhmll$8tf$1@murdoch.acc.Virginia.EDU>
Source record: 54147

```
----------
In article <thor.920373659@math.tu-berlin.de>, thor@math.tu-berlin.de
(Thomas Richter) wrote:

>Bret Kellihan <blk3z@virginia.edu> writes:
>
>>Thanks David,
>
>>That sounds like a plan ;-) Now all I need is a trusty eprom burner and a copy
>>of the images ;-) I wouldn't mind losing the PBI in exchange for the 800/400
>>compatibility.
>
>Since the 800 Os can be loaded into the RAM under the ROM, where's
>precisely the problem? All this can be done in software!
>
>So long,
> Thomas

Well, I can think of a few things. I know it can be done in software, but
I'd like to do it once and be done with it.

The problems I have are the following:
1) No translator disk
2) I usually won't have a disk drive on this system.
3) That's going to be a pain to load it every time, when I'd like it to
be permanent
4) I'd rather just modify the hardware than patch it up every time the
system starts.
It would probably take 15-20 minutes with a soldering iron to fix it
up permanently.
Since I'm already looking at replacing the onboard Basic ROM (I think
it burned out.
Although I'll be using a cart for a few weeks, I'd rather have basic
on-board). so I
could just swap out the OS-ROM at the same time.
5) Loading the OS into RAM eats RAM... if this was a Pentium II with
128Meg of the stuff
sitting around, it wouldn't be a big deal... But with a disk drive
and the translator
disk, DOS has to be loaded, and the OS has to be loaded from the
drive... that's too much
waste in 64K ram...

I have the ROM images for the Atari 400's OS. I'd just like to burn it onto
a chip and pop it in...
```

Unfortunately, I don't have a burner. If anyone could make me an EPROM with that data burned into, that would be great (contact me if you'd be willing to, I'd be willing to pay to have the chip burned). blk3z@virginia.edu

Thanks,
Bret

2614. Re: 800 xl basic (again)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: Bret Kellihan <bkellihan@earthlink.net>
Message-ID: <7bhn1p$92u$1@murdoch.acc.Virginia.EDU>
Source record: 54148

Hi Pete,

Thanks for the info. That's more like what I was hoping for. :) Do you
think it would be possible to tie in a resistor to a switch and mount it on
the case. Then tie the resistor to the onboard power supply and use that to
pull bit 1 of port B high to enable the onboard basic? That way it could be
turned on and off from the switch?

You have schematics of the 800XL?? Where could I find a copy of those?

Thanks,
Bret

In article <7bhdrhigr2@news8.svr.pol.co.uk>, "Peter Pachla"
<my.name@vectrex.freeserve.co.uk> wrote:

>Hi Bret,
>
> >Another extension then.... Assuming I replace the 800 XL's rom with a burned
> >400/800 OS rom....
>
>This is certainly possible, but not IMHO desirable. Best to stick with the XL
>OS.
>
> >....would it still be possible to replace the on board BASIC....
>
>The on-board BASIC is in a seperate ROM to the OS, you can replace it with ANY
>cartridge ROM you like as long as it's an 8K ROM and has the right pinout (my
>memory is a bit hazy after all these years but ISTR that the pinout of the
>BASIC ROM is not the same as that of a 2764 - difference in chip select
>polarity?).
>
> >....have it auto-load, or would that capability be lost with XL-OS?
>
>Most probably you'd lose that capability since the OS will not know how to
>control the inbuilt ROM. It will set port B of the 6821 to be all inputs when
>initialising the hardware, so unless the CS line of the BASIC ROM either floats
>high, or is pulled high by a resistor, the ROM will not be seen by the
>system....
>
>
>[LATER]
>
>I've dug up my 800XL schematic....you would definitely lose the built in BASIC.
>

>Bit 1 of Port B of the 6520 (6821) is used to control whether the built in
>BASIC ROM is enabled or not. Since the 400/800 OS would set this port to input
>mode there will be no output on this line which will then be pulled high by a
>3K resistor, disabling BASIC since the line is active low.
>
>You're fine as far as the built in OS is concerned since the line is active
>high (and pulled high by another 3K resistor).
>
>BTW The BASIC ROM appears to have the same pinout as a standard 2764 (OS is
>27128).
>
>
> TTFN - Pete.
>
>--
>Spam deflector in effect - it's obvious!
>
>Hardware & Software Engineer. Sound Engineer.
>Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
>
>ICQ# 12560790
>--
>
>
>

2615. Re: Atari Light Gun?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: Ted O'Neill <toneill@best.com>
Message-ID: <36DC6CA5.10908D98@best.com>
Source record: 54149

Another light gun question for all you atari experts: is it possible to convert
a sega master system light gun for use on atari? It looks like it uses 4 pins
in the connector and I'm thinking they just need to be rearranged. Any ideas?

"David A. Paterson" wrote:
>
> Are you using a monitor or a TV? On monitors, the light gun might not work
> depending on which output you use - one feeds properly to the lightgun,
> while the other does not. (I forget which is which, as its several years
> since I sold my lightgun).
>
> --
> David P.
> Bowling <mbowlin1@tampabay.rr.com> wrote in message
> news:El3C2.3942$NU.2785363@newse3.tampabay.rr.com...
> > I was happy to find an Atari Light Gun. I plugged in my Bug Hunt, plugged
> in
> > my Light Gun...and...nothing. I noticed that at the very back of my Light
> > Gun (i.e., opposite the tip of the barrel, the end nearest me when aiming
> > gun), there is a recessed "hole" (it looks like there are screw "threads",
> > where something might have screwed inside). Inside this "hole", I shined a
> > flashlight and there seems to be a metal "rod" filling the hole. Can
> someone
> > tell me if there is something missing from my Light Gun? I tried the Gun
> on
> > each of the FOUR gameports on my Atari 800, so I covered that base. Bug
> Hunt
> > DOES run on my 48k "800", because it ran fine when I run it with a
> joystick
> > only (although, as we know, the Light Gun is required to play the game
> > properly).
> > Any thoughts are GREATLY appreciated!
> > --Mark
> >
> >

2616. Re: Bravo Sierra needs your help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: Robert Dupuy <wampeter@earthlink.net>
Message-ID: <36DC9F9B.CE2ABC8D@earthlink.net>
Source record: 54150
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st

I bought a program from Ben two years ago.

I thought the service was average. I didn't think the product was working, and when I tried to get answers, they weren't forthcoming. To say the least, I was a bit nervous about the deal.

It turns out the problem was on my end. I figured out where my mistake was, on my own, and I got it working.

He had what I wanted. He sold it at a fair price. He shipped it out in a timely manner. He did not provide service after the sale, he went very quiet.

That is my review of Bravo Sierra. I would consider doing business again if there was a special reason, so far I haven't.

Benjamin Smith wrote:
>
> Hello, how are you? Fine I hope!?! I on the other hand could use some
> help... I'm Ben Smith of Bravo Sierra Computers. I sell Atari on the
> InterNet. I've made numerous transactions using the InterNet over the
> years. More than I can count. Now I have someone who is questioning my
> ethics. A deal between us went sour and now my reputation is in
> jeapordy. I admit I could of handled it better. I should of kept my
> cool and refrained from accusing Frank Traut of Character Assassination
> and smearing my reputation. For this I offer my sincerest apologies.
> Still I could use your help. I need some Champions to stand up for me.
> Over the years I've served a number of satisfied customers. Including a
> strong base of repeat customers. I would appreciate it if some of my
> customers would post regarding their experiences dealing with me. I
> need Champions to redeem my reputation in the InterNet NewsGroup:
> alt.atari-jaguar.discussion. And if you have a complaint against me,
> well it's a free country.
>
> ==Thanx==
> ===Ben===
> --
> Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
> DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
> http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
> Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

2617. Re: Needed: Atari 2600 VCS-to-TV Cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: NOSPAM <nospam@here.com>
Message-ID: <7bigvm$2sh$1@fir.prod.itd.earthlink.net>
Source record: 54151

Try Radio Shack.

Bowling wrote in message ...
>Anyone know where I can pick up one of the VCS-to-TV cables, cheap (couple
>bucks)? I pulled mine too hard, and the "plug" on the end broke off. It's
>on my original Sunnyvale VCS, so until I fix it, my heart is broken
>
>--Mark
>Odessa (Tampa), Florida 33556
>
>

2618. Re: Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: Carlos Werner Heinzelmann <cwh@solucoes.com.br>
Message-ID: <36dbe152.0@news.matrix.com.br>
Source record: 54152

I had the same problem with my 800XL back in 1984, and while waiting for a new Basic ROM, I used a Basic Cart (can't remember the revision) from a friend's 400, without any problem.

Werner
Brazil

Bret Kellihan wrote in message <36DAD959.3D49F94C@virginia.edu>...
>If an Atari 800XL is functional (will play carts) but won't boot the
>internal basic, would it be possible to load basic from cartridge? I'm
>aware that this is probably a damaged basic rom and just needs to be
>replaced. Someone offered a good deal on the machine, and while I can't
>replace the rom at present, I would still like to use it. Would poping
>in a Basic cartridge (Atari 400/800) work?
>
>thanks,
>bret
>

2619. Re: Whats so great about Bounty Bob?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <7bfer6$t65@bgtnsc01.worldnet.att.net>
Source record: 54220

I think part of what people are forgetting, is that these were the first real platform games.. Jumpman made it because of the levels, and the addicting animation and music.. miner (and bounty bob) made it based on precision.. you had to be GOOD at miner to beat it.. timing is everything!

Spelunker pushed that formaty forward more, and things like loade runner's rescue pushed thatenvelope even further (and it was isometric, AND had a level editor!)

I'm still waiting for the mame color fix for spelunker arcade, BTW...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

2620. Re: C64 question...versus C64c?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <omIC2.86$mV2.175785@newse3.tampabay.rr.com>
Source record: 54221

Heh, heh...I'm such an Atari loyalist, I won't venture from "csa8" for even an opinion of "Commodore" hardware! (also, I know there are a great many Atarians in this NG that possess more than a smattering of Commodore experience and knowledge...)
--Mark

Paul Irvine wrote in message <36dafd4d.10697482@news.demon.co.uk>...
>The other Day "Bowling" <mbowlin1@tampabay.rr.com> wrote:
>
>>Does either Commodore model have advantage(s) over the other one? The C64,
>>or the (whiter, and larger, I think) C64c? I am considering buying one of
>>these, mainly for game playing.
>>--Mark
>>
>Strange question to ask in an Atari group tbh but the answer is no, the
>c is a redesign
>--
>Paul..
>
>Emulator megafan, Retro gamer and all round fountain of knowledge.
>
>ICQ No: 105793

2621. Wanted: atarixe.rom

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: locust000@aol.com
Message-ID: <19990301230744.08672.00002363@ng-fp1.aol.com>
Source record: 54222

Hello! Can anyone tell me where I can find the PC .rom file for an XE? I have Atari800win but I don't have the XE rom; I'm using the XL rom instead. Or, a better question might be: can I use the XL rom and forget about getting the XE rom?

2622. Re: Video Tittler Software

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: mcheca@li.urp.edu.pe
Message-ID: <36db6716.513782@news.unired.net.pe>
Source record: 54223

On Sun, 28 Feb 1999 07:27:43 -0600, "GP" <gsnook@kca.net> wrote:

>Anyone know if video titling software was ever available for the 8 bit?
>What with a video output and all, it would be a snap!
>Gary
>
Yes, it was. Maybe I can find those disks somewhere...
There was also a genlock developed for the A8...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

2623. Re: Another 800 XL question

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: Bret Kellihan <blk3z@virginia.edu>
Message-ID: <36DB84AD.A7851951@virginia.edu>
Source record: 54224

Thanks David,

That sounds like a plan ;-) Now all I need is a trusty eprom burner and a copy of the images ;-) I wouldn't mind losing the PBI in exchange for the 800/400 compatibility.

"David A. Paterson" wrote:

> The 400/800 OS ROM was in two 4K chips and one 2K chip (the floating point
> system). You'd have to copy the three chips and then burn a 27128 EPROM to
> replace the XL OS. You'd also lose the PBI (MIO & BB).
>
> On the plus side, there's a lot of real estate left over in the EPROM, and
> you could install some nifty additional routines (omnimon, anyone?)
>
> --
> David P.
>
> Bret Kellihan <bkellihan@earthlink.net> wrote in message
> news:7bfp7mbgp1@murdoch.acc.Virginia.EDU...
> > Is it possible to pull the ROM from a 400/800 (the OS rom) and us it
> instead
> > of the XL OS?
> >
> > Please reply to blk3z@virginia.edu if that's not the address in this
> > message. I've canceled my earthlink account.

2624. Re: 800 xl basic (again)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: Bret Kellihan <blk3z@virginia.edu>
Message-ID: <36DB850E.B7353617@virginia.edu>
Source record: 54225

Another extension then.... Assuming I replace the 800 XL's rom with a burned 400/800 OS rom, would it still be possible to replace the on board BASIC and have it auto-load, or would that capability be lost with XL-OS?

"David A. Paterson" wrote:

> Generally not. Most of the carts (esp Rev A) used two ICs; the XL
> motherboard only has one socket. I'm not sure of the pinouts either.
>
> --
> David P.
> Bret Kellihan <blk3z@virginia.edu> wrote in message
> news:36DADB02.D52576CD@virginia.edu...
> > would it be possible to pull the rom from a revision A or revision C
> > basic cart and slap it into an 800 XL with a bad basic chip?
> >
> > thanks,
> > bret
> >

2625. Re: IRC Channel #Atari on EFNET !

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: dalibor5561@my-dejanews.com
Message-ID: <7bg4su$673$1@nnrp1.dejanews.com>
Source record: 54226

In article <36c8a7f2.161739042@news-server>,
ddm@ddm.org (DaVeDeMoN) wrote:
> There doesn't seem to be to many chatrooms / channels dedicated to
> atari, but there is one on EFNET. Join #atari on efnet and idle, talk,
> hang out or whatever.
> Hi,

try to connect www.jrc.cz
there are many of useful links........

Dalibor

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2626. Re: Another 800 XL question

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: Bret Kellihan <blk3z@virginia.edu>
Message-ID: <36DB860C.A394F862@virginia.edu>
Source record: 54227

Hmm... I seem to be pretty thoughtless tonight (??) I haven't seen EPROMs advertised in a long time. Could you point me to a source of 27128 EPROMs?

"David A. Paterson" wrote:

> The 400/800 OS ROM was in two 4K chips and one 2K chip (the floating point
> system). You'd have to copy the three chips and then burn a 27128 EPROM to
> replace the XL OS. You'd also lose the PBI (MIO & BB).
>
> On the plus side, there's a lot of real estate left over in the EPROM, and
> you could install some nifty additional routines (omnimon, anyone?)
>
> --
> David P.
>
> Bret Kellihan <bkellihan@earthlink.net> wrote in message
> news:7bfp7mbgp1@murdoch.acc.Virginia.EDU...
> > Is it possible to pull the ROM from a 400/800 (the OS rom) and us it
> instead
> > of the XL OS?
> >
> > Please reply to blk3z@virginia.edu if that's not the address in this
> > message. I've canceled my earthlink account.

2627. Re: Catridges

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <36DB91C6.6C03B83E@asw.cz>
Source record: 54228

BadBob1952 wrote:

> So what are you trying to do? If you're trying to make a bunch of "backup"
> carts, I'd guess you'd want a prom or eprom burner like CSS makes.

I'm trying to get cartridge images from people which have those
cartridges. I don't have any, I don't even have eprom burner. But I want
the images in order to emulate their behavior in Atari800 emu.

Jindroush <kubecj@asw.cz>

2628. Re: Another 800 XL question

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.920373659@math.tu-berlin.de>
Source record: 54229

Bret Kellihan <blk3z@virginia.edu> writes:

>Thanks David,

>That sounds like a plan ;-) Now all I need is a trusty eprom burner and a copy
>of the images ;-) I wouldn't mind losing the PBI in exchange for the 800/400
>compatibility.

Since the 800 Os can be loaded into the RAM under the ROM, where's
precisely the problem? All this can be done in software!

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

2629. Re: 800 xl basic (again)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.920373792@math.tu-berlin.de>
Source record: 54230

Hi!
"David A. Paterson" <david_p@storm.ca> writes:

>Generally not. Most of the carts (esp Rev A) used two ICs; the XL
>motherboard only has one socket. I'm not sure of the pinouts either.

Again: Why not doing this in software? There's enough Ram in the 800XL
to load the basic code from disk, and even reset-protect it.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

2630. Indus/Synchromesh

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990302064457.12881.00002013@ng-fw1.aol.com>
Source record: 54231

I just added an Indus to my collection,
and was wondering if anyone know of
any added info about Synchromesh,
or newer versions of it. All I need to
do is activate the drive (I think), since
I have an US+ O/S. I use MyDos
normally. But I do remember that
SpartaX has an Indus driver. Anyone
have some suggestions? Any sources
of info about Indus on the 'net? P.S.
it is a very quiet drive.
Larry

2631. Re: Another 800 XL question

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9903020828430.15737-100000@moose.erie.net>
Source record: 54232

No, but you can use the Translator disk which basically loads the
400/800 OS into RAM on the XL.

On Mon, 1 Mar 1999, Bret Kellihan wrote:

> Is it possible to pull the ROM from a 400/800 (the OS rom) and us it instead
> of the XL OS?
>
> Please reply to blk3z@virginia.edu if that's not the address in this
> message. I've canceled my earthlink account.
>
>

2632. FS CZE - Alienbusters 3D action game

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: pelc.d@pg.com
Message-ID: <7bgrubpsk1@nnrp1.dejanews.com>
Source record: 54233

Hi,

I had found 3 sets of tape game for XL/XE Alienbusters by Blackfire!

It's 3D action game and ex.rare (collectors item), one of the best ever released.

Now for sale, documents and box included, excellent condition.

Please, offer by e-mail.

Dalibor

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2633. Re: Another 800 XL question

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: mjewison@irus.rri.on.ca
Message-ID: <7bgtlv$56d@falcon.ccs.uwo.ca>
Source record: 54234

In article <7bfqbj$6od$1@news.storm.ca>, "David A. Paterson" <david_p@storm.ca> writes:
|> The 400/800 OS ROM was in two 4K chips and one 2K chip (the floating point
|> system). You'd have to copy the three chips and then burn a 27128 EPROM to
|> replace the XL OS. You'd also lose the PBI (MIO & BB).
|>
|> On the plus side, there's a lot of real estate left over in the EPROM, and
|> you could install some nifty additional routines (omnimon, anyone?)
|>

[This is my second post on the subject. (I cancelled the first
because of a factual error.) If you see this twice, my apologies.]

This has already been done, at least twice I'm aware of.

CSS (www.nleaudio.com/css) has their Ultra Speed Plus OS, which consists of three OSes in one; the standard XL/XE OS, the 400/800 OS, and the Ultra Speed OS, which is an XL/XE OS with built-in high-speed floppy routines, ramdisk handlers, and a reversed OPTION function when booting with/without BASIC (as well as a few other goodies). I don't know if Bob has any of them available at present, but the list price on them is $69.95. I have one installed in my power 800XL, and I just love it.

Also, Steven Tucker, he of APE fame, advertises his APE Warp+ OS on his Web site (www.nacs.net/~classics/apeos/index.html) which sports many of the same features as the Ultra Speed Plus. Steven's list price is $49.95 or $79.95 installed.

There's probably others I'm not aware of, but given the fact that these products exist, I'm not much of one for reinventing the wheel - particularly since you'd spend a lot more money just to get hold of an EPROM burner.

- Mike Jewison
mjewison@irus.rri.on.ca

2634. Re: Bravo Sierra needs your help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <7bh0okuad1@nnrp1.dejanews.com>
Source record: 54235
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st

I have dealt with Ben Smith on about 6 purchases over the last 3
years and have been very impressed with his professionalism and
speedy deliveries. He also has given me free items on two occasions
when he wanted to be rid of them. In all honesty, I believe he is
one of the best small business operators I have ever dealt with.
I usually get the items I ordered in only a few days. Try comparing
this to ICD! I currently have been waiting since Sept. of 1998 for
my link 2 to arrive and still no response -- I've even talked to the
owner several times on the phone to no avail. You will never
experience this type of poor customer service with Ben.

-Dan Vernon
Seattle WA
Atari owner since 1981

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2635. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: bretelle@networktwo.com
Message-ID: <36dd1ed3.99894266@news.autonet.net>
Source record: 54236
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

Richard Wray wrote in message
7b1ouqbqi1@plutonium.btinternet.com>...
>I have a few simple questions for all of you.
>
>1) If you could play any of the classic 8 bit games again what would they
>be. A top 5 would be good.

Only one candidate for #1: M.U.L.E.

I'd like to see the gameplay expanded a bit, and a few more options
added, longer games. The memory of the 8-bit systems was probably the
limiting factor there.

Prettier graphics wouldn't hurt, but the gameplay was so good it made
up for any lack of eye-candy.

BobR

2636. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-02 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <48DC3DBBC1%news@youmustbejoking.demon.com.uk>
Source record: 54237
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.msx,comp.sys.sinclair

In message <7beos8tpk1@news6.svr.pol.co.uk>
"Craig Harrison" <Craigster@AmsTech.freeserve.co.uk> wrote:

> RHJL van de Moosdijk Wrote
>> Chuckie Egg RULES!!! Damn, I almost forgot about that one....talk about
>> addictive :))))

> Arghhhhhhh Not the level 10 huge yellow chicken! What a terrifying
> memory!!!!

I think that you'll find that it's released on level 9, then from level 17
there are more hens...

--
| Darren Salt anti-UCE | Spectrum +3, | nr. Ashington,
| ds@youmustbejoking,demon | Risc PC, A3010, | Northumberland
| arcsalt@spuddy,mew,co,uk | BBC Master 128 | Toon Army
| I don't ask for much, just untold riches...

Any given program, when running, is obsolete.

2637. Re: Whats so great about Bounty Bob?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-03 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <7bi7q6$3fn@bgtnsc02.worldnet.att.net>
Source record: 54153

Paul Irvine wrote in message

>>I'm still waiting for the mame color fix for spelunker arcade, BTW...
>>
>You sure its not on the latest version?
>
>Certainly the colours / colors (a bit of brit/US co-op there) are better
>than they were :)

guess I'll have to check the newest version.. ;)

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

2638. Re: C64 question...versus C64c?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-03 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <7bie8c$7te$1@flood.xnet.com>
Source record: 54154

Bowling <mbowlin1@tampabay.rr.com> wrote:
: Does either Commodore model have advantage(s) over the other one? The C64,
: or the (whiter, and larger, I think) C64c? I am considering buying one of
: these, mainly for game playing.

The differences are minor. The 64C has a more comfortable keyboard, but
the "bug-fixed" audio (SID) chip actually causes certain games (mostly
that use digitized sound) to sound muffled. They're cheap, get both. :)

--
Jason Compton jcompton@xnet.com

2639. Keyboard troubles with my 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-03 00:00:00 UTC
From: Wim Kuilman <W.Kuilman@TA.TUDelft.NL>
Message-ID: <36DCF608.4FE726F3@TA.TUDelft.NL>
Source record: 54155

Hi,

Last time I used my 130XE, I poured a cup of coffee down the keyboard. Not a big problem I thought, so I unscrewed the keyboard unit and cleaned it with (blush) an aggressive cleaning detergent. It removed the coffee all right, but also the conducting material on the foil. So after that mishap, the keyboard stopped working all together :-(Has anyone have any idea on how to get my machine working again? Are those keyboard units still for sale somewhere? Can I attach one of those cheap PC keyboards to my Atari?

Regards,

Wim

2640. Re: Keyboard troubles with my 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-03 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19990303053626.29519.00001379@ngol03.aol.com>
Source record: 54156

Im Artikel <36DCF608.4FE726F3@TA.TUDelft.NL>, Wim Kuilman
<W.Kuilman@TA.TUDelft.NL> schreibt:

>units still for sale somewhere? Can I attach one of those cheap PC
>keyboards to my Atari?

look at: http://members.aol.com/MacFalkner

theres a plan to build an AKI - Atari Keyboard Interface to connect a PC
keyboard to your atari. Perhaps i will have some complete AKIs (selfmade) for
the atari fair at Schreiersgrï¿½n (march 20).

bye, MacFalkner

2641. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-03 00:00:00 UTC
From: AndyC <a.p.cadley@uea.ac.uk>
Message-ID: <7bj6no$rk5@cpca3.uea.ac.uk>
Source record: 54157
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st

mangobanana@my-dejanews.com wrote in message
<7b3sfe$1iv$1@nnrp1.dejanews.com>...
:In article
<Pine.LNX.4.10.9902251330270.31298-100000@door.acad.cai.cam.ac.uk>,

:> I _had_ forgotten about Dizzy, now I have remembered it, thank you so
very
:> much. =-) At least I can't remember the music, although I know it was
very
:> annoying.

:Did anyone actually finish those games? (Treasure Island Dizzy was so
anoying
:because you had only one life...) And collect all the coins as well?

I did. Treasure island is actually pretty easy. There isn't all that
much which can actually kill you. Spellbound is the most frustrating,
carrying bl**dy rocks all over the place.

AndyC

2642. Re: Bravo Sierra needs your help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-03 00:00:00 UTC
From: "David A. Elliott" <delliott@nac.net>
Message-ID: <WL9D2.242$EU1.5161@nntp1.nac.net>
Source record: 54158
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st

What's his URL? I think I lost it! I'll check him out!
<danver@halcyon.com> wrote in message
news:7bh0okuad1@nnrp1.dejanews.com...
>I have dealt with Ben Smith on about 6 purchases over the last 3
>years and have been very impressed with his professionalism and
>speedy deliveries. He also has given me free items on two occasions
>when he wanted to be rid of them. In all honesty, I believe he is
>one of the best small business operators I have ever dealt with.
>I usually get the items I ordered in only a few days. Try comparing
>this to ICD! I currently have been waiting since Sept. of 1998 for
>my link 2 to arrive and still no response -- I've even talked to the
>owner several times on the phone to no avail. You will never
>experience this type of poor customer service with Ben.
>
>-Dan Vernon
>Seattle WA
>Atari owner since 1981
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2643. Re: Keyboard troubles with my 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-03 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <GqaD2.43$FK6.441@news.flash.net>
Source record: 54159

I've not tried this but some of my friends have
take an ordinary graphite pencil and trace the traces on the keyboard mylar
sometimes it works some times is don't but you might give it a shot if your
on a budget like i am most of the time heheheh
thanks
Ed
tchermok@flash.net

In article <36DCF608.4FE726F3@TA.TUDelft.NL>, Wim Kuilman
<W.Kuilman@TA.TUDelft.NL> wrote:

> Hi,
>
> Last time I used my 130XE, I poured a cup of coffee down the keyboard.
> Not a big problem I thought, so I unscrewed the keyboard unit and
> cleaned it with (blush) an aggressive cleaning detergent. It removed the
> coffee all right, but also the conducting material on the foil. So after
> that mishap, the keyboard stopped working all together :-(Has anyone
> have any idea on how to get my machine working again? Are those keyboard
> units still for sale somewhere? Can I attach one of those cheap PC
> keyboards to my Atari?
>
> Regards,
>
> Wim

2644. Re: Bravo Sierra needs your help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-03 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <7bjjdf$57v$1@nnrp1.dejanews.com>
Source record: 54160
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st

In article <WL9D2.242$EU1.5161@nntp1.nac.net>,
"David A. Elliott" <delliott@nac.net> wrote:
> What's his URL? I think I lost it! I'll check him out!

http://www.teleport.com/~bensmith/bscomputers.shtml

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2645. FS: or FT: Two atari 410 recorders.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-03 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <JAbD2.12933$po.5239@c01read02.service.talkway.com>
Source record: 54161

Greetings.
I have 2 atari 410 units I need to get out of the closet. I took one apart and cleaned it but the main drive belt was loose and the counter belt was broken. I left these off when I put it back together.
The other also has a loose main belt but I left that one on. It's also a very clean 410. The other is off color :)
For sale real cheap. Cost of shipping plus 1 dollar or trade for 2 common cartridges like basketball and qix.
Thanks
Mark
--
Posted via Talkway - http://www.talkway.com
Surf Usenet at home, on the road, and by email -- always at Talkway.

2646. Re: 400/800 Power Supply - fixable?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-03 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7bjgk3$7s4@bgtnsc02.worldnet.att.net>
Source record: 54162

Mark,

I still have several NEW Atari 800 power supplies in stock. Closeout price
is $10 each plus shipping if you'd like one.

Sheldon (Computer STudio - Asheville, NC)

Bowling wrote in message <8YyC2.6060$gg1.18995@newse2.tampabay.rr.com>...
>I bought a dead Atari power supply (originally came with an Atari 400). Can
>these be fixed? I see no screw holes (even under the rubber feet). Any
>ideas? Are they fixable, or is it ready for the trash?
>--Mark
>
>

2647. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-03 00:00:00 UTC
From: mangobanana@my-dejanews.com
Message-ID: <7bjkd8$672$1@nnrp1.dejanews.com>
Source record: 54163
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st

In article <7bj6no$rk5@cpca3.uea.ac.uk>,
"AndyC" <a.p.cadley@uea.ac.uk> wrote:
>
> mangobanana@my-dejanews.com wrote in message
> <7b3sfe$1iv$1@nnrp1.dejanews.com>...
> :In article
> <Pine.LNX.4.10.9902251330270.31298-100000@door.acad.cai.cam.ac.uk>,
>
> :> I _had_ forgotten about Dizzy, now I have remembered it, thank you so
> very
> :> much. =-) At least I can't remember the music, although I know it was
> very
> :> annoying.
>
> :Did anyone actually finish those games? (Treasure Island Dizzy was so
> anoying
> :because you had only one life...) And collect all the coins as well?
>
> I did. Treasure island is actually pretty easy. There isn't all that
> much which can actually kill you. Spellbound is the most frustrating,
> carrying bl**dy rocks all over the place.
>
> AndyC
>
>

The Toches, those fishes and that bloody Water - every time you went near an
object you ran the risk of dropping your snorkel...

Regards,
Dave

Email me at morgoth@valinor.freeserve.co.uk
==========
WWW:http://www.geocities.com/SunsetStrip/Alley/5885/index.html
(The Legions of the Black Moon - the unofficial Bal-Sagoth homepage)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2648. Re: Keyboard troubles with my 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-03 00:00:00 UTC
From: ralphxpn@aol.com
Message-ID: <19990303103916.27351.00002655@ng146.aol.com>
Source record: 54164

See if you can find a trace repair pen at an electronics store. Its a pen with silver conductive ink that you can use to redraw the traces

Ralph

2649. Good Electronics Stores in VA/DC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-03 00:00:00 UTC
From: "Stephen C. Johnson" <sjohnson@mitre.org>
Message-ID: <36DD6947.EB087ADD@mitre.org>
Source record: 54165

Hi all--

I am about to embark on an electronics project (digital to analog joystick converter box) , and need some ICs (74LS86s), sockets, project boxes, connectors, etc.

Does anyone know where I can find these things in the VA/DC area? Failing that, does anyone know of a good mail-order outlet?

TMK, there aren't any Fry's out here, and the Radio Shacks near me are are woefully inadequate.

Thank You,
Steve

2650. Temple of Apshai

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-03 00:00:00 UTC
From: clark@pwrh.com
Message-ID: <7bk7s0onq1@nnrp1.dejanews.com>
Source record: 54166

I have a legal version of Temple of Apshai for my Atari 1200XL that I would love to play on an emulator on my PC. I have found several disk images for the C64 but nothing for the Atari. I know there are some complicated ways to connect an Atari computer to a PC, but I was hoping to avoid that. I also did not want to go through the effort only to find some odd copy protection. I was wondering if anyone knows if a disk image is available for the Atari version, or if someone has created their own. I would be willing to "prove" that I own a legal copy by photocopying any portion of the manual, the box or the disks.

Thanks for any help,
Michael

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2651. Atari 410 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-03 00:00:00 UTC
From: Bret Kellihan <bkellihan@earthlink.net>
Message-ID: <7bkaok$g04$1@murdoch.acc.Virginia.EDU>
Source record: 54167

I have been having some problems loading Cassettes on an Atari 410. I have gotten the following errors:

ERROR- 21
ERROR- 140
ERROR- 143 AT LINE 0

Is there a place where I can find out what these mean? I've take a blank tape, written a little program:

10 PRINT "HELLO"

and CSAVE-ed it. Then I turned the computer off and back on... then I CLOAD-ed it just fine, so I'm assuming the recorder is functioning ok. I've also played the computer tapes (Commercial) on my stereo and sure enough, they are computer files.... Any ideas? Are they just that old that they will no longer load?

thanks,
bret

2652. Re: Atari 410 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-03 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <36ddbccd.14035720@news.wxs.nl>
Source record: 54168

On Wed, 03 Mar 1999 16:45:03 -0500, "Bret Kellihan"
<bkellihan@earthlink.net> wrote:

>I have been having some problems loading Cassettes on an Atari 410. I have
>gotten the following errors:
>
>ERROR- 21
>ERROR- 140
>ERROR- 143 AT LINE 0
>
>Is there a place where I can find out what these mean? I've take a blank
>tape, written a little program:
>
>10 PRINT "HELLO"
>
>and CSAVE-ed it. Then I turned the computer off and back on... then I
>CLOAD-ed it just fine, so I'm assuming the recorder is functioning ok. I've
>also played the computer tapes (Commercial) on my stereo and sure enough,
>they are computer files.... Any ideas? Are they just that old that they
>will no longer load?
>
>thanks,
>bret
Error 21 means that the file is not a BASIC save file. Try booting
the tape by holding down OPTION and START, or if you have a 400/800
by removing the BASIC cartridge and holding down START.
Error 140 and 143 are in the BASIC manual too I believe. They are
just load errors. (I/O error, bad tape etc., too much noise)
If someone saved the stuff with the LIST command, you might want
to try the ENTER "C:" command to see if that works, if you are
certain that the stuff is BASIC files.

If you have access to a PC with a sound card and some hard disk space
to spare, download the WAV2CAS program from the Umich archives.
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Then use a wave recorder program like wave studio to digitize your
cassette tape into a WAV file. Process the WAV file with the WAV2CAS
utility, and you will (hopefully) be able to see what it is that is
encoded on the tape, if you have some utility that allows you to view
the resulting .cas file in hexadecimal.
If you don't have a PC, go to a friend who does!

I am currently working on a program to turn the .cas files back into
cleaned up WAV files again, almost finished.
You should then be able to load them without a problem after

writing them to tape again.
Of course, if you have a SIO2PC or APE cable, you can load the
cassette images off of your PC.

Don't you just love tapes?
Keep those XL's/XE's humming
Ernest.

2653. Re: Atari Light Gun?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-03 00:00:00 UTC
From: Ted O'Neill <toneill@best.com>
Message-ID: <36DDCA36.3549F2F9@best.com>
Source record: 54169

Answer to my own question, in case anybody else cares:

To modify the Sega gun for the Atari, you'll have to cut off the incompatible connector. The
wires must be stripped back and soldered into an Atari joystick connector as follows:

SEGA GUN ATARI JOYSTICK PORT
---------- ------------------
Blue wire Pin 1 stick FWD
Gray wire Pin 6 trigger
Green wire Pin 7 +5 volts
Black wire Pin 8 Ground

Because of the close-fitting connections for the XEGS ports, don't wire in a DB9 female
connector that has "ears." Most joysticks don't have wires for unused signals, so cutting up an
old joystick cable may not work. Specifically, an Atari joystick does not need the +5 volts, so
there isn't likely to be a wire connected to Pin 7. However, you can find joystick extension cables
at Radio Shack, which have all nine pins wired from male to female. ANTIC disclaims
responsibility for any damages that might occur during improper implementaton of this, or any,
hardware modification project we publish.

Once it's all hooked up, you'll notice that gun fires when you release the trigger, which is
annoying. The Sega trigger wiring is the opposite of what the Atari light gun uses. To rewire the
trigger switch, remove the five screws (one is under the Sega logo on the side). Find the trigger
micro switch with three connections. Wire to the normally closed contacts instead of normally
open.

(From Antic reprint at www.atarihq.com:
http://www.atarihq.com/atcomp/xegs.html)

Ted O'Neill wrote:
>
> Another light gun question for all you atari experts: is it possible to convert
> a sega master system light gun for use on atari? It looks like it uses 4 pins

> in the connector and I'm thinking they just need to be rearranged. Any ideas?
>
> "David A. Paterson" wrote:
> >
> > Are you using a monitor or a TV? On monitors, the light gun might not work
> > depending on which output you use - one feeds properly to the lightgun,
> > while the other does not. (I forget which is which, as its several years
> > since I sold my lightgun).
> >
> > --
> > David P.
> > Bowling <mbowlin1@tampabay.rr.com> wrote in message
> > news:El3C2.3942$NU.2785363@newse3.tampabay.rr.com...
> > > I was happy to find an Atari Light Gun. I plugged in my Bug Hunt, plugged
> > in
> > > my Light Gun...and...nothing. I noticed that at the very back of my Light
> > > Gun (i.e., opposite the tip of the barrel, the end nearest me when aiming
> > > gun), there is a recessed "hole" (it looks like there are screw "threads",
> > > where something might have screwed inside). Inside this "hole", I shined a
> > > flashlight and there seems to be a metal "rod" filling the hole. Can
> > someone
> > > tell me if there is something missing from my Light Gun? I tried the Gun
> > on
> > > each of the FOUR gameports on my Atari 800, so I covered that base. Bug
> > Hunt
> > > DOES run on my 48k "800", because it ran fine when I run it with a
> > joystick
> > > only (although, as we know, the Light Gun is required to play the game
> > > properly).
> > > Any thoughts are GREATLY appreciated!
> > > --Mark
> > >
> > >

2654. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-03 00:00:00 UTC
From: Ian Molton <ian@warwick.net>
Message-ID: <48dd29030dian@warwick.net>
Source record: 54170
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st

In article <7bjkd8$672$1@nnrp1.dejanews.com>,
<mangobanana@my-dejanews.com> wrote:
> and that bloody Water - every time you went near an
> object you ran the risk of dropping your snorkel...

Oh god yes... I remember playing that on my souped up speccy 48K... (it had
a *REAL* keyboard....

--
-Ian aka Lennier
Acorn Computers, the best in the world
http://www.users.zetnet.co.uk/hawk/
BaBe - Women's human rights organisation in Croatia
http://www.users.zetnet.co.uk/hawk/babe/
True creativity comes from not being like everyone else. Aspie and proud of it.

2655. Re: 800 xl basic (again)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-03 00:00:00 UTC
From: GP <gsnook@kca.net>
Message-ID: <7bkq28$ic0$1@remarQ.com>
Source record: 54171

Bret;
As I posted in another message to this board, this will not work. I tried it with a "C" ROM. Basic would not load from the 800XL. The ROMS are soldered in (both cart and MB). I desoldered, removed, installed, found it didn't work, desoldered, removed, reinstalled in the original locations, and all worked OK again, so I knew it wasn't because I blew a ROM chip. As I recall, it was reported in either ANTIC or Analog magazine that this mod WOULD work. That's the reason I tried it to begin with, but it failed to work.
Gary

Bret Kellihan wrote in message <36DADB02.D52576CD@virginia.edu>...
> would it be possible to pull the rom from a revision A or revision C
>basic cart and slap it into an 800 XL with a bad basic chip?
>
>thanks,
>bret
>

2656. Re: harddisk

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-03 00:00:00 UTC
From: John <woodsj@xxxmediaone.net>
Message-ID: <7bkqp3kqj1@denws02.mw.mediaone.net>
Source record: 54172

FYI, The APE home page is:

http://seka.nacs.net/~classics/

Sysop Fox-1 wrote in message <920408864@stackbbs.xs4all.nl>...
>>SIO2PC, automating the process
>Maarten,
>
>The things you need are: the SIO2PC hardware, and a program named A.P.E,
>which is an Atari Peripheral Emulator, which is Shareware...

2657. my Arabic Atari 65 XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-03 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-030319992242359074@ccm19015.humboldt.perki.net>
Source record: 54173

Last week I got my hands on a rare Atari 65 XE that works in both
English and Arabic. I've made a little web page showing it off:
http://www.savetz.com/vintagecomputers/arabic65xe/

Let me know what you think!
Kevin Savetz

--
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com

2658. FA - Atari 810 Disk Drive - EXCELLENT!!!! - ends 3/8

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-04 00:00:00 UTC
From: Suz <redwood@mail.comNOSPAM>
Message-ID: <nxAD2.424$xM2.160@news6.ispnews.com>
Source record: 54038
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=73825999

2659. FA - 1979 Atari 800 Computer - GORGEOUS!!!! - ends 3/8

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-04 00:00:00 UTC
From: Suz <redwood@mail.comNOSPAM>
Message-ID: <mxAD2.423$xM2.160@news6.ispnews.com>
Source record: 54039
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=73824552

2660. Re: 800 xl basic (again)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-04 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <ryBD2.306$qz2.98@news.flash.net>
Source record: 54040

if you went to that extreme why not just install a ZIF socket on the 800xl
no stress on the board whatsoever and no stress on the chip or the socket...
just my .02 cents worth

Edward Williams
Tchermok@flash.net
If the Atari 8-Bit's are so bad why does it take a pentium to Emulate them?

In article <36DEAA12.2BD0C4C3@netmagic.net>, Richard Cortese
<ricortes@netmagic.net> wrote:

> I wouldn't recommend trying it again, fragile motherboards and all that,
> but it should work. For instance, I had one 800xl with the ed/asm cart
> rom replacing the basic, then eventually replaced it with a basic rev C
> chip I got from B&C. I can't remember which game I did this with,
> Galaxian or Missile Command, but I set up another 800xl for my kids with
> the the game build in so it would start on boot.
>
> FWIW: I also put sockets in so I could jerk around like this w/o having
> the motherboard see a lot of stress. Only socketed the memory chips for
> an expansion and OS/BASIC, but that was enough to keep me busy.
>
> GP wrote:
>>
>> Bret;
>> As I posted in another message to this board, this will not work. I
>> tried it with a "C" ROM. Basic would not load from the 800XL. The ROMS are
>> soldered in (both cart and MB). I desoldered, removed, installed, found it
>> didn't work, desoldered, removed, reinstalled in the original locations, and
>> all worked OK again, so I knew it wasn't because I blew a ROM chip. As I
>> recall, it was reported in either ANTIC or Analog magazine that this mod
>> WOULD work. That's the reason I tried it to begin with, but it failed to
>> work.
>> Gary
>>
>> Bret Kellihan wrote in message <36DADB02.D52576CD@virginia.edu>...
>> > would it be possible to pull the rom from a revision A or revision C
>> >basic cart and slap it into an 800 XL with a bad basic chip?
>> >
>> >thanks,
>> >bret
>> >

2661. Re: FS: or FT: Two atari 410 recorders.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-04 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <1WCD2.13835$po.5552@c01read02.service.talkway.com>
Source record: 54041

I don't think so. They look like a standard cassette player. One is a
nice clean beige color and the other a little yellowish.
Mark

On Thu, 04 Mar 1999 14:13:40 GMT spearsk@mc-mc.com wrote:
> I know that at this price I shouldn't even be asking, but.. Is either of
> these the "original" style 410? (Is this called the "chelco" 410?) You
> know, it's the one that looks more like a dictation recorder than a computer
> peripheral :)
>
> In article <JAbD2.12933$po.5239@c01read02.service.talkway.com>,
> "8bitz" <8bitz@my-dejanews.com> wrote:
> > Greetings.
> > I have 2 atari 410 units I need to get out of the closet. I took one
> > apart and cleaned it but the main drive belt was loose and the counter
> > belt was broken. I left these off when I put it back together.
> > The other also has a loose main belt but I left that one on. It's also
> > a very clean 410. The other is off color :)
> > For sale real cheap. Cost of shipping plus 1 dollar or trade for 2
> > common cartridges like basketball and qix.
> > Thanks
> > Mark
> > --
> > Posted via Talkway - http://www.talkway.com
> > Surf Usenet at home, on the road, and by email -- always at Talkway.
> >
> >
>
> ----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
--
Posted via Talkway - http://www.talkway.com
Surf Usenet at home, on the road, and by email -- always at Talkway.

2662. Re: Atari 410 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-04 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <H%CD2.13839$po.5548@c01read02.service.talkway.com>
Source record: 54042

Having given up on my 410's I know where you are coming from. It seems
the main drive belt gets loose after sitting unused for
5 or 6 years :) I got the same checksum errors on old tapes but was
able to record new ones just fine.

Mark

On Wed, 03 Mar 1999 16:45:03 -0500 "Bret Kellihan"
<bkellihan@earthlink.net> wrote:
> I have been having some problems loading Cassettes on an Atari 410. I have
> gotten the following errors:
>
> ERROR- 21
> ERROR- 140
> ERROR- 143 AT LINE 0
>
> Is there a place where I can find out what these mean? I've take a blank
> tape, written a little program:
>
> 10 PRINT "HELLO"
>
> and CSAVE-ed it. Then I turned the computer off and back on... then I
> CLOAD-ed it just fine, so I'm assuming the recorder is functioning ok. I've
> also played the computer tapes (Commercial) on my stereo and sure enough,
> they are computer files.... Any ideas? Are they just that old that they
> will no longer load?
>
> thanks,
> bret
--
Posted via Talkway - http://www.talkway.com
Surf Usenet at home, on the road, and by email -- always at Talkway.

2663. Re: A new Atari 400 problem (Joysticks)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-04 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <v5DD2.13842$po.5556@c01read02.service.talkway.com>
Source record: 54043

I have an 800xl and have no problem using a sega genesis pad. Even a 6
button one. I haven't tried it on my 400 but I have used my favorite
SMS command stick on it :)
Mark
p.s. I have parts to a 400 that I know work (except the power board).
I'm always open to trading :)
http://members.tripod.com/~eightbits/gametrader.html

On Thu, 04 Mar 1999 01:57:57 -0500 "Bret Kellihan"
<bkellihan@earthlink.net> wrote:
> Follow up:
>
> Controller Ports 3 & 4, only read the button and will not read direction...
>
> Thanks,
> bret
> ----------
> In article <7bl9uksvd1@murdoch.acc.Virginia.EDU>, "Bret Kellihan"
> <bkellihan@earthlink.net> wrote:
>
>
> >Ok... I haven't quite got the 410 tapes working... the recorder is
> >functioning ok though. Now I have a joystick problem...
> >Below is background info that may help in understanding the problem, skip to
> >*** IMPORTANT PART *** if you don't want to read it.
> >
> >I don't have any Atari Joysticks. So I went to the store and bought a Sega
> >Genesis controller. I knew it wouldn't work from previous experiences 10
> >years ago, but I thought I could solder connections inside and get it
> >working. I thought I had. Unfortunately the fire button cannot be pressed
> >at the same time as a direction controller
> >
> >I thought this was my workmanship... I was testing the controller on several
> >games, and I was reading the port using STICK(0) and STRIG(0)... sure
> >enough, everytime I push the button and move the control stick...the button
> >becomes intermittant... (switches from 1 to 0 and back irradically). I
> >thought I'd take the control apart and see what was going on...
> >
> >
> >*** IMPORTANT PART ***
> >As it turns out i had the thought to try it in one of the other control
> >ports on my computer. As it turns out, reading the control from Controller
> >Jack 2, which is STICK(1) and STRIG(1) I have no problems... So I am now
> >assuming that I built my controller well and there is a problem with the

> >actual port.
> >
> >Is there a known cause for this. Would it be possible to swap one of the
> >other four parts to fix the problem? Is there a simpler solution?
> >
> >Thanks,
> >Bret
--
Posted via Talkway - http://www.talkway.com
Surf Usenet at home, on the road, and by email -- always at Talkway.

2664. LEBREAK

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-04 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <7bmvivsmq1@nw003t.infi.net>
Source record: 54044

Anyone know where I can get a copy of the old "LeBreak" animated ATASCII program?? I also used to have a disk util program called "ZEROFREE" written by Mike Stortz that I'd like to have again.

Thanks for any help locating these.

--
Cabell Clarke
cabell@richmSPAMNOond.infi.net
http://www.geocities.com/~amf_band

2665. Do you have a favorite old game?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-04 00:00:00 UTC
From: OldGames <hughfalk@mindspring.com>
Message-ID: <7bn0k7$491@news-central.tiac.net>
Source record: 54045

Help determine the best computer games from 1977 to 1992. The GOTCHA (Gaming Obsession Throughout Computer History Award) committee needs your vote to help pick the winners. Go to:

http://people.ne.mediaone.net/hughfalk/awards.htm

and vote.

2666. Re: 400/800 Power Supply - fixable?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-04 00:00:00 UTC
From: cdyson@redshift.com
Message-ID: <36e0deb7.4937551@news.redshift.com>
Source record: 54174

Well you could always open it up, a Dremel Tool with a saw bit works
well, and replace the fuse. That is what usually is the matter with
them.

A hacksaw also works as does dropping them till the case splits.

Have fun.

"Sheldon H. Winick" <s.winick@worldnet.att.net> wrote:

>Mark,
>
>I still have several NEW Atari 800 power supplies in stock. Closeout price
>is $10 each plus shipping if you'd like one.
>
>Sheldon (Computer STudio - Asheville, NC)
>
>
>Bowling wrote in message <8YyC2.6060$gg1.18995@newse2.tampabay.rr.com>...
>>I bought a dead Atari power supply (originally came with an Atari 400). Can
>>these be fixed? I see no screw holes (even under the rubber feet). Any
>>ideas? Are they fixable, or is it ready for the trash?
>>--Mark
>>
>>
>

2667. Re: Atari Light Gun?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-04 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <p3oD2.13603$fC3.9854@newse2.tampabay.rr.com>
Source record: 54175

I wish I had the technical experience to do this; it sounds great, and I too had previously wondered how it might be done! Thanks for providing the info (I'll save it, and maybe someday even be confident enought to implement it!)
--Mark

Ted O'Neill wrote in message <36DDCA36.3549F2F9@best.com>...
>Answer to my own question, in case anybody else cares:
>-------------
>
>To modify the Sega gun for the Atari, you'll have to cut off the
incompatible
>connector. The
>wires must be stripped back and soldered into an Atari joystick connector
as
>follows:
>
>SEGA GUN ATARI JOYSTICK PORT
>---------- -------------------
>Blue wire Pin 1 stick FWD
>Gray wire Pin 6 trigger
>Green wire Pin 7 +5 volts
>Black wire Pin 8 Ground
>
> Because of the close-fitting connections for the XEGS ports, don't wire
in a
>DB9 female
>connector that has "ears." Most joysticks don't have wires for unused
signals,
>so cutting up an
>old joystick cable may not work. Specifically, an Atari joystick does not
need
>the +5 volts, so
>there isn't likely to be a wire connected to Pin 7. However, you can find
>joystick extension cables
>at Radio Shack, which have all nine pins wired from male to female. ANTIC
>disclaims
>responsibility for any damages that might occur during improper
implementaton
>of this, or any,
>hardware modification project we publish.
>
> Once it's all hooked up, you'll notice that gun fires when you release
the
>trigger, which is

>annoying. The Sega trigger wiring is the opposite of what the Atari light
gun
>uses. To rewire the
>trigger switch, remove the five screws (one is under the Sega logo on the
>side). Find the trigger
>micro switch with three connections. Wire to the normally closed contacts
>instead of normally
>open.
>
>(From Antic reprint at www.atarihq.com:
>http://www.atarihq.com/atcomp/xegs.html)
>
>
>Ted O'Neill wrote:
>>
>> Another light gun question for all you atari experts: is it possible to
convert
>> a sega master system light gun for use on atari? It looks like it uses 4
pins
>> in the connector and I'm thinking they just need to be rearranged. Any
ideas?
>>
>> "David A. Paterson" wrote:
>> >
>> > Are you using a monitor or a TV? On monitors, the light gun might not
work
>> > depending on which output you use - one feeds properly to the lightgun,
>> > while the other does not. (I forget which is which, as its several
years
>> > since I sold my lightgun).
>> >
>> > --
>> > David P.
>> > Bowling <mbowlin1@tampabay.rr.com> wrote in message
>> > news:El3C2.3942$NU.2785363@newse3.tampabay.rr.com...
>> > > I was happy to find an Atari Light Gun. I plugged in my Bug Hunt,
plugged
>> > in
>> > > my Light Gun...and...nothing. I noticed that at the very back of my
Light
>> > > Gun (i.e., opposite the tip of the barrel, the end nearest me when
aiming
>> > > gun), there is a recessed "hole" (it looks like there are screw
"threads",
>> > > where something might have screwed inside). Inside this "hole", I
shined a
>> > > flashlight and there seems to be a metal "rod" filling the hole. Can
>> > someone
>> > > tell me if there is something missing from my Light Gun? I tried the
Gun

>> > on
>> > > each of the FOUR gameports on my Atari 800, so I covered that base.
Bug
>> > Hunt
>> > > DOES run on my 48k "800", because it ran fine when I run it with a
>> > joystick
>> > > only (although, as we know, the Light Gun is required to play the
game
>> > > properly).
>> > > Any thoughts are GREATLY appreciated!
>> > > --Mark
>> > >
>> > >

2668. Re: Temple of Apshai

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-04 00:00:00 UTC
From: Ambrosine <ambrosine@mindspring.com>
Message-ID: <36DE140E.D93@mindspring.com>
Source record: 54176

Try here for an .atr image:
http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit%3ayogis_site/ATR/GAMESStoZ/

Amby

2669. A new Atari 400 problem (Joysticks)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-04 00:00:00 UTC
From: Bret Kellihan <bkellihan@earthlink.net>
Message-ID: <7bl9uksvd1@murdoch.acc.Virginia.EDU>
Source record: 54177

Ok... I haven't quite got the 410 tapes working... the recorder is
functioning ok though. Now I have a joystick problem...
Below is background info that may help in understanding the problem, skip to
*** IMPORTANT PART *** if you don't want to read it.

I don't have any Atari Joysticks. So I went to the store and bought a Sega
Genesis controller. I knew it wouldn't work from previous experiences 10
years ago, but I thought I could solder connections inside and get it
working. I thought I had. Unfortunately the fire button cannot be pressed
at the same time as a direction controller

I thought this was my workmanship... I was testing the controller on several
games, and I was reading the port using STICK(0) and STRIG(0)... sure
enough, everytime I push the button and move the control stick...the button
becomes intermittant... (switches from 1 to 0 and back irradically). I
thought I'd take the control apart and see what was going on...

*** IMPORTANT PART ***
As it turns out i had the thought to try it in one of the other control
ports on my computer. As it turns out, reading the control from Controller
Jack 2, which is STICK(1) and STRIG(1) I have no problems... So I am now
assuming that I built my controller well and there is a problem with the
actual port.

Is there a known cause for this. Would it be possible to swap one of the
other four parts to fix the problem? Is there a simpler solution?

Thanks,
Bret

2670. Re: A new Atari 400 problem (Joysticks)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-04 00:00:00 UTC
From: Bret Kellihan <bkellihan@earthlink.net>
Message-ID: <7blb5a$3f$1@murdoch.acc.Virginia.EDU>
Source record: 54178

Follow up:

Controller Ports 3 & 4, only read the button and will not read direction...

Thanks,
bret

In article <7bl9uksvd1@murdoch.acc.Virginia.EDU>, "Bret Kellihan"
<bkellihan@earthlink.net> wrote:

>Ok... I haven't quite got the 410 tapes working... the recorder is
>functioning ok though. Now I have a joystick problem...
>Below is background info that may help in understanding the problem, skip to
>*** IMPORTANT PART *** if you don't want to read it.
>
>I don't have any Atari Joysticks. So I went to the store and bought a Sega
>Genesis controller. I knew it wouldn't work from previous experiences 10
>years ago, but I thought I could solder connections inside and get it
>working. I thought I had. Unfortunately the fire button cannot be pressed
>at the same time as a direction controller
>
>I thought this was my workmanship... I was testing the controller on several
>games, and I was reading the port using STICK(0) and STRIG(0)... sure
>enough, everytime I push the button and move the control stick...the button
>becomes intermittant... (switches from 1 to 0 and back irradically). I
>thought I'd take the control apart and see what was going on...
>
>
>*** IMPORTANT PART ***
>As it turns out i had the thought to try it in one of the other control
>ports on my computer. As it turns out, reading the control from Controller
>Jack 2, which is STICK(1) and STRIG(1) I have no problems... So I am now
>assuming that I built my controller well and there is a problem with the
>actual port.
>
>Is there a known cause for this. Would it be possible to swap one of the
>other four parts to fix the problem? Is there a simpler solution?
>
>Thanks,
>Bret

2671. Re: Keyboard troubles with my 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-04 00:00:00 UTC
From: Wim Kuilman <W.Kuilman@TA.TUDelft.NL>
Message-ID: <36DE5887.F7D759C5@TA.TUDelft.NL>
Source record: 54179

Hi,

> See if you can find a trace repair pen at an electronics store. Its a pen with
> silver conductive ink that you can use to redraw the traces
I didn't know they had that paint in pen-form, so when *it* happened I
bought a small bottle of that paint. Expensive! :-(The problem is that
I have to retrace all of the traces, because there is no way I can see
were the conductive material is removed. This would be a problem, but I
can try! Thanks for your ideas guys! You've been a great help.

Regards,

Wim

2672. Re: FS: or FT: Two atari 410 recorders.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-04 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7bm4eb$c56$1@nnrp1.dejanews.com>
Source record: 54180

I know that at this price I shouldn't even be asking, but.. Is either of these the "original" style 410? (Is this called the "chelco" 410?) You know, it's the one that looks more like a dictation recorder than a computer peripheral :)

In article <JAbD2.12933$po.5239@c01read02.service.talkway.com>, "8bitz" <8bitz@my-dejanews.com> wrote:
> Greetings.
> I have 2 atari 410 units I need to get out of the closet. I took one
> apart and cleaned it but the main drive belt was loose and the counter
> belt was broken. I left these off when I put it back together.
> The other also has a loose main belt but I left that one on. It's also
> a very clean 410. The other is off color :)
> For sale real cheap. Cost of shipping plus 1 dollar or trade for 2
> common cartridges like basketball and qix.
> Thanks
> Mark
> --
> Posted via Talkway - http://www.talkway.com
> Surf Usenet at home, on the road, and by email -- always at Talkway.
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2673. Re: Temple of Apshai

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-04 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7bm7fi$eu8$1@nnrp1.dejanews.com>
Source record: 54181

Well, I can tell you one thing, there is no copy protection on Temple of Apshai. At least, on the tape version that's what I found. When I started using an 800XL and a 1050 (rather than a 400 & 410) one of the first things I did was to copy temple of Apshai over to disk. The fact that its in basic made it that much easier.

In article <7bk7s0onq1@nnrp1.dejanews.com>,
clark@pwrh.com wrote:
> I have a legal version of Temple of Apshai for my Atari 1200XL that I would
> love to play on an emulator on my PC. I have found several disk images for
> the C64 but nothing for the Atari. I know there are some complicated ways to
> connect an Atari computer to a PC, but I was hoping to avoid that. I also
> did not want to go through the effort only to find some odd copy protection.
> I was wondering if anyone knows if a disk image is available for the Atari
> version, or if someone has created their own. I would be willing to "prove"
> that I own a legal copy by photocopying any portion of the manual, the box or
> the disks.
>
> Thanks for any help,
> Michael
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2674. Re: 800 xl basic (again)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-04 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36DEAA12.2BD0C4C3@netmagic.net>
Source record: 54182

I wouldn't recommend trying it again, fragile motherboards and all that,
but it should work. For instance, I had one 800xl with the ed/asm cart
rom replacing the basic, then eventually replaced it with a basic rev C
chip I got from B&C. I can't remember which game I did this with,
Galaxian or Missile Command, but I set up another 800xl for my kids with
the the game build in so it would start on boot.

FWIW: I also put sockets in so I could jerk around like this w/o having
the motherboard see a lot of stress. Only socketed the memory chips for
an expansion and OS/BASIC, but that was enough to keep me busy.

GP wrote:
>
> Bret;
> As I posted in another message to this board, this will not work. I
> tried it with a "C" ROM. Basic would not load from the 800XL. The ROMS are
> soldered in (both cart and MB). I desoldered, removed, installed, found it
> didn't work, desoldered, removed, reinstalled in the original locations, and
> all worked OK again, so I knew it wasn't because I blew a ROM chip. As I
> recall, it was reported in either ANTIC or Analog magazine that this mod
> WOULD work. That's the reason I tried it to begin with, but it failed to
> work.
> Gary
>
> Bret Kellihan wrote in message <36DADB02.D52576CD@virginia.edu>...
> > would it be possible to pull the rom from a revision A or revision C
> >basic cart and slap it into an 800 XL with a bad basic chip?
> >
> >thanks,
> >bret
> >

2675. FA - Atari 1010 Cassette Drive - EXCELLENT!!! - ends 3/8

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-04 00:00:00 UTC
From: Suz <redwood@mail.comNOSPAM>
Message-ID: <gxAD2.418$xM2.160@news6.ispnews.com>
Source record: 54183
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=73819059

2676. FA - Atari 1050 Disk Drive - SUPERB!!! - ends 3/8

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-04 00:00:00 UTC
From: Suz <redwood@mail.comNOSPAM>
Message-ID: <jxAD2.419$xM2.160@news6.ispnews.com>
Source record: 54184
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=73819836

2677. FA - Atari 800XL - LIKE NEW!!! - ends 3/8

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-04 00:00:00 UTC
From: Suz <redwood@mail.comNOSPAM>
Message-ID: <jxAD2.420$xM2.160@news6.ispnews.com>
Source record: 54185
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=73821357

2678. FA - Atari LOGO Cartridge for 800/XL - COOL!!! - ends 3/8

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-04 00:00:00 UTC
From: Suz <redwood@mail.comNOSPAM>
Message-ID: <IxAD2.421$xM2.160@news6.ispnews.com>
Source record: 54186
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=73822294

2679. FA - AtariWriter Cartridge for 800/XL - GREAT!! - ends 3/8

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-04 00:00:00 UTC
From: Suz <redwood@mail.comNOSPAM>
Message-ID: <IxAD2.422$xM2.160@news6.ispnews.com>
Source record: 54187
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=73822900

2680. Atari Cartridge Storage?? Does it exist???

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-05 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <CfFD2.45$MZ6.1506@newse2.tampabay.rr.com>
Source record: 54046

Does anyone know of ANY commercial storage case -- or storage "system" --
that effectively, neatly, and conveniently stores large quantities (say,
over 12) of Atari 400/800 carts, so that you can actually browse through
your collection without having to "unstack" piles of carts to look at the
front labels? There seem to have been several manufactured for the "2600",
but hardly any for the 400/800 carts (I know about those "books" that held
eight Atari carts, but those things cost about $7 each, and don't hold
enough carts).
--Mark

2681. Re: 800 xl basic (again)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-05 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36e14bfe.17609228@news.earthlink.net>
Source record: 54047

On Thu, 04 Mar 1999 19:55:03 GMT, "Edward Williams"
<tchermok@flash.net> wrote:

>if you went to that extreme why not just install a ZIF socket on the 800xl
>no stress on the board whatsoever and no stress on the chip or the socket...
>just my .02 cents worth

Well I'm real tickled that you know what a ZIF socket is, but do they
come in that form factor?

2682. Re: Atari 410 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-05 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36e24dca.18070236@news.earthlink.net>
Source record: 54048

On Wed, 03 Mar 1999 23:04:10 GMT, ernest@wxs.nl (Ernest R. Schreurs)
wrote:

>On Wed, 03 Mar 1999 16:45:03 -0500, "Bret Kellihan"
><bkellihan@earthlink.net> wrote:
>
>>I have been having some problems loading Cassettes on an Atari 410. I have
>>gotten the following errors:
>>
>>ERROR- 21
>>ERROR- 140
>>ERROR- 143 AT LINE 0
>>
>>Is there a place where I can find out what these mean? I've take a blank
>>tape, written a little program:
>>
>>10 PRINT "HELLO"
>>
>>and CSAVE-ed it. Then I turned the computer off and back on... then I
>>CLOAD-ed it just fine, so I'm assuming the recorder is functioning ok. I've
>>also played the computer tapes (Commercial) on my stereo and sure enough,
>>they are computer files.... Any ideas? Are they just that old that they
>>will no longer load?

>Error 21 means that the file is not a BASIC save file. Try booting
>the tape by holding down OPTION and START, or if you have a 400/800
>by removing the BASIC cartridge and holding down START.
>Error 140 and 143 are in the BASIC manual too I believe. They are
>just load errors. (I/O error, bad tape etc., too much noise)
>If someone saved the stuff with the LIST command, you might want
>to try the ENTER "C:" command to see if that works, if you are
>certain that the stuff is BASIC files.

Good point! May I also add, that if a BASIC file was saved with the
command SAVE "C:" then it needs to be loaded with LOAD "C:"

Dirk Diggler

>
>If you have access to a PC with a sound card and some hard disk space
>to spare, download the WAV2CAS program from the Umich archives.
>http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
>Then use a wave recorder program like wave studio to digitize your
>cassette tape into a WAV file. Process the WAV file with the WAV2CAS
>utility, and you will (hopefully) be able to see what it is that is
>encoded on the tape, if you have some utility that allows you to view

>the resulting .cas file in hexadecimal.
>If you don't have a PC, go to a friend who does!
>
>I am currently working on a program to turn the .cas files back into
>cleaned up WAV files again, almost finished.
>You should then be able to load them without a problem after
>writing them to tape again.
>Of course, if you have a SIO2PC or APE cable, you can load the
>cassette images off of your PC.
>
>Don't you just love tapes?
>Keep those XL's/XE's humming
>Ernest.

2683. Ralph Maddox

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-05 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7bnu8g$l26@freenet-news.carleton.ca>
Source record: 54049

Anyone know how to contact Ralph Maddox formerly of American Technavision
fame?

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2684. ATARI Sales, Service & Support! Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-05 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <7bockesuo1@user1.teleport.com>
Source record: 54050
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

Please direct all replies through E-Mail to bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I do not regularly read NewsGroups.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! And if I don't have what you want to buy or I don't know the answer to your question, I'll refer you to someone who does. That's the nice thing about the Atari community and my colleauges in the Atari business. We would rather send our business to a fellow competitor to get what they need than have someone abandon their Atari due to lack of support. For myself, I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my DeskTop Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

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--

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http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

2685. Re: FA - Atari LOGO Cartridge for 800/XL - COOL!!! - ends 3/8

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-05 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7bopv6$mm2$1@nnrp1.dejanews.com>
Source record: 54051
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

Oh, for christ's sake.. CAN'T YOU PUT ALL YOUR DAMN ADVERTISEMENTS INTO *ONE*
MESSAGE?!?!

In article <lxAD2.421$xM2.160@news6.ispnews.com>,
"Suz" <redwood@mail.comNOSPAM> wrote:
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=73822294
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2686. Re: Atari Cartridge Storage?? Does it exist???

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-05 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7boq3ompu1@nnrp1.dejanews.com>
Source record: 54052

Way back in the day, you could get a Flip-n-file for 8-bit carts. I've got a
couple of them. Maybe someone'll put one up on eBay..

In article <CfFD2.45$MZ6.1506@newse2.tampabay.rr.com>,
"Bowling" <mbowlin1@tampabay.rr.com> wrote:
> Does anyone know of ANY commercial storage case -- or storage "system" --
> that effectively, neatly, and conveniently stores large quantities (say,
> over 12) of Atari 400/800 carts, so that you can actually browse through
> your collection without having to "unstack" piles of carts to look at the
> front labels? There seem to have been several manufactured for the "2600",
> but hardly any for the 400/800 carts (I know about those "books" that held
> eight Atari carts, but those things cost about $7 each, and don't hold
> enough carts).
> --Mark
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2687. Re: Atari Cartridge Storage?? Does it exist???

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-05 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <7PRD2.14214$po.5738@c01read02.service.talkway.com>
Source record: 54053

On Fri, 05 Mar 1999 00:08:02 GMT "Bowling" <mbowlin1@tampabay.rr.com>
wrote:
> Does anyone know of ANY commercial storage case -- or storage "system" --
> that effectively, neatly, and conveniently stores large quantities (say,
> over 12) of Atari 400/800 carts, so that you can actually browse through
> your collection without having to "unstack" piles of carts to look at the
> front labels? There seem to have been several manufactured for the "2600",
> but hardly any for the 400/800 carts (I know about those "books" that held
> eight Atari carts, but those things cost about $7 each, and don't hold
> enough carts).
> --Mark

I resorted to using a 3 dollar label maker and putting those cheesy
little tape titles on the ends of my carts :)
Mark
--
Posted via Talkway - http://www.talkway.com
Surf Usenet at home, on the road, and by email -- always at Talkway.

2688. Atari 8-Bit Computers: Frequently Asked Questions

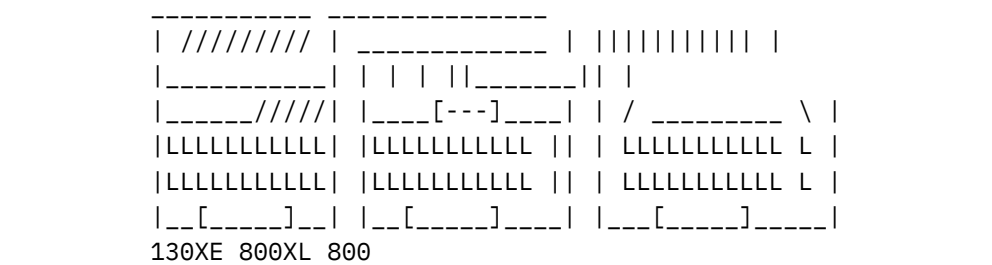
Newsgroup: comp.sys.atari.8bit
Date: 1999-03-05 00:00:00 UTC
From: Michael Current <mccurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_920642030@rtfm.mit.edu>
Source record: 54054
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

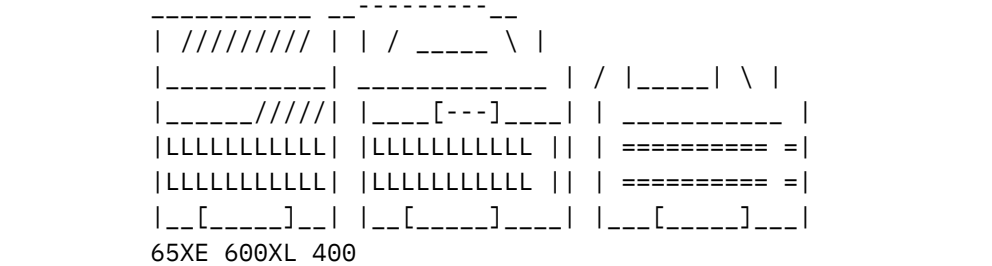
Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: March 2, 1999

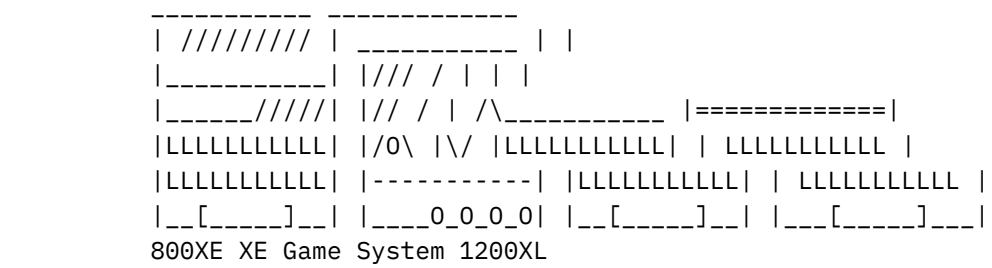
Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Frequently Asked Questions List







Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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This FAQ list is in a constant state of development and comes with no guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible! Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: 0.1) Table of contents

0.1) Table of contents

Introduction to the Atari
1.1) What is an Atari 8-bit computer?
1.2) What can I do with an 8-bit Atari?
1.3) What are some of the performance features of the 8-bit Atari?
1.4) What is the internal layout of the 8-bit Atari?
1.5) How did Atari get it's name?

Usenet newsgroups
2.1) What is comp.sys.atari.8bit?
2.2) What other Usenet newsgroups cover the 8-bit Atari?

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4.7) What is the Atari 8bit FTP Archive in Slovakia?

Telnet sites
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FidoNet
6.1) What is FidoNet?

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7.1) What is the Atari 8-bit Computer Web Ring?
7.2) What WWW pages support the 8-bit Atari?

IRC channels
8.1) What IRC channels discuss the 8-bit Atari?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?
9.2) What is an .arc file?
9.3) What are the .DCM, .ATR, and .XFD file formats?
9.4) What are the .XMO and .BIN file formats?
9.5) How can I make my commercial boot disk (tape, cart) into a load file
or disk image?
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File Transfer Solutions
11.1) What are the best terminal emulators available?
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?
11.3) Can I read/write MS-DOS disks on an 8-bit Atari?
11.4) How do I transfer files using a null modem cable?
11.5) What is SIO2PC?

Peripherals
12.1) What 5.25" floppy disk drives are available?
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?
12.3) What do I need to connect a hard drive to my 8-bit Atari?
12.4) What kinds of monitors can I use with my Atari?

General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?
13.7) Which versions of the Operating System (OS) are there?
13.8) What games support 4 simultaneous players on the 400/800?
13.9) Why should I disconnect the 810/1050 power supply before connecting or
disconnecting SIO cables?
13.10) What is Omnimon?
13.11) What is the difference between NTSC and PAL machines?
13.12) Is the software for the Atari 8-bit computers "TV-standard dependent?"
13.13) What programming languages are available for the Atari?
13.14) What is the Atari XEP80 Interface Module?
13.15) What makes some XL/XE software incompatible with the 400/800?
13.16) What games run only on the 400 and 800 models?
13.17) What games make use of the Light Gun?
13.18) How do I type a tilde (common character in Web URL's) on my Atari?
13.19) What's the difference between ASCII and ATASCII?

Other FAQ Lists for the 8-bit Atari
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14.2) Where is my nearest 8-bit Atari BBS?
14.4) I'm new to the Atari. How do I use this thing?
14.5) Can I use an emulator to run my old Atari software on my new computer?
14.6) What hardware upgrades, modifications and add-ons are available?

14.7) What is the HARD-Interlacing-Picture (HIP) format?
14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

Reader-suggested topics, unwritten as yet: (volunteers?!)
How fast of a modem can my Atari display keep up with?
-with UltraSpeed roms?
-with XEP-80
-with any particular terminal program

Video Upgrades
-Adding chroma video signal to 600XL/800XL/1200XL

What is APE?

Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE 800XE XE Game System

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor. The Atari 800 was code-named "Colleen"; the 400, "Candy."

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan, mailto:finneganj@delphi.com)
Jerry Jessop, mailto:jjessop@ix3.ix.netcom.com
Scott Emmons, mailto:scotte@center.uscs.com

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design

Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

OS PROGRAMMERS:
Larry Kaplan
David Crane
Bob Whitehead
Al Miller

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop, mailto:jjessop1@home.com writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 128 colors displayable simultaneously, up to 320x192 graphics resolution and up to 40x24 text resolution in 8 graphics modes and 6 text modes. Video may be displayed either on a composite video monitor in the case of the 800, or on a standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM, but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

The 800 can be fitted with 1-3 of the following two RAM modules:
CX852 8K RAM module, CX853 16K RAM module
and must be fitted with a ROM module:
CX801 10K ROM, CX801-P 10K ROM for PAL machines

[WHEN WAS THE 400/800 REVISION B OS INTRODUCED????]

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop, mailto:jjessop1@home.com adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Buss Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the 1064 Atari Memory Module.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(
Atari Games Corporation is also formed from the former coin-op division and markets coin-op games under the Atari Games brand.

Atari Games Corporation is a developer, marketer, licensor and publisher of coin-operated video games, having created such classics as Pong, Asteroids, Centipede, Missile Command, Gauntlet, Area 51, and San Francisco Rush Extreme Racing. Atari Games Corporation is a subsidiary of Midway Games Inc. (NYSE:MWY). The Atari Games Corporations home page is at http://www.atarigames.com.
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus the FREDDY chip, supporting the unique (but rarely used) ability for the 6502C and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge

Interface (ECI), continuing the powerful feature of a fast parallel port. European 65XE's include the ECI port.

Only by the final production run of the 130XE (when was this???) was the XL/XE OS revised to include a "keyboard test mode" that matched the XE keyboard, and a RAM test that tests the full 128K of RAM.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game, while offering 64K RAM and full compatibility with the 65XE.

The 800XE, a 130XE with just 64K, was released at some point in eastern Europe. [WHEN???]

1992
Atari officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

1996
On July 31, 1996, Atari Corp. became a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which is a subsidiary of Hasbro, Inc., for $5 million in cash.

Hasbro Interactive, Inc. is a leading all-family interactive games publisher, formed in 1995 to bring to life on the computer the deep library of toy and board games of parent company, Hasbro, Inc. (Amex: HAS - news). Hasbro Interactive has expanded its charter to include original and licensed games for the PC, the PlayStation(R) and Nintendo(R) 64 game consoles and for multi-player gaming over the Internet. Headquartered in Beverly, Massachusetts, Hasbro Interactive has offices in the U.K., France, Germany, Japan and Canada. For additional information, visit Hasbro Interactive's web site at: http://www.hasbro-interactive.com .

Atari Interactive, Inc. is a Hasbro affiliate, online at http://www.atari.com/

Atari currently markets Centipede, see http://www.atari-centipede.com/

Subject: 1.2) What can I do with an 8-bit Atari?

What can you do with an 8-bit Atari computer system? Virtually anything you can do with any other type of computer!

Programming? Pascal, C, BASIC, Logo, Pilot, Forth, Lisp, 6502 assembler... Plus powerful unique languages like Action! and QUICK...

Word Processing? Try AtariWriter, Letter Perfect, Paperclip, TextPro, Bank Street Writer, 1st EXLent, TurboWord, Cut & Paste, Letter Wizard, Panther, Superscript...

Database? Try TurboBase, TurboFile, Synfile, Data Perfect, MicroFiler, MegaFiler, Homebase, Super Data Base 1-2-3, Small Business System...

Speadsheet? Look at Syncalc, Visicalc, TurboBase, Calc Magic, Turbo-Calc, SAM Budget...

Communications? There's Express!, BobTerm, Kermit-65, Omnicom, VT850, Chameleon, Ice-T, FlickerTerm 80, Term80...

Graphics? Print Shop, Newsroom, Blazing Paddles, Video Title Shop, Virtuoso, Movie Maker, News Station, Publishing Pro, Awardware, Page Designer, ChromaCAD, Rambrandt...

Music? Virtuoso, Music Studio, Music Construction Set, Songwriter, Electronic Drummer, Music Painter, Music Composer, AtariMusic, MIDI-Track, Digital Music System, Chaos Music Composer... The ATARI 8-bit could also be made to speak using SAM (Software Automated Mouth) by Don't Ask Software. It can speak without the use of any hardware modification.

Alternate Operating Systems? There's the Diamond Graphic Operating System; SpartaDOS X, the 64K DOS on a "supercartridge"; the S.A.M. (Screen Aided Management) 80 column Desktop System; the Ultra Speed Plus OS; the TurBoss! High Speed O/S...

Hardware? A plethora of upgrades and add-ons are available, realizing improvements in speed, memory, sound, graphics, storage media...you name it!

Education? Colorful graphics, exciting sounds and full-screen editing give rise to hundreds of quality educational software titles.

Entertainment? The 8-bit Atari has long been famous for thousands of great games.

If you want to do something with a computer, chances are you can do it on an 8-bit Atari computer. While slower than today's PC's, the 8-bit Atari is far less costly than any of these, is easier to program at the machine level or alter at the hardware level, and has been documented more thoroughly than any of the newer computing platforms. The relative simplicity in design of the 8-bit Atari also means that many people find the systems more reliable than their modern counterparts.

The software for the 8-bit Atari is sometimes more powerful than on any other platform. For example, some Bulliten Board Systems are still run on 8-bit Ataris specifically because the BBS software available can be better than that for any other type of computer. There is a reason for the relative quality of software on the 8-bit Atari. People program commercially for the latest PC's to make money; people program the 8-bit Atari because they want to -- they enjoy producing good software. It takes a team of specialized programmers to develop a major piece of software for those other systems; with the 8-bit Atari, a single person has the chance to learn the entire system, thereby developing greater pride in his programming abilities and his final product.

The character of the programmer can shine through.

The 8-bit Atari owner can take pride that his/her computer platform was developed years before the IBM PC or Apple Macintosh were even on the drawing boards, but remains as useful today as it was in 1979.

For these reasons and more, the 8-bit Atari remains a popular alternative in today's home computer marketplace.

Subject: 1.3) What are the some of the performance features of the 8-bit Atari?

Some of this text by mailto:nbs@sonic.net (Bill Kendrick).

CLOCK SPEED:
NTSC machines: 1.7897725 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
59.94 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

ANTIC AND THE DISPLAY LIST:

ANTIC Mode #	CIO/BASIC Graphics #	Type	Display Resolution (full screen)	Number of Colors
2	0	Char	40 x 24	1 *
3	-	Char	40 x 19	1 *
4	12 ++	Char	40 x 24	5
5	13 ++	Char	40 x 12	5
6	1	Char	20 x 24	5
7	2	Char	20 x 12	5
8	3	Map	40 x 24	4
9	4	Map	80 x 48	2
A	5	Map	80 x 48	4
B	6	Map	160 x 96	2
C	14 ++	Map	160 x 192	2
D	7	Map	160 x 96	4
E	15 ++	Map	160 x 192	4
F	8	Map	320 x 192	1 *
F	9 +	Map	80 x 192	1 **
F	10 +	Map	80 x 192	9
F	11 +	Map	80 x 192	16 ***

* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16 luminances x 16 hues = 256 colors. (Four registers are for player-missile

graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video incarnation, are totally redefinable.

PLAYER-MISSLE GRAPHICS:
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available. A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:

All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

Subject: 1.4) What is the internal layout of the 8-bit Atari?

The following four paragraphs were written by Chris Crawford and appear in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. The text been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of

power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

While the 400/800 models contain a generic 6502 CPU, all of the XL/XE models contain Atari's customized 6502C chip. Alan Manuel K. Gloria, mailto:mani@pworld.net.ph writes:

The difference goes something like this: On the Atari, there are two microprocessors, ANTIC and the 6502 or 6502c. To allow them to coexist, ANTIC must shut off the 6502/6502c, a process called DMA. The 6502 supports DMA, but in Atari's implementation, it required 4 chips. The 6502c has this additional circuitry built-in.

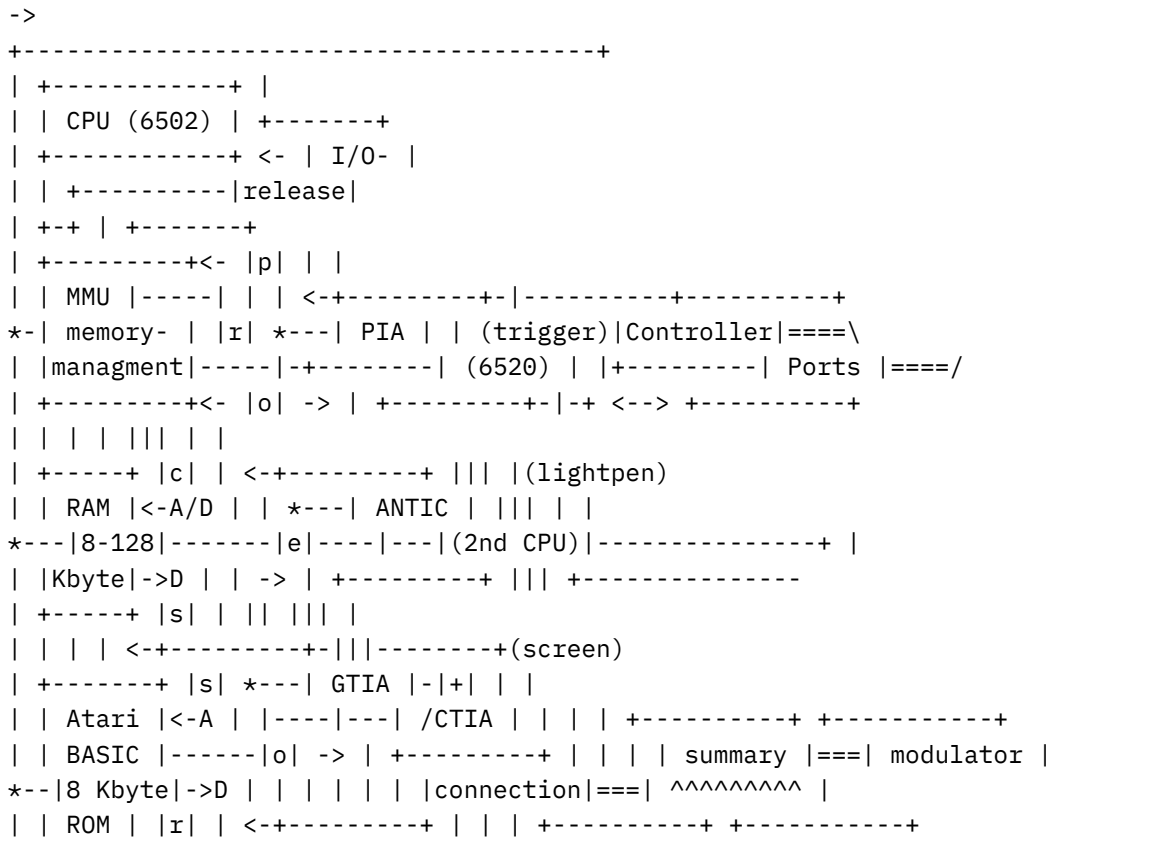
More on this from James Bradford, mailto:sup8pdct@mail.cth.com.au :
The 6502c in all PAL atari's, late 400/800, XL, XE NTSC atari's have A special 6502. This 6502 has an extra line called HALT. It is controlled by ANTIC which it uses whenever it needs the data/address bus. The HALT line is on pin 35 of the atari 6502 and must be pulled high for the chip to work (I think) . Early 400/800 NTSC atari's used a standard 6502 and a couple of chips to stop the processor when antic needed the busses

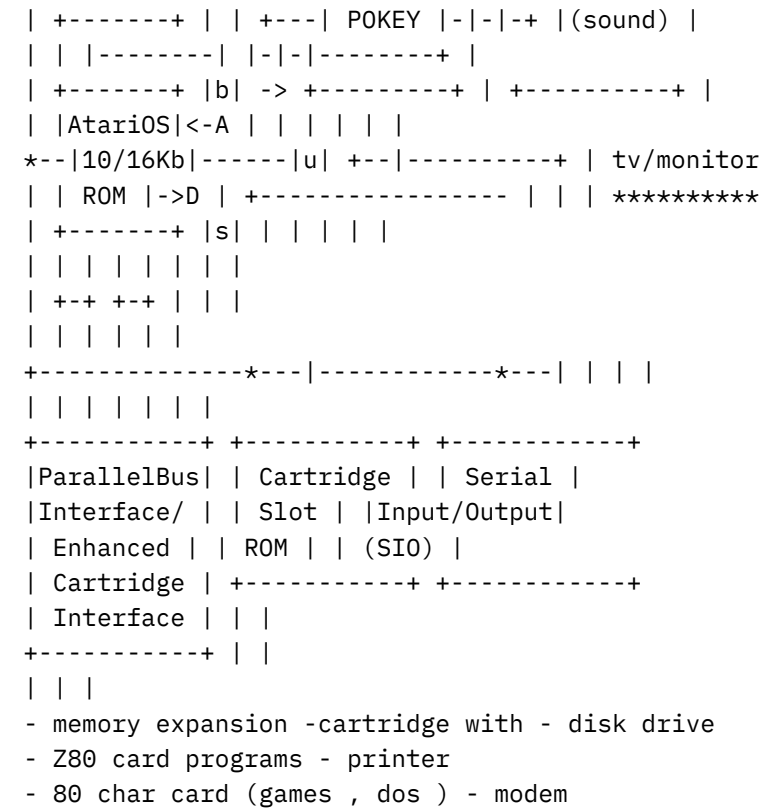
The 130XE and XEGS contain a small additional LSI called FREDDY, a RAM address multiplexer. According to mailto:sup8pdct@mail.cth.com.au (James Bradford), "FREDDY is a type of memory controller. It takes the

address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDY also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDY but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDY, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDY for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDY does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDY) and an extra 8 RAM chips."

And more recently James Bradford has written:
Freddy is just a memory decoder and timer. It replaces several chips in the 800xl The small chip near freddy does all the bank selection. CO25953. One line from freddy , Ras (or is it cas?) goes to this chip, Halt and the bank /processor select lines go into this same chip and ras (cas?) comes out. a pin for each bank. If i remember correctly, refresh also goes into this small chip. It would be quite easy to make an 800xl work just like a 130xe with this chip since Ras (Cas?) is required by ALL dynamic ram.

Hardware Arrangement (With thanks to mailto:peter@soemtron.handshake.de (Thomas Havemeister))





- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard
130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE only

Subject: 1.5) How did Atari get it's name?

Graham Thornton, mailto:dangermouse@prodigy.nospam.net types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are thiers, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

Subject: 2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion about the Atari 8-bit family of computers, including the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE and the XE Game System!

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st.

Large binary posts do not belong in unmoderated discussion groups like comp.sys.atari.8bit. If you wish to share PD/freeware/shareware, use alt.binaries.atari and alt.binaries.atari.d or upload the software to the University of Michigan Atari Archive.

To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

Subject: 2.2) What other Usenet newsgroups cover the 8-bit Atari?

news:comp.sys.atari.advocacy
Attacking and defending Atari computers. Unmoderated.

news:comp.sys.atari.announce
Atari related hard/software announcements. (Moderated). Dead newsgroup?
Moderated by Yat Siu, mailto:ysiu@HUGE.Net

news:comp.sys.atari.programmer
Programming on the Atari computer. Unmoderated.

news:rec.games.video.classic
Orphan home video game systems. Unmoderated.

news:comp.emulators.misc
Emulating one kind of computer on another. Unmoderated.

news:comp.emulators.announce
Announcements related to computer emulators.
Moderated by Qualcomm, mailto:emulators-request@qualcomm.com

news:alt.binaries.atari
uuencoded software for Atari computers. Unmoderated.

news:alt.binaries.atari.d
Descriptions/discussions on software posted on alt.binaries.atari. Unmoderated.

news:alt.binaries.comp.atari8bit
uuencoded software just for the 8-bit Atari. Not widely available.

Subject: 3.3) What is ATARIPL?

From: Wojciech Hartman <harti@waw.pdi.net>
Date: Saturday, March 15, 1997 3:51 AM

I am proud to announce that there is a mailing list "ataripl" for all
polish-speaking Atari users and enthusiasts.

To subscribe the lists you have to send an email to
mailto:majordomo@piwo.bl.pg.gda.pl containing a line "subscribe ataripl".

Subject: 3.4) What is ATARI8-L?

maciej grzeszczuk, mailto:krap@zwieracz.ideefixe.nom.pl writes:

i'd like to invite all of you to atari8-l mailing list.

it's probably the biggest atari 8 bit related mailing list in the world -
- connected bidirectionally to old list at MARIST, and gatewayed to the
FidoNet(tm) international ATARI8-L echo.

for now it has about a 100 subscribers, from all around the world. the list
is free from all the F/S messages, and other off-topic discussions, so
you can find there pure atari8 related stuff... all the messages comes right
to your email account, so there is no need to contact a newsserver, there
is no old-messages deleting, and so on... my wish is that every atari user
would be subscribed, so the atari community stay together and grow in
strenght.

to subscribe, please send the message to majordomo@zwieracz.ideefixe.nom.pl
with the following line in the body (not the subject) of your message:

subscribe atari8-l

the language we use is, of course, english. the list is fast, reliable,
regularily maintained.

there is also mail2news gateway that translates all postings on the list to
easy to read usenet articles, available read-only to everyone at:
news://zwieracz.ideefixe.nom.pl/listserv.atari8-l

the atari8-l mailing list is available as well as a newsgroup listserv.atari8-l
on public newsserver zwieracz.ideefixe.nom.pl .

there is also archive of all postings that appeared on the list (well, in fact
almost all - about first hundred is missing).

(There's an old list called INFO-ATARI8 which is actually still alive. But
knowing about it is know longer necessary, as 100% of its postings are cross-
posted with atari8-l.)

Subject: 3.5) What is ATARI8PL-L?

any atari 8bit related threads are welcome. Polish language only.

to subscribe, please mail a message to
mailto:majordomo@zwieracz.ideefixe.nom.pl

containing a line:

subscribe atari8pl-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

if you get any problems, please report to
maciej grzeszczuk, mailto:krap@zwieracz.ideefixe.nom.pl

Subject: 4.0) What is XL Search?

XL Search is a new and growing search engine created and maintained by
mailto:nbs@sonic.net (Bill Kendrick), designed to provide much-
improved access to the various PD/freeware/shareware Atari 8-bit software
archives available on the Internet.

XL Search is located at: http://www.sonic.net/~nbs/xlsearch/

You can also access XL Search via e-mail! Send mail to:
mailto:nbs@sonic.net with the subject "xlsearch" for details.

mailto:nbs@sonic.net (Bill Kendrick) himself writes:

http://shareware.com/ , c|net's FTP-site search engine, now includes
the Atari 8-bit files at UMich!

Unfortunately, being under the previously-existing "Atari" category,
the files are now pretty mixed in with the ST stuff. I've talked to them
about fixing that. No reponse yet (they're really slow that way)...

Anyway, so now you can use http://shareware.com/ to find Atari stuff..
just be careful what directory you pull it out of! :)

Remember, you can ALSO use MY MINI VERSION OF SHAREWARE.COM!....

XL Search, the Atari 8-bit FTP site search engine!
If anything, it's much less cluttered than Shareware.com! ;)

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of
files for many computing platforms, including the Atari 8-bit computers. For
more information:

Bill Kendrick, mailto:nbs@sonic.net (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich Archive. The Archivists request you use these mechanisms in this order of preference:

1) The number one way to get into the UMich archives is via AFS. If you have AFS, all our files are kept in the directory "/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT! Specifically, use:

file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software Archives" choice. Specifically, use:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/ Specifically, use:

http://www.umich.edu/~archive/atari/8bit/

Mirror web sites:
http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
http://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory. Specifically, use:

ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are several mirror sites which are all updated from the home site regularly:
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
ftp://barnone.citi.umich.edu/atari/8bit/
ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
ftp://pmftp.cs.vu.nl/pub/atari8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You might also suggest what permanent 8bit subdirectory you'd like your file to end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file and mail it to mailto:nbs@sonic.net (Bill Kendrick).

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no (Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate directory. Please include a readme file with each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

A mirror of Kevin Atkinson;s ClarkNet Archive, kept by Jason Duerstock: ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari 8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only)
on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

Subject: 4.7) What is the Atari 8bit FTP Archive in Slovakia?

This FTP site contains demos, games, utilities, zines and other useful stuff
from all the world. Also, you can download big amount of slovak and czech
programs for 8bit Atari only from this archive. And finally, because this
site is created and supported by slovak computer group GMG, most of our
products can be found right here.

If you want to place here your program, just send it to me (with some
comment) by e-mail and I will do the rest.

If you have some problems or questions, please contact me at this address:

mailto:mchorvat@econ.umb.sk (Marek Augustin Chorvat)

ftp://svs.scsss.sk/pub/atari

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

Internet access to the Cleveland Free-Net (Cleveland, Ohio, USA):

telnet://freenet-in-a.cwru.edu or
telnet://freenet-in-b.cwru.edu or
telnet://freenet-in-c.cwru.edu

Type "go atari" at any menu.

Contact:
mailto:xx004@cleveland.freenet.edu (Atari SIG)

The Cleveland Free-Net now has a home page:
http://cnswww.cns.cwru.edu/net/easy/fn/

Subject: 5.2) What is the National Capital FreeNet Atari Users SIG?

Internet access to the National Capital FreeNet (Ottawa, Ontario, Canada):

telnet://telnet.ncf.carleton.ca (Type "go atari" at any menu) or
gopher://gopher.ncf.carleton.ca or
http://www.ncf.carleton.ca/

Contact:
mailto:ac382@freenet.carleton.ca (Jack Kitowicz) or

mailto:aa728@freenet.carleton.ca (Blair Dea)

Subject: 5.3) What is the Victoria Telecommunity Network Atari Users SIG?

Internet access to the Victoria Telecommunity Network (Victoria, British Columbia, Canada):

telnet://freenet.victoria.bc.ca (Type "go atari" at any menu)

Contact:
mailto:ua558@freenet.victoria.bc.ca (Gordon Hooper) or
mailto:ud264@freenet.victoria.bc.ca (Ted Skrecky)

Subject: 6.1) What is FidoNet?

[NOTE - Michael didn't write this section. If you know who did, I want to give that person proper credit!]

FidoNet is a system not unlike the Internet in that it consists of BBSs linked together. Each discussion group (there are nearly a thousand) may or may not be carried by an individual BBS as the sysop chooses. Discussion groups are called echoes, and each echo must be moderated. There is an Atari National Echo which is 8-bit, and several (I believe) ST echoes. BBSs are also free to have local discussion groups that may or may not be echoed nationally.

To access FidoNet, you need to find a FidoNet BBS that carries the echo or echoes you wish to read, and then abide by the rules of both that BBS and the echo. Some of these BBSs require annual membership fees. Some are supported by voluntary donations. One such that can also be reached by telnet is Doc's Place BBS. I'm not even sure of its location, but I think it's Clearwater, FL. If you're coming in via an ordinary ISP and either Netscape or IE, you simply type:

telnet://bbs.docsplace.org

mailto:krap@zwieracz.ideefixe.nom.pl (maciej grzeszczuk) adds:

all fidonet backbone echoes are carried by zwieracz.ideefixe.nom.pl, and they are available read-only via any newsreader. zwieracz itself (2:480/70, 2:48/70, 2:48/700, 2:2/3009) is the main polish fidonet-internet gateway. i gateway many usenet groups onto fidonet echoamil bidirectionally, so fidonet users here in poland can easily read and post articles. this group is also available at my system via EMSI over TCP or standard modem dial-up connection (emsi over tcp ports are 60177 - for telnet, and 60179 for raw socket).

try url: news://zwieracz.ideefixe.nom.pl/fido.atari and you'll reach national ATARI group.

Subject: 7.1) What is the Atari 8-bit Computer Web Ring?

A WebRing is a set of web pages that have been linked to each other. Basically the first page in the ring has a link to the second one, the second one to the third, the third to the fourth... with the last page linking back to the first. This is all done by adding a small piece of HTML code to your page, which will automatically keep track of where your page lies in the WebRing. In this way pages from all over the world dealing with similar subjects can be linked together. In our case the subject is Atari 8-bit computers, so all pages in this WebRing are about the Atari 8-bit.

The home page of the Atari 8-bit Computer Web Ring is at:

http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

and the ring is maintained by Raphael Espino, mailto:rje@co.umist.ac.uk

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Subject: 7.2) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

VENDORS/DEVELOPERS/PUBLISHERS:
See my companion vendor/developer list

USER GROUPS:

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Wolfgang Burger, mailto:wburger@cityweb.de
http://www.atari-computer.de/abbuc/

Atari Boise User Group (ABUG)
Ron Whittam, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus (ACEC)
Michael Steve, mailto:steve.2@osu.edu
http://hcgl1.eng.ohio-state.edu/~steve/ATARI/acec.html

The Atari Exchange of Louisville (AEL)
http://ourworld.compuserve.com/homepages/rlink/

Central Atari Information Network (CAIN)
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Edmonton Atari Computer Hobbyists (EACH)
Leslie Hartmier, mailto:leslieh@tibalt.supernet.ab.ca
http://www.compdirect.com/each/

Long Island Atari User Group (LIAUG)
Mark Glicksman, mailto:mglicksm@suffolk.lib.ny.us
http://liaug.com

Queensland Atari Computer Enthusiasts (QACE)
mailto:qace@closer.brisnet.org.au
http://www.closer.brisnet.org.au/atari/atari.html

St. Paul Atari Computer Enthusiasts (SPACE)
Michael Current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

Toronto Atari Federation (TAF)
Stephen Christian, mailto:schrist@interlog.com
http://www.interlog.com/~schrist/taf/

Atari Users of North Texas (AUNT)
http://www.atariusers.com/aunt/

BBS HOME PAGES:

Beco Tel
Bernard Kok, mailto:webmaster@becotel.demon.nl
http://www.becotel.demon.nl/

Atari Inside
Marius Diepenhorst, mailto:pokey@dds.nl
http://huizen.dds.nl/~pokey/

The Last Hope
Ryan Goolevitch, mailto:ryang@trideja.com
http://www.trideja.com/lasthope/

ALTERNATE REALITY PAGES:

Original 8-bit Alternate Reality Homepage
Robert Hagenstrom, mailto:rob@ksk.sala.se
http://www.ksk.sala.se/~rob/alternate-reality/

Alternate Reality The Classic Role Playing Game
Matt Roller, kirk.webb@m.cc.utah.edu
http://myst.slcc.edu/~AR/

Alternate Reality on the Web
Sean Noble, mailto:seaner@exo.com
http://www.pacificone.com/sean/

Alternate Reality - The Star Wizard's Guild
mailto:halifax1@usa.net
http://www.geocities.com/SiliconValley/Haven/1438

OTHER HOME PAGES:

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html
http://www.atari-computer.de/resort/ (mirror)

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl

http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-System
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

ATARI XL/XE - Homepage
Stefan Lausberg, mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

Sacha's Homepage
Sacha Hofer, mailto:hofer@iam.unibe.ch
http://www.iam.unibe.ch/~hofer/

Beyond...The Black Stump Atari Page
Peter Garriga, mailto:lions@mira.net
http://www.blackstump.com.au/atari.htm

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

La cueva de los 8 bits
Mariano Domnguez Molina, mailto:mariano@ce.fciencias.unam.mx
http://www.geocities.com/TelevisionCity/Set/4826/atari.html

Atari 8-bit Emulator Page
Tony Smolar, mailto:asmolar@ma.ultranet.com
http://www.ultranet.com/~asmolar/atari8/

Atari 8-bit Utilities (emulators/SIO2PC/APE)
Preston Crow, mailto:crow@cs.dartmouth.edu
http://www.cs.dartmouth.edu/~crow/atari/

BRiTiSH Underground Atari 8bit
Craig Lisowski, mailto:clisowsk@mcs.kent.edu
http://aegis.mcs.kent.edu/~clisowsk/8bit.html

Homepage Nyman: Atari 8 bit
Peter Nyman, mailto:N94PetNy@Midgard.Liu.Se
http://www.geocities.com/SiliconValley/2741/8bit.html

Atari 8-bit Emulator utilities
Ivan Mackintosh, mailto:ivan@dales.rmplc.co.uk
http://dales.rmplc.co.uk/ivan/atari/

Draco's Atari area
Konrad M. Kokoszkiewicz, mailto:draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/atarieng.html

8-Bit Atari Emulation and Games
David Grieve, mailto:DavidG@bagend.otago.ac.nz
http://www.otago.ac.nz/Web_menus/User_Homepages/david/

Cartridge List for the Classic Atari 800/XL/XE Computers
Andrew Krieg, mailto:krieg@execpc.com
http://www.execpc.com/~krieg/VidGames.htm

The M*U*L*E Web
David L. Tucker, mailto:dtucker@dtucker.ultranet.com
http://www.ultranet.com/~dtucker/

The Digital ANTIC Project
Kevin Savetz, mailto:savetz@northcoast.com
http://www.atarimagazines.com/

TIGHT group - Atari 8-bit stuff
Michal Franczak, mailto:mfranczak@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~mfranczak/atari/

The Atari 400/800 and OSS
Paul Laughton, mailto:paul@laughton.com
http://www.laughton.com/paul/abps/oss/oss.html

Atari Planet
Trevor Holyoak, mailto:infoman@poboxes.com
http://www.holyoak.com/atari/

BKproductions 8bit Power!
Will Fisher, mailto:blackat@direct.ca
http://www.ogopogo.com/blackat/8bit/

Atari Gaming Headquarters
Keita Iida, John Hardie & Les Caron, mailto:editor@atarihq.com
http://www.atarihq.com/

Phoenix Atari Connection
John Collins, mailto:bosco@inficad.com
http://www.inficad.com/~bosco/

ATARI XL/XE Computer - Welcome / Willkommen / Bienvenue
Ulf Petersen, mailto:ulf@antic.cls.de
http://members.aol.com/upetersen/atari.htm

Classic Video Game High Score List
Russ Melanson, mailto:rfm@primenet.com
http://www.primenet.com/~rfm/cvhigh.html

Nordic Atari Show (NAS) and Convention
Rolf Johansson, mailto:rojo@tripnet.se
http://www.tripnet.se/sak/nas/

Atari 8-Bit
Marcus Phillips, mailto:marcusphillips@geocities.com.
http://www.geocities.com/RainForest/4677/Atari8.html

Computer Trading Zone
Sean Noble, mailto:trader@pacificone.com
http://www.pacificone.com/trader/

FM Atari 8bit Info
Fred Meijer, mailto:webmaster@meijer.demon.nl
http://www.meijer.demon.nl/

Unfinished Projects Page
David Wyn Davies, mailto:ansawdd@compuserve.com
http://ourworld.compuserve.com/homepages/Ansawdd

Planet Irata...World of Atari
Tony Cervo, mailto:tcervo@slip.net
http://www.geocities.com/SiliconValley/Vista/3015/

Atari XL/XE Demos Page
Sven Gleich / CubE, mailto:sven.gleich@mb1.tu-chemnitz.de
http://www.tu-chemnitz.de/~sgl/atari/demosind.htm

HeAvEn's Demo-Homepage
mailto:nadkar@fh-pforzheim.de
http://wwwstud.ira.uka.de/~s_tomczy/

The Video Game High Score Page
Sam Hartmann, mailto:pbjurman@aol.com
http://members.aol.com/pbjurman/highscores.html

Atari 8-bit Projects & Stuff
Sidney Cadot, mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/

Atari Historical Society
Curt Vendel, mailto:webmaster@atari-history.com
http://www.atari-history.com/

Atari Preservation Society (APS)
mailto:ShelShock@aol.com (Dave Bell)
http://www.geocities.com/SiliconValley/Vista/1863/main.html

Atari 8-bit & Linux
mailto:pavel@atrey.karlin.mff.cuni.cz (Pavel Machek)
http://atrey.karlin.mff.cuni.cz/~pavel/atari/

Atari Pub / Masters of Electric City official page
Dhor, mailto:Dhor@iko.zakopane.top.pl
http://dhor.zakopane.top.pl/

Atari Technical Information
mailto:trevin@xmission.com (Trevin Beattie)
http://www.xmission.com/~trevin/atari/atari.html

Chris's Home Page (Cobra Team)
Krzysztof Sieniawski, mailto:chris@se.com.pl
http://chris.se.com.pl/

"Break Movie" Warehouse (ATASCII movies)
Tom D'Ambrosio, mailto:ambrosia@flash.net
http://atascii.atari.org/

Atari B.A.S.I.C. Emulation
http://free.prohosting.com/~atari/

Atari Reference Desk
Terry Ross, mailto:tross3@hamtel.tds.net
http://personalpages.tds.net/~tross3/ard/atari001.htm

I.C. When - The Chronology of Video Games and Computers
Donald A. Thomas, Jr., mailto:curator@icwhen.com
http://www.icwhen.com/

Giant List of Classic Game Programmers
James Hague, mailto:jhague@dadgum.com
http://www.dadgum.com/giantlist.html

Toute la Collection Atari
Patrice Muller, mailto:pamuller@imaginet.fr
http://wwwusers.imaginet.fr/~pamuller/

Undead Games: Classic Video Games and Classic Computers
Gregory L. Miller, mailto:gmiller@iswt.com
http://www.classic-games.com

Kilka slow o komputerze Atari...
Waldi, mailto:wbolesta@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~wbolesta/atari/atari.pl.index.html

Atari Internet Magazyn
http://www.cuprum.com.pl/~service/atari

Tomasz Pecko - ATARI
http://bossx.boss.com.pl/~pecus/atari.html

Project: ATARI
Andy Leininger, mailto:akablinky@msn.com
http://www.geocities.com/SiliconValley/Pines/8493/

Atari Hardware Showcase
Eric Parent, mailto:eparent@shaysnet.com
http://equinox.shaysnet.com/~eparent/atari/

Atari-Computer
Matthias Faust, mailto:matzi@atari-computer.de
http://www.atari-computer.de/

Star Raiders Tribute Page
Bill Kendrick, mailto:nbs@sonic.net
http://zippy.sonoma.edu/kendrick/star-raiders/

Demoville - A collection of Atari 8-bit demos!
Bill Kendrick, mailto:nbs@sonic.net
http://zippy.sonoma.edu/kendrick/demoville/

Atari 8-bit Docs, Hints and Solutions
Larry Richardson, mailto:lizr@crestviewfl.com
http://www.crestviewfl.com/~richard/atari-docs.htm

Eric's Atari Stuff
Eric Cron, mailto:ericcron@pcc.net
http://www.pcc.net/dzone/atari8.htm

Mac/Atari Fusion
Mark Simonson, mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/

Steve's handy Atari vs. C64 comparison chart
Stephen L. Judd, mailto:judd@stratus.esam.nwu.edu
http://stratus.esam.nwu.edu/~judd/fridge/atari.compare

Russ Gilbert's Home Page
Russ Gilbert, mailto:russg@en.com
http://www.en.com/users/russg/

Clarence's Atari 8bit page
Clarence Dyson, cdyson@redshift.com
http://www.redshift.com/~cdyson/atari.html

Rate Atari Products and Prototypes
Glenn Bruner, mailto:brunergs@pcisys.net
http://www.pcisys.net/~brunergs/Atari/

World of Atari 98
CyRo, mailto:cyberroach@my-dejanews.com
http://members.xoom.com/doc_jike/

MacFalkner's Homepage
Andre Bertram, mailto:macfalkner@aol.com
http://members.aol.com/MacFalkner/

Fujiman's Atari Homepage
Rory McMahon, mailto:mcmahom@inil.com
http://www.fujiman.com/

Rick Cortese's Atari Page
mailto:ricortes@netmagic.net
http://www.netmagic.net/~ricortes/

Atari 2000
(also the site for the Phoenix web browser project)
mailto:Morloc@acd.net

http://members.tripod.com/~morloc/

The Atari-to-PC joysticks interface
Emmanuel Fernandes, mailto:fernandes@agel.ucl.ac.be
http://gauss.math.ucl.ac.be/~manu/Atari/joystick.html

A simple monitor cable for Atari computers
Emmanuel Fernandes, mailto:fernandes@agel.ucl.ac.be
http://gauss.math.ucl.ac.be/~manu/Atari/monitor.html

ATARI XL/XE and MIDI (also:Music in Chaos Music Composer,Upgrade 130XE->320XE)
Ireneusz Kuczek, mailto:ixkuczek@kki.net.pl
http://friko6.onet.pl/lu/ixkuczek/

Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

Paul Clark offers this tip:

I think Dalnet carries #atari8, do the following;

telnet://telnet.dal.net

At the login prompt, type;

dalnet

If prompted for a password, just hit enter. You should
be able to navigate to #atari8 from there.......

==> #rgvc - Classic Games and Systems Collectors. "Rec.Games.Video.Classic"

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed

anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
mailto:audioguy@cheerful.com for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.

ATR - Atari disk image format. Invented by Nick Kennedy,
mailto:nkennedy@cswnet.com for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
mailto:emulators@msn.com for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
mailto:classics@nacs.net for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text, but was a binary file. As a binary file, it had to be downloaded using a file transfer protocol such as XMODEM. The use of ".xmo" as a filename extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load files. Like .xmo, use of .bin is discouraged.

Subject: 9.5) How can I make my commercial boot disk (tape, cart) into a load file or disk image?

Russ Gilbert, mailto:russg@en.com writes:

The disk image part is a matter of taking a copyable boot disk and making an atr, xfd, dcm or other disk image type file out of it, usually for use with an emulator. Before emulators, the Bob Puff .dcm format was used to store/archive/retrieve boot disk images.

Almost all commercial software for the A8 is/was copy protected. For boot disks, this usually involved a large number of special formatting that couldn't be copied using ordinary sector copiers. Usually the boot process involved checking to see if a certain sector error occurred, then proceeding. If the error did not occur, the disk was a copy and would not work.

For carts, usually the method of protection was to write to the cart area of memory and see if the value changed. If the value changed, the cart program was in RAM, not ROM and would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption, which must be decrypted before the program can run. This to make more difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the

software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product. The APE Pro system, by Steven Tucker, in the registered version of this shareware allows making disk images called 'Pro' images. APE (Atari Peripheral Emulator) requires a cable, called the SIO2PC cable, that connects the A8 13 pin serial port to a serial port on the IBM PC clone. To make 'Pro' images, a special adapter cable is needed, not just

the 'standard' SIO2PC cable. The 'Pro' image can 'capture'
the copy protection of an original commercial disk. The
'Pro' image can then be loaded into an A8 using the APE
registered version software, thus backing up your original
disk software. Note the 'Pro' image will only be of use to
person(s) owning registered APE software and 'Pro' adapter
cable.

Subject: 9.6) How can I convert my commercial boot tape into a cassette
image file?

mailto:ernest@pi.net (Ernest R. Schreurs) writes:

For those of you that like ALL classic Atari software, there is now a
way to store all software that has been recorded on cassette tapes on
the hard disk of your PC. I have written a program that is similar to
the SIO2PC utility written by Nick Kennedy. But this one is intended
for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free
disk space to work with. The sound card should be able to sample sound
at a sample rate of 44.100 Hz mono. The sample must be recorded into
a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file.
The .cas file is a digital cassette image file that only contains the
data that is on the cassette tape. Once you have that, you can throw
away the .wav file. The .cas files are typically 16 to 64K, so they
are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette
image) you do not need a sound card. You do need a SIO2PC cable or
similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives
of Umich by now. They have been put together in one zip file
wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file
format as of version 1.15 of APE. It looks real neat, so try that out
too! Thanks to Steven for adding a nice user interface for these
cassette images. He did a nice job. I am hoping other using are
willing to write some programs to get more enjoyment out of this
underrated storage medium.

My stuff is available totally free for personal use, so I hope you
enjoy it. Read the docs about the conditions.

Keep those XL's/XE's humming.
If you have any questions feel free to E-mail me: mailto:ernest@pi.net

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Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel, mailto:itayc@hotmail.com
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
http://www.sitcom.co.il/users/itayc/

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation

Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing

]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz, mailto:draco@mi.com.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo, mailto:ssilicon@lax.net sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of

course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Apparently 2.07 is buggy.
Anadisk 2.06 is available at: http://ch.twi.tudelft.nl/~sidney/atari/

Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:crow@cs.dartmouth.edu (Preston Crow),
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 11.5), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe
Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard
floppy drives to be used on the Atari. A utility is included to
read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (Russ Gilbert)

Q: How do I connect two cmputers using a null modem cable?

A: You need a term program and RS 232 ports on both computers. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 baud, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25 pin port. 25 pin #2 goes to Atari #4 (XMT to RCV), 25 pin #3 goes to #3 on Atari (RCV to XMT) and #5 of 850 goes to #7 of 25 pin (GND to GND).

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go to the left 1 to 13 then #14 is under #1 and left again so that #25 is under #13.

Most term programs allow a null connection, without a carrier detect. Notably, 'Express 850' does not. I have only used 'Procomm 2.4.3' (the last shareware version of Procomm) on the PC and Bob Term on the Atari, but other term programs may work.

To check your null modem connection, start both PC and Atari term programs, set baud to 2400 or 4800 on both computers. No parity, 8 data bits, 1 stop bit on the PC. Be sure to use the correct COM port on the PC. Go to 'terminal' mode and you should now be able to type on either computer and see it on the other screen. To accomplish a file transfer, use Y-modem probably from Bob Term, rather than X-modem. X-modem will often append bytes to a file transfer, an undesirable event. There is also a very nice Z-modem recieve program for the Atari, called AtarZmodem by Larry Black for the Atari.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors (Radio Shack) some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modems and plugging in the null modem cable into the two modem cables. This also avoids the confusion of variations in the computer ports. Most computers connect into the modem end via a standard RS232 DB25 connection. With this both ends 25 pin cable, you would cross pins 2 and 3 and connect the #7s together to make a null modem cable.

The SIO port on the Atari cannot be used directly. An 850, P:R: connection, MIO, Black Box or similar device

that provides an RS232 port must be used.

Following are pin assignments for a DB25 pin RS 232 C
port.
1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

For higher speed connections, above 4800 or 9600, you
need the flow control lines and Atari term software that
has flow control built in. You also need an MIO or Black
Box, which uses the PBI (parallel bus). A high speed
cable would need not only XMT, RCV, and GND, but also
flow control lines. I suggest a commercial null modem
from computer store to ensure correct lines. A null
modem is a small adapter with the correct lines already
crossed. I don't know how to correctly connect the CTS,
RTS, DTR, DSR, CRX lines for a high speed null modem.
With a null modem, you just plug it into the 25 pin
connectors of the two modem cables you might already
have connected to your Atari and PC or Mac. You may need
a straight thru 25 pin gender changer also.

Following is in this FAQ elsewhere, but I summarize here:
(Figure out or look for pin numbers on the ports.) Note
that these are pin assignments, and NOT null modem
connections with the XMT, RCV crossed and GND straight
thru.

Atari 8-bit PC AT 25 PC AT 9 pin
---
1. DTR 20 4*
2. CRX 8 1*
3. XMT 2 3
4. RCV 3 2*
5. GND 7 5
6. DSR 6 6
7. RTS 4 7
8. CTS 5 8
9. No connect? shield RI
22 RI

Note: * above indicates the difference between an AT 9 pin
and a Atari 8-bit 9 pin cable connector. eg. If you check
continuity from pin 3 of 25 pin end and it goes to pin
4 of nine pin end, you have an Atari serial cable. If pin
3 of 25 pin goes to pin 2 of 9 pin end, you have a PC

serial cable.
(updated 3/1/99)
(DTE = Data Terminal Equipment ie. your computer.
DCE = Data Communications Equipment ie. your modem.)

Subject: 11.5) What is SIO2PC?

From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari programs could be stored on the PC's hard (or floppy) drives. It turned out to be quite successful. About 95% of my work was in the software, but a hardware device to convert logic levels was also necessary. This device is now commonly referred to as an SIO2PC cable.

Features:

Emulates 1 to 4 Atari disk drives

Store your Atari files on PC hard or floppy drives

Boot from the PC, real drive not needed to start-up

No software or drivers required for the Atari;
no conflicts: use your favorite DOS

Twice as fast as an Atari 810 drive and more reliable

Co-exists with real drives in the Atari daisy chain

Compatible down to the hardware level: use sector copiers, etc.

Print-Thru captures Atari print-out and routes to PC's printer

Convert Atari files to PC files and vice versa

1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:sup8pdct@mail.cth.com.au (James Bradford)
mailto:draco@mi.com.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed 52k

==> Micro MainFrame - made by a company in Rancho Cordova, CA
?????

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> 1050 US Doubler Created by ICD, now sold by K-Products
SS SD/ED/DD UltraSpeed 52k.

==> Happy 1050
SS SD/ED/DD Warp speed 52k ; track buffering

==> Cheer-Up 1050 Clone of "Happy" 1050

==> Super Archiver 1050
SS SD/ED/DD UltraSpeed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> Super Speedy 1050
SS SD/ED/DD Like the Speedy 1050, but enough RAM on board to
hold the contents of an entire disk

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k UltraSpeed
by Super Products. Compatiable with SuperDOS and K-Products US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ K-Products
US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

More data on the XF551 compiled by Marco Antonio Checa Funcke,
mailto:mcheca@li.urp.edu.pe :

Processor: 8040/8050AH at 8.3333MHz (docs say 18.33, but it's a mistake)
Disk controller: WD 1772 02-02 (I opened my drives and looked at the
complete code)
SIO data rate: normal: 19040bps (NTSC)/18866bps (PAL)
high speed: 38908bps(NTSC)/38553bps (PAL)
Rotaton rate: 300RPM
Power source: external power adapter, 9V AC, 31VA, 60Hz (NTSC)/50Hz (PAL)

Operating modes: Single Dual Double Density
Number of sides 1 1 2

Total tracks 40 40 80
Sectors per track 18 26 18
Bytes per sector 128 128 256
Total bytes 92160 133120 368640
Encoding method FM MFM MFM
Transfer rate 125000bps 250000bps 250000bps
Acces time: (maximum)
track to track 40ms 40ms 40ms
motor start 1000ms 1000ms 1000ms

==> CSS XF551
SS/DS SD/ED/DD K-Products US Doubler compatible. Updates drive to
work better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOS XL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive

has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- UltraSpeed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- UltraSpeed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 67000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2001 "California Access"
SS SD/ED/DD 19200 bps or 38400 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2002 "California Access"
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European
Sysop Fox-1 writes:
The HDI drive is, like all other I mentioned, connected to the atari 8-bit
SIO-bus. It's a PCB on where you can connect up to 4 PC-mechanics, no matter
it's 360, 720, or 1440Kb, nor 3.5" or 5.25". It's (partial?) developed by
Erhard Puetz (aka Floppy-Doc, aka Sysop Atreju), but is not available anymore
due the lack of the hard-to-get high-speed floppy-controller.

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: MYDOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB

- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatible with the SDX)
- UltraSpeed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF551.
288 RPM

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades (CSS)
- Floppy Board (CSS)
- Percom drive upgrades

==> Atari XF351 or XC35
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need to obtain one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Rare.
Fast but still relatively slow I/O, kludge through joystick ports for 800.

==> KPI Hard Disk Drive Interface (formerly Supra)
from K-Products (bobkla19@mail.tcd.net - Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (ftooned@crl.com - Mike Hohman)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Black Box
from Computer Software Services (CSS) (mailto:audioguy@cheerful.com - Bob Puff)
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html)
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE-Harddisk-Controller
created by Steve Birmanns and Matthias Belitz in Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at
one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

Subject: 12.4) What kinds of monitors can I use with my Atari?

In general, you either need a Composite Video monitor, or a standard TV.

Television:
You'll need a video cable (not detachable on the 400/800), and a TV Switch
Box. Used with VHF Channel 2 or 3.

Monitor:
The 8-bit Atari produces a color Composite Video signal, plus
separate chroma (color) and luminance (brightness) signals which the best
composite video monitors can take advantage of. Popular examples of such
monitors include the family of monitors produced by Commodore.

Gotcha's:

-the 400 and North American 600XL lack a monitor port entirely. They can only
be used with a TV.

-the XE Game System provides an RCA-style jack in place of the Monitor port;
so it provides Composite Video but lacks separate chroma\luma signals

-the 600XL, 800XL and 1200XL lack separate chroma signal (can be added via
hardware modification)

-the XEP80 Interface Module produces a monochrome Composite Video signal via
an RCA-style jack. This higher-resolution signal produces crisp, clear 80
column text on 80-column monochrome composite video monitors.

The pinout of the Monitor port is in the pinout section of this FAQ list.
The monitor connector on the back of the Atari can be utilized using a
4-pin DIN to RCA converter. You don't need to build a separate cable.

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

"The best monitor for an Atari 8 bit that is readily available today would be
a television with an S-video input---these tend to be large and high-quality,
so the s-video input is the deciding factor there. You'll have to build the
cable yourself, and if you have an XL you'll want to do the Super Video
upgrade that Ben Poehland published in Atari Classics a few years ago---this
puts the chroma signal back on the pin that it should be and cleans up the
video signal enormously. It's really more of a fix than an upgrade.

I use a commodore split-video monitor. They work great and are
cheap-to-reasonable when you can find them."

mailto:bryede@emi.net (Bryan Edewaard) writes:

"Yes, the best choices are monitors that support "Separated Video"
(sometimes called Commodore video on Commodore monitors), or S-Video.
These monitors have separate color and luminance video inputs, which
give a sharper picture without cross-color artifacts - such as the
colored fringes on text when viewed on a TV (although some games use
these artifacts to get additional colors). If you have an XL
computer, then it needs an upgrade to support these monitors due to
the omission of chroma from the monitor port. the 800 and XE
computers don't have this problem.

The 2nd best choice is a TV or monitor that has a "Composite Video"
(usually called just "Video" or "Aux") input. This is a signal that
has the color and luminance information combined into one signal. The
picture will be a little less sharp, but still much better than using
the "Channel 3" output.

>Where might I find one?

I've seen them a flea markets, garage sales, swap meets, ham fests,
and in newsgroups like this one. Plus, many new TV's support S-Video
and Composite video inputs.

>What are the advantages of using one of these rather than a TV?

Well, it's all a matter of how many stages the signal must go through.

1. The Atari generates video as a color signal and a brightness
(luminance) signal. These are passed to the monitor port as Chroma and
Luma signals (XL's have no Chroma output from the factory).

2. The signals are mixed together to make a standard video signal
which is also passed to the monitor port as Composite Video.

3. Then the mixed video signal (along with audio) goes through the
process of being "modulated" into a TV radio signal (channel 3 or 4).
This step involves removing high frequencies from the video (blurring
it) and sending it to the TV in a fragile broadcast form that's
suseptable to all kinds of interference. Then the TV must (1) extract
the video signal from the radio signal, (2) separate the Chroma and
Luma components as best it can, then (3) divide the Chroma in R, G,
and B. Any of these steps that you can eliminate will help your
picture.

>Are there any other composite video monitors that anyone would recommend
>(and where might I find one)?

Maybe the 8-bit FAQ mentions these monitors. The most common one is
probably the Commodore 1702 which has a very good picture and is quite
reliable.

If you plan to use an XL (which I do), upgrading the video circuitry
makes as big a difference as what monitor you choose. Ben Poehland has
some excellent articles in Atari Classics magazines for improving the
quality of the XL's video, as well as restoring the missing Chroma
output."

Lonnie McClure mailto:lmcclure@ibm.net has the last word on Commodore monitors:

Comodore models: 1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*,
1084**, 1084S**.

* The 1902A used a DIN connector for chroma/luma, which makes cabling a
bit more of a problem. The composite and audio connectors are standard
RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN
connector for chroma/luma connections, like the 1902A, while some used
standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902
shares the same slightly rounded front case design as the 1080 and 2002,
while the 1902A is has a rather square case design, and was manufactured

by Magnavox (as were some of the 1084 and 1084S versions).

Jerry Jessop, mailto:jjessop1@home.com explains why French Ataris produce fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible."

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g and 3.2gx are disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS 3.3a and 3.3b were rewritten by Stephen J. Carden for use with BBS Express PRO!. SpartaDOS 3.3c is produced on disk or in a 16K ROM cartridge from K-Products.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2g)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek.
BW-DOS 1.30 and all other versions are available via:
http://atari.boss.com.pl/files

Any other versions of DOS all 8-bit Atari users should be aware of??

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Home Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Home Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI (Europe: includes ECI)
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missile Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions. 410a - Taiwan
version
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 40-Column Printer -
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, w/ Telelink I. =Novation 'CAT'
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
mailto:rrs0059@ibm.net (Frank McKenney) writes:
The printer/plotter mechanism for the Atari 1020 is
(I believe) the same one used in the Tandy/Radio
Shack CGP series and the Commodore 1520(?), and
was
made by a company named ALPS.
1025 80-Column Printer -7-pin dot matrix. =Okidata ML80. 40cps
1027 Letter-Quality Printer-80 col letter quality =Mann-Tally Riteman LQ. 20cps
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software. 2 SIO ports
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, w/ XE Term software. Permanent SIO cable
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package.
SIO & DB25 RS232 serial ports.external power supply

For definitive information on unreleased Atari products, see:

Atari Historical Society, http://www.atari-history.com/
(Curt Vendel, mailto:webmaster@atari-history.com)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XLF late 800XL with a redesigned motherboard, plus the FREDDY chip
800XLD low-cost 1450XLD, no modem&speech, include disk drive
controller&FREDDY
1250XLD Earlier name for the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives (controller not included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard
1850XLD "Mickey" Atari clone of the Amiga Lorraine
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE/AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80 col display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -XE Thermal Color Printer

Subject: 13.3) What are the power-supply requirements for my Atari
components?

Thanks to Matthias Belitz, mailto:matz@kawo2.rwth-aachen.de for the European
data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have.

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output). The
power (in watts) and current (in amperes) specifications of the original
equipment as presented here should be regarded as minimum values.
Higher-than-specified power and current capacities are entirely usable,

and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)
VA=VoltAmps

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030
9 V AC 4.5 VA (500 mA) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
600XL,65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,XE Game System
6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CX261 adapter:
XEP80,SX212,2600 (center positive)
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD
21.2 V DC 330 mA (7 W) Atari#CO60479/CA060535 adapter:
835

E U R O P E (and elsewhere?) INPUT = 220 V AC, 50 Hz
==========
5 V DC 1,8 A, #CO61763-107: 800XL
5 V DC 1,5 A (7,5 W) #CO61763-34 : 800XL (U.K., 240 V AC in)
5 V DC 1.5 A (7.5 W) #CO61763-11 : 65XE,800XL,800XE

two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
9 V AC 27 VA (3.0 A) CO60592-34/TM 7498 : 1050 (UK)
9V AC 0,5 A, CO#61516/34 : 1010 (UK)
9,3V AC, 1,66 A CO# (not printed), FW 6799: 800

These draw their power from the SIO +5 V:
XM301 (60 mA),XC11,XC12,ICD/FTe P:R:Connection,Wizztronics MidiMax,RVerter

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
CX22 trackball meanings from Steve
Wallace:
1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion
3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50

1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6

1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section mostly by mailto:winston@merk.com (Winston Smith)

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and

export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that
performs networking. There was an OASIS network between Boston,
Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word
of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank
Walters wrote it.

o Carina BBS -- a shareware product of Shadow Software.

o BBS Express! Professional -- a product of K-Products. See Vendor List.

o OASIS IV -- a product of ???

o Forem-XE Pro -- by Len Spencer. http://members.aol.com/lenspencer/

Subject: 13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?

Atari BASIC:

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga, mailto:F.Offenga@student.kun.nl adds:

there's another good answer (IMO):

You can also take a look at the part numbers on the IC's
inside your Atari and compare them with the numbers from
the following table:

Part# Version
~~~~~~~~~~~~~~~~~~~~ ~~~~~~~~
CO12402 + CO14502 A
CO60302A B
CO24947A C

CTIA or GTIA installed?

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the
GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Clay Halliwell, mailto:earl.halliwell@dyess.af.mil provides this tidbit:

A bit of trivia: CTIA 400/800s artifacted in blue/green, GTIA 400/800s
artifacted in green/blue, and all XL/XEs artifact in red/blue.

Subject: 13.7) Which versions of the Operating System (OS) are there?

This section written by Freddy Offenga, mailto:F.Offenga@student.kun.nl

The following Operating Systems exist for the Atari 8-bit:

Rev. System(s) Models Size Part Nr(s)
~~~~~~ ~~~~~~~~~~ ~~~~~~~~~ ~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
A NTSC 400/800 10kB CO12499B, CO14599B, 12399B (*)
A PAL 400/800 10kB CO15199, CO15299, CO12399B
B NTSC 400/800 10kB (?)
B PAL 400/800 10kB (?) (*)
1 A NTSC/PAL 1200XL 16kB CO60616A, CO60617A
1 B NTSC/PAL 1200XL 16kB CO60616B, CO60617B (?) (*)
1 NTSC/PAL 600XL 16kB CO62024
2 NTSC/PAL XL/XE 16kB CO61598B
3 NTSC/PAL XE 16kB C300717
4 NTSC/PAL XEGS 16kB C101687

(?) more information or confirmation required

(*) these versions should exist, although I've not seen them.
If you have one (or more?) of these, please contact me.

NOTE:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).

Alan Manuel K. Gloria, mailto:mani@pworld.net.ph adds:
Revision B on the 400/800 does exist -- it is referenced to a lot in
Mapping the Atari by Ian Chadwick, and is used on most Translator disks

for the XL/XE

Subject: 13.8) What games support 4 simultaneous players on the 400/800?

contributors to this section:
mailto:jlodoen@shell.portal.com (Jeff M Lodoen)
mailto:olavese@online.no (Vidar \"Hawk\" Olavesen)
mailto:pmulvey@erols.com (Pat Mulvey)
mailto:sposey@ioa.com (Steven E. Posey) (Party Quiz controllers description)

The following games support 4 player head-to-head play. Remember, only the 400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor, Thorn EMI Soccer, Major League Hockey

The following support 8 players on the 400/800 or 4 on the other computer models, using the 2 controllers-per-port CX30 Paddle controllers:

Super Breakout, Worms?

The following supports 4 players on all machines, using special 4-button keypad controllers linked together with RJ-11 jacks (standard phone jacks) to a box with
2 joystick port connectors.

Party Quiz by Suncom

Subject: 13.9) Why should I disconnect the 810/1050 power supply before connecting or disconnecting SIO cables?

Rich Mier writes:

You've been plugging and unplugging the SIO cable with the 1050 power pack plugged in, right? That's a no-no. Most of the time it's Okay, but about 1 in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right, rear of the main board. A 14 pin DIL chip. Actually it is an array of 5 transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

Subject: 13.10) What is Omnimon?

--This section was written by Scott Charles, mailto:scharles@blast.net

Omnimon is a add in board for the Atari 400/800 series of computers and a replacement OS chip for the xl/xe series of computers. The original Omnimon board fit onto the OS board in the 800 series and had a switch attached to it to disable the board. The 400 series required you to bend the circuit board into a right angle for it to fit inside the 400's case. (It was designed to do this.). The Xl/Xe version replaces the OS Rom chip inside the computer with one that contains the Omnimon code, and a revised OS to make the XL more compatible (no translator disks needed).

Omnimon itself is a machine language monitor residing from $C000-$CFFF, with a few variations. It was designed in 1981 by David C. Young (who also wrote Cartcopy, a copier for the right slot of the 800) of CDY Consulting in Texas. The first software revision of Omnimon had a few basic commands and was only 4K long, only for the 400/800. The second revision required the addition of a bank select switch, and was 8K long. Since it was addressed by the 400/800 as 4K, when you needed to use the code in the other bank, all the text on the screen flips upside down, you flip the switch and hit any key. The Xl and Xe versions of Omnimon do their bank selecting through the normal XL port for this function, so it is seamless.

So what can you use Omnimon for? Its main claim to fame is its ability to interupt any running program by pressing and holding the SELECT-OPTION-RESET keys. Depending on the sequence you press determines what kind of warm boot the Atari does. SELECT+RESET does NO warm boot, preserving the stack and flag values of the 6502. OPTION+RESET allows a warm boot (as if you had just pressed RESET) and interupts the vector at $C (initialation vector).

I think you can see where we are going with this - Omnimon was developed as a machine language developer's tool, much in the same way that the Happy modification was developed for legitimate backups. I.E. far more people use both products for software piracy. If you have an Omnimon! in your machine and you try to boot up an Electronic Arts program, for example, you will get a message that says "REMOVE ROM AT $C000", and the program hangs. (Hence,the need for the disable switch on the 400/800 version. There is no way to disable the xl/xe version, just switch it to an alternative OS.) The 400/800 version, since the disable switch just deselects the mapping of Omnimon to $c000 area, can be switched on and off at will.

I myself did not know what Omnimon was used for until I was using a sector editor on a program called Pharaoh's Pyramid, from Master Control Software. On it is a sector that reads, "REMOVE OMNIMON YOU DIRTY PIRATE". This got me to thinking, what does that mean? After about 5 months of playing around with the Omnimon board, I figured out how to use it to pirate software. In fact, it can be used to make most boot disks into binary files, and remove copy protection from countless more.

At the risk of sounding melodramatic, I can safely say that Omnimon hastened the demise of the Atari 8 bit computer by 2-3 years, because of its power.

Subject: 13.11) What is the difference between NTSC and PAL machines?

Software written for NTSC (North America) will always work on PAL machines, but software designed on PAL machines (Europe) won't necessarily work on NTSC machines.

Wayne Booth, mailto:trek@ihgp15.ih.att.com writes:

The differences with PAL and NTSC have to do with the number of lines displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they refresh the screen 50 times a second doing 1/2 the lines each refresh so they effectively repaint the screen 25 times a second. NTSC is 525 lines/screen with a 60 times a second refresh - again only half the lines each refresh so a 30 times a second frame rate. This would change the amount of time available during vertical sync pulse, and the number of lines that need to be redrawn each time.

Graham Thornton, mailto:nero@chicagonet.net adds:

I use both a real PAL Atari 800 and a PAL-ANTIC 1200XL here in the US.

Replacing the ANTIC chip with a PAL version changes the screen refresh rate to 50Hz which allows most of the PAL-only European software to run. Your system will still report itself as a NTSC machine, unless you change the ROM (see the Nir Dary upgrade), but most software doesn't care.

The one problem you might run into is your monitor. Replacing the ANTIC will mean your North-American Atari is now generating an NTSC signal at 50Hz, instead of the usual 60Hz. Some people will tell you that modern TVs and monitors don't care but that isn't actually true. My brand-new Sony Trinitron 15" colour TV/monitor goes bezerk with the upgraded 1200XL, but my 15-year old 10" Texas Instruments color monitor (designed for the TI-99/4A) is fine.

You can also use real European equipment here in North America, provided that you have a PAL-compatible TV/monitor. The frequency of the power system is irrelevant, as I use my 800 with a 110V/60Hz 1050 power supply.

Subject: 13.12) Is the software for the Atari 8-bit computers "TV-standard dependent?"

{some PAL demos flicker, or won't run at all on NTSC machines}

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

This is because PAL machines have a vertical refresh frequency of 50hz (NTSC use 60hz) which translates into more vertical blanking time for demos and other computation-intensive graphics software. So PAL demos that won't work on NTSC machines are usually returning from a VBI (vertical blanking interrupt) too late. Some also attempt to use more vertical resolution ("longer" display lists) than an NTSC display can handle.

mailto:thor@math.tu-berlin.de (Thomas Richter) adds:

Yes, it is. Mostly because the frequency of the vertical blank interrupt
is different (60Hz for NTSC, 50Hz for PAL). The old OS A was not clever enough
to notice the difference, so all system timings like the keyboard auto-repeat
function depend on the TV system. These parts of the OS have been corrected
with OSB and the XL versions of the OS. However, as most games install a
VBI, their timing does still depend on the frequency -> they will run
slightly slower for PAL versions.

Another point is that the popular pseudo-colors used in the Antic-F
(Graphics 8) mode are not colorful at all when displayed on a PAL TV, because
of differences in the color encoding for the TV. The schematics of
the Xl computers include however a hack how to change the PAL version to
the NTSC version (the PAL versions include two crystals, one with 5/4th of
the frequency of the other. One is used for the system clock, the other for
the color clock), but I never dared to apply it.

Subject: 13.13) What programming languages are available for the Atari?

Revision : 1.0
Date.... : 4/20/1997

==
!!!! This section is under construction - HELP WANTED !!!!

The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include;
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- Assembler Interchange Format, Project description
Version 2.2, 2-2-1997, Freddy Offenga

If you like to help or if you've something to add already,
just contact me. There's still a lot work to be done....
Freddy Offenga, mailto:F.Offenga@student.kun.nl
==
There are quite a lot! To get some structure in this section it's
divided into the following catagories;
a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

[D] = available on disk
[C] = available on cartridge

a) ASSEMBLER
- 130XE+ Makro Assembler v2.2, 1992 (Torsten Karwoth) [D]
Two pass 6502 assembler/editor. Supports extra RAM.
Highly compatible with Atmas II.
- Alfasm, Version 1.0, 1990 (Jeff Williams) [D]
Supports 65816 instructions (for the Turbo-816 upgrade
from DataQue Software). This assember is also known as
the Turbo-Assembler/16.
- Atari Assembler/Editor, 1981 (Atari) [C]
Two pass 6502 assembler/editor.
- Atari Macro Assembler, 1981 (Atari) [D]
Two pass 6502 assembler/editor.
- Atmas II Makroassembler, 1985 (Peter Finzel, Hofacker) [D]
Macro assembler with integrated editor and monitor.
- Bibo Assembler, 1986 (Compy-shop) [D]
- Datasm/65 assembler, Version 2.0, 1981 (DataSoft) [D]
Two-pass 6502 assembler.
- EASMD, Version 1.0, 1981 (OSS) [D]
- LADS, written by Richard Mansfield of COMPUTE! (for Commodore computers)
and ported by Charles Brannon to the Atari, is a very good 2-pass
assembler supporting assembly from memory AND disk [D]
- MAC/65 Macro Assembler, 1982 (OSS) [D/C]
Two pass macro assembler/editor.
- MAE, 1996 [D]
Supports 6502 and 65816 mnemonics.
- Nasm65 assembler, 1992 (Nat!) [D]
Highly portable cross assembler (written in C). Initially
made for the Atari ST. Highly compatible with MAC/65.
- PC-65 Assembler, Version 1.0 beta, 1996 (Jan Feenstra) [D]
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.
- Synassembler, 1982 (Steve Hales, Synapse Soft) [D]
Two pass 6502 assembler.
- ST-65 Assembler, 1991 (A. Stauffenberg, F.Offenga) [D]
A cross assembler for the Atari ST (written in 68000 asm).
- 6502 Cross-Assembler "xa", 1997 (Andre Fachat) [D]
written in GNU C.

b) BASIC
- Advan BASIC Compiler (Advan Language Designs)
- Atari 800 Basic, Version 1.0, 1981 (Microsoft) [D]
- Atari BASIC, Rev.C, 1983 (Atari) [C]
- Atari Microsoft BASIC II (Atari) [C]
- BASIC A+, Version 3.05, 1981 (OSS) [D]
- BASIC XL (OSS) [C]
- BASIC XE, 1985 (OSS) [C]
- Turbo Basic XL (Frank Ostrowski, Happy Computer) [D]
Interpreter, Version 1.5, 1985
Compiler, Version 1.1, 1985

c) C
- ACE C (John Palevich & Ralph Walden) [D]
This is a newer version of 'Deep Blue C'.
- C/65, Tiny C (OSS)
- C65
- CC65, 1989 (John R. Dunning) [D]
This public domain package includes; compiler, linker,
assembler and object librarian.
- CC8
- Deep Blue C, Version 1.2, 1982 (John Palevich, APX) [D]
Drawn from Ron Cain's public domain C-compiler.
- DVC C, Version 1.01, 1985 (Ralph E. Walden) [D]
- LightSpeed C, Version 1.08, 1986
(Clearstar Softechnology) [D]

d) PASCAL
- Atari Pascal, Version 1.0, 1982 (APX-20102) [D]
- Draper Pascal, Version 1.5, 1983 (Norm Draper) [D]
- Kyan Pascal, 1986 (Kyan Software) [D]
Package includes; compiler, linker and assembler.

e) LISP
- INTER-LISP/65, Version 2.1, 1981 [D]
(Special Software Systems, DataSoft)

f) FORTH
- ValForth (Valpar International)
- Extended fig-Forth (APX-20029)
- fig-Forth, Version 1.1 [D]
- fun-Forth (APX-20146)
- Grafik-FORTH
- QS Forth (Quality Software)

g) PILOT
- Atari PILOT, 1980 (Atari) [C]

h) LOGO
- Atari LOGO, 1983 (LCSI, Atari) [C]

i) All the rest
- Action!, 1983 (OSS) [D/C]
- Quick, Version 2.0, 1990 (Raindorf Soft) [D]

Subject: 13.14) What is the Atari XEP80 Interface Module?

This section written by: mailto:raukamp@dame.de (Thomas Raukamp)

Since the development of the Atari 8-bit line of computers in 1979, users
wanted better text displays than the default 40x24. There has been some
attempts to satisfy this need, like the Austin-Franklin board or the Ace
80/80xl cartridge. For more informations about these modifications read The
Atari 8-bit Hardware Upgrade FAQ from mailto:david_p@storm.ca (David A.

Paterson)

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by mailto:slackey@slackey-sun.cisco.com (Stan Lackey)
MAE and its previous standalone editor ED

Subject: 13.15) What makes some XL/XE software incompatible with the 400/800?

Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:

XL/XE software won't work on 800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Subject: 13.16) What games run only on the 400 and 800 models?

The following are reported as incompatable with models other than the original Atari 400/800. Most probably do work on XL/XE's if you use a translator to run the original 400/800 OS on your XL/XE.

Apple Panic Broderbund
Aquatron Sierra On-Line
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Disk 50
Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
Galahad And The Holy Grail APX
Go Hayden
Gorf Roklan
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
MicroMaestro Chalkboard Inc.
Monster Maze Epyx
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Picnic Paranoia Synapse
Pool 1.5 IDSI
Protector II
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius

Subject: 13.17) What games make use of the Light Gun?

mailto:jmouchmino@aol.com (Bertrand M. (LEXX)) writes:

Bug Hunt, Barnyard Blaster, Crossbow, Crimebuster, Operation Blood, Operation Blood II - Special Forces (not completely sure about that one), Light Gun

Blaster (PD), Gangsterville (Italian game written in BASIC), maybe a couple more...

Bertrand M. (LEXX)

Subject: 13.18) How do I type a tilde (common character in Web URL's) on my Atari?

The Shadow, mailto:The_Shadow@spnt.com writes:

The question is: "How do I type the tilde or squigly line which is in most web addresses? I don't have a key for it..."

Answer: The tilde is an inverse backspace on the Atari 8-Bit which can be very hard to type depending on the term program you are using, however you can insert the hex equivalent very easily, which is %7e in place of the tilde and it will work just perfectly. Do not put a space either before or after the %7e.

I (Michael) add:

Some advanced Atari software supports the tilde character natively. E.g., you can type a tilde in Ice-T with the Atari Logo/Inverse Video key.

Subject: 13.19) What's the difference between ASCII and ATASCII?

David Moeser -- erasmus att iglou dott com -- produced this nice translation table.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==========

SECTION ONE: CONTROL CHARACTERS
==========

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ========== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (8:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed

13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
=================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q

```
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 ( S9 ( 88 58 X X X X
41 29 S0 ) S0 ) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [ [ S, [
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D ] ] S. ]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f
55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[ { ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant
```

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." Available via:

http://www.faqs.org/faqs/atari-8-bit/vendev/

and Usenet FAQ archives everywhere.

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

----

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Trevor Holyoak, mailto:trevor@holyoak.com maintains the "Atari BBS List."

http://www.holyoak.com/atari/

A major revision has been done recently by mailto:clu-da-bard@geocities.com
(Doctor Clu).

Subject: 14.4) I'm new to the Atari. How do I use this thing?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by
mailto:nbs@sonic.net (Bill Kendrick). Bill and his FAQ are
excellent sources for information on basic usage of the 8-bit Atari, and for
information on the 8-bit Atari emulators which run on other computing
platforms.

See: http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

If you'd like a text-only copy, simply send e-mail to
mailto:nbs@sonic.net with the subject:

send emulator faq

Subject: 14.5) Can I use an emulator to run my old Atari software on my new
computer?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by
mailto:nbs@sonic.net (Bill Kendrick). Bill and his FAQ are
excellent sources for information on basic usage of the 8-bit Atari, and for
information on the 8-bit Atari emulators which run on other computing
platforms.

See: http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

If you'd like a text-only copy, simply send e-mail to
mailto:nbs@sonic.net with the subject:

send emulator faq

Subject: 14.6) What hardware upgrades, modifications and add-ons are available?

The Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ is maintained by
David A. Paterson, mailto:david_p@storm.ca or see:

http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Subject: 14.7) What is the HARD-Interlacing-Picture (HIP) format?

HIP is a new method to displaing pictures on small atari...

HIP stands for HARD-Interlacing-Picture and was found by
Members of HARD Software, Hungary in June, July 1996...

It enables to display 160 x 240 Pixels with 30 shades without
nearly all flickering (depends on the source-picture you use)...
HARD stands not for HARD or HEAVY Interlacing, just for the
inventors...

For more information, see the HIP-FAQ, located at:
http://www.uni-karlsruhe.de/~Marek.Tomczyk/Atari8/hipfaq.html

or contact HeAvEn at mailto:nadkar@fh-pforzheim.de

Subject: 14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

The Accessing the Internet by E-Mail FAQ is maintained by "Doctor Bob" Rankin,
mailto:BobRankin@MHV.net or see:

http://www.faqs.org/faqs/internet-services/access-via-email/

==========
End of atari-8-bit/faq
==========

2689. Re: 800 xl basic (again)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-05 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7bp5htvot1@news8.svr.pol.co.uk>
Source record: 54055

Hi Bret,

>Thanks for the info. That's more like what I was hoping for. :)

Glad to be of help, I did a fair amount of hacking about with the hardware of one of my 800XLs around '85/''86 but my recollection of some things is a little hazy now.

>....tie in a resistor to a switch and mount it on the case. Then tie
>the resistor to the onboard power supply and use that to pull bit 1
>of port B high to enable the onboard basic?

No reason I can see that you shouldn't be able to do that....except that you need to pull that line LOW to enable the onboard BASIC (it's already pulled high via a resistor).

>You have schematics of the 800XL?? Where could I find a copy of those?

Yes, I got them from a friendly Atari service engineer around 1985....I'm planning on scanning them in the next couple of weeks and putting them on my web page (I'm finally getting around to putting my website together). I'll get back to you on that shortly.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

2690. Re: Ralph Maddox

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-05 00:00:00 UTC
From: mjewison@irus.rri.on.ca
Message-ID: <7bp606$ec7@falcon.ccs.uwo.ca>
Source record: 54056

In article <7bnu8g$l26@freenet-news.carleton.ca>, ai123@FreeNet.Carleton.CA (Steven J. Tucker) writes:
|>
|> Anyone know how to contact Ralph Maddox formerly of American Technavision
|> fame?
|>

He used to post periodically from rmax99@ix.netcom.com, but a number
of times I'd send him questions via email and he never would respond.
A DejaNews search of the newsgroup shows his last post to be
April 3, 1997.

- Mike Jewison
mjewison@irus.rri.on.ca

2691. Re: 800 xl basic (again)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-05 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36E0263B.38EBAA28@netmagic.net>
Source record: 54057

Edward Williams wrote:
>
> if you went to that extreme why not just install a ZIF socket on the 800xl
> no stress on the board whatsoever and no stress on the chip or the socket...
> just my .02 cents worth
>
Terminally cheap. They cost 8 bucks!!!

I did this way back when I was burning carts, that is ZIF sockets on a cartridge board, because my source of the boards was about $7 a shot at the time. This was one of those things that worked out so badly, I didn't volunteer info on it. Impossible to fit the finished carts with EPROM's into a normal cart case, cutouts on a regular case were both ugly & interfered with the operation of the release levers.

But then, that is the story of about 90% of my hacks, so ugly or work so poorly I don't like to think about them<grin>.

2692. looking for SCRAM

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-05 00:00:00 UTC
From: mmcdouga@saul.cis.upenn.edu
Message-ID: <7bp19b$s2e$1@netnews.upenn.edu>
Source record: 54058

Remember SCRAM? It was a nuclear plant simulator.
You tried to make sure the plant didn't have a meltdown.

Is there a SCRAM atr file floating around somewhere?
It's the anniversary of 3 Mile Island so I've been
getting the urge to play it again.
I've checked the big archives but I couldn't find it.

I did own it when I was small, but I never really
could figure it out. I'm bigger now, and maybe smarter.

-Michael McDougall
mmcdouga@saul.cis.upenn.edu

2693. Re: Keyboard troubles with my 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-05 00:00:00 UTC
From: Boyd Staley <BoydStaley@worldnet.att.net>
Message-ID: <36E03327.BFCB6A50@worldnet.att.net>
Source record: 54059

Actually, if you find out exactly which keys are not
working you can limit your search to just the traces
needed for all of those keys. That should narrow down
your search quite a bit.

Wim Kuilman wrote:
>
> Hi,
>
> > See if you can find a trace repair pen at an electronics store. Its a pen with
> > silver conductive ink that you can use to redraw the traces
> I didn't know they had that paint in pen-form, so when *it* happened I
> bought a small bottle of that paint. Expensive! :-(The problem is that
> I have to retrace all of the traces, because there is no way I can see
> were the conductive material is removed. This would be a problem, but I
> can try! Thanks for your ideas guys! You've been a great help.
>
> Regards,
>
> Wim

2694. Looking for pages with Pokey music

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-05 00:00:00 UTC
From: "A.'SoTe' B." <adam@nautilus.com.pl>
Message-ID: <36E03E88.9EF18810@nautilus.com.pl>
Source record: 54060

I'm looking for Pokey music (player+data) ready to run
on simple "atari emulator" (6502+pokey). Currently i'm
developing pokey emulator (much better than used in Atari800
emulator). This emulator will emulate pokey cycle-by-cycle.
I want collect some music writen for pokey.

--
--- Adam Bienias / SoTe ---
Nautilus Software Lead Programmer

ICQ UIN #12627556, email nauplay@free.polbox.pl

[email: adam@nautilus.com.pl is temp. disabled]

2695. Re: Atari Cartridge Storage?? Does it exist???

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-05 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990305154042.23499.00003636@ng-fu1.aol.com>
Source record: 54061

>I resorted to using a 3 dollar label maker and putting those cheesy
>little tape titles on the ends of my carts :)

I did the same thing... the Dymo label maker...where I used to work, they had a
'nice one'.. I used the 'Clear' labels... that had raised white lettering...
guess, today, you could use the Brother p-touch...
B'rgds,
Vinnie

"Can't means don't want to!"

2696. Guy Williams 'Star'

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-05 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990305155027.23502.00003676@ng-fu1.aol.com>
Source record: 54062

Ok.. I know this is an Atari board..but....

wondering if any of you folks also happen to be fans of Guy Williams... he played 'Zorro' and Prof. John Robinson in 'Lost in Space'... (both are from the early 60's and are now back on cable...)
There is a petition to get his 'Star' added to the Hollywood Walk... if any of you are fans, and would like to add your name to the petition, please email me just your Name, City, State... I'll add your name to the petition...a total of 10,000 names are needed.... we're almost half way there!

When you do email, please delete 'nospam' from my address!
thanks

Vinnie

Vinnie5757@aol.com

B'rgds,
Vinnie

"Can't means don't want to!"

2697. Y2K Discussion for Atari Users!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-05 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36E053C1.59FA@geocities.com>
Source record: 54063
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit,at.anzeigen.computer.diverse,es.alt.anuncios.compra-venta,alt.atari.2600.vcs

CHAT ONLINE *LIVE* WITH ALAN CAMPBELL: YEAR 2000 CONSULTANT

Saturday, March 6th 8:00 pm (Central Standard Time... USA)

We invite Alan Campbell to join us to discuss the Year 2000 and how it will really impact us.

His knowledge of this topic sterms from long term preparation efforts and has been working with top level individuals at U.S. forms about what they can do about it. It will be a very good, informative night.

Find out what is going to happen. Find out what you, the computing user, cannot do without. Find out what the real risks are.

You can ask questions and get answers direct from Alan Saturday Night at 8:00 PM Central Time.

Do you know what your bank will do? Your investments? Your 401K? Your sewage line?

Do you know which dates OTHER than Dec 31, 1999 are endangered? Are you sure?

We won't miss it! Please be there with us online.

HOW DO YOU GET THERE?

Browse to www.AtariUsers.com and enter the main chat room.

You are then able to choose frames or no-frames. This site has been made as CAB friendly as possible. Atari CAB users should use the no-frames link that appears.

This site has also been tested with the common PC browsers and Macintosh Netscape 3.0. While this is a service to the Atari community, others are welcome.

Log in and say hi to whoever is online at the time. Remember that the only scheduled chats are currently Sat. 8:00 pm CST.

This is a big event with a Y2K consulatant is is used to speaking to large gatherings of people. Make it a point to show Alan Campbell a harty Atari welcome!

2698. Re: looking for SCRAM

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-05 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7bpjjphkt1@winter.news.rcn.net>
Source record: 54064

Oh, yeah, SCRAM! I used to load it from cassette -- all six zillion lines
of BASIC code. It was probably one of the best nuclear reactor simulations
out there, but nobody knew about it except this community.

Dunno if I still have it, but I haven't seen it as an .ATR.

MICHAEL F MCDOUGALL wrote in message <7bp19b$s2e$1@netnews.upenn.edu>...
>Remember SCRAM? It was a nuclear plant simulator.
>You tried to make sure the plant didn't have a meltdown.
>
>Is there a SCRAM atr file floating around somewhere?
>It's the anniversary of 3 Mile Island so I've been
>getting the urge to play it again.
>I've checked the big archives but I couldn't find it.
>
>I did own it when I was small, but I never really
>could figure it out. I'm bigger now, and maybe smarter.
>
>-Michael McDougall
>mmcdouga@saul.cis.upenn.edu

2699. Flight Simulator II, .rom images, and Turbo Basic XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-05 00:00:00 UTC
From: locust000@aol.com
Message-ID: <19990305171006.05799.00003937@ng02.aol.com>
Source record: 54065

Hi Everyone! Can anyone tell me where I can get ANY or ALL .atr disk images of the scenery disks for Flight Simulator II? Also, can anyone tell me where I can get Atarixe.rom and Atariosa.rom for the Atari800Win emulator? I can find Atariosb.rom, Ataribas.rom, Atarixl.rom, and Atari5200.rom but not the others. And although I may not need them, I would still like to have them, because I DO have the real things (Atari 400 computer, Atari 800XL computer, Atari 130XE computer and a 5200). And there's one more thing to trouble you with; I also need an .atr disk image with Turbo Basic XL, Runtime.com, and Compiler.com ALL on it. I plan to use Turbo Basic with my personal programs on my virtual disk drives (using Atari800Win). ANY help would be most appreciated! Thank You!

Regards,
Locust

2700. Re: Looking for pages with Pokey music

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-05 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36e05004.3137624@news.earthlink.net>
Source record: 54066

On Fri, 05 Mar 1999 21:28:56 +0100, "A.'SoTe' B."
<adam@nautilus.com.pl> wrote:

>I'm looking for Pokey music (player+data) ready to run
>on simple "atari emulator" (6502+pokey). Currently i'm
>developing pokey emulator (much better than used in Atari800
>emulator). This emulator will emulate pokey cycle-by-cycle.
>I want collect some music writen for pokey.

What kind of computer power is it going to take to do the cycle by
cycle emulation of pokey on top of the rest of the emulated Atari? We
aren't talking PIII-500MHz are we?

2701. Re: looking for SCRAM

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-05 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <36E0ABC0.48D25A5E@net66.com>
Source record: 54067

Gareee wrote:
>
> I remember takeing the basic program, changing some of the sounds and
> graphics (more pizazz) ,and then compiling it, but I can't transfer anything
> from my atari disks to the pc...

Didn't this eventually make to cart, like Eastern Front did?

I'da swore I saw a Scram! cart.... maybe this is that aneurysm I've been
waiting for.

Mark "Whaaaa....?" Statzer

--
Any Sufficiently Advanced Technology is
indistinguishable from a Rigged Demo.

2702. Re: Max Memory on the 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-05 00:00:00 UTC
From: Alexander Klinner <Alexander.Klinner@allgaeu.org>
Message-ID: <7c0e1mhik1@janeway.allgaeu.org>
Source record: 54068

>>Everyone hear of an 800 expanded beyond 288K ?
>Yes...
>In an old Analog (or Antic?) magazine, 1 Megabyte boards were advertized.

I even had heard of 4 MB! But where?

piXL.

2703. Re: looking for SCRAM

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-06 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <7bprat$1gm@bgtnsc03.worldnet.att.net>
Source record: 54069

I remember takeing the basic program, changing some of the sounds and
graphics (more pizazz) ,and then compiling it, but I can't transfer anything
from my atari disks to the pc...

I do know I have it somewhere though..

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Alan Sharkis wrote in message <7bpjjphkt1@winter.news.rcn.net>...
>Oh, yeah, SCRAM! I used to load it from cassette -- all six zillion lines
>of BASIC code. It was probably one of the best nuclear reactor simulations
>out there, but nobody knew about it except this community.
>
>Dunno if I still have it, but I haven't seen it as an .ATR.
>
>
>MICHAEL F MCDOUGALL wrote in message <7bp19b$s2e$1@netnews.upenn.edu>...
>>Remember SCRAM? It was a nuclear plant simulator.
>>You tried to make sure the plant didn't have a meltdown.
>>
>>Is there a SCRAM atr file floating around somewhere?
>>It's the anniversary of 3 Mile Island so I've been
>>getting the urge to play it again.
>>I've checked the big archives but I couldn't find it.
>>
>>I did own it when I was small, but I never really
>>could figure it out. I'm bigger now, and maybe smarter.
>>
>>-Michael McDougall
>>mmcdouga@saul.cis.upenn.edu
>
>

2704. Re: Guy Williams 'Star'

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-06 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990305194622.13572.00004025@ng120.aol.com>
Source record: 54070

```
>please email me
>just your Name, City, State... I'll add your name

Ooops.. and Country! I apologize for the oversight!

Vinnie

B'rgds,
Vinnie

"Can't means don't want to!"
```

2705. Re: Guy Williams 'Star'

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-06 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990305195800.12155.00003907@ng-fq1.aol.com>
Source record: 54071

Sorry for another post on this... just got an email regarding duplicate names....

Please submit only one proxy... all proxies are going to one location, and dupes have appeared!! Thanks...

B'rgds,
Vinnie

"Can't means don't want to!"

2706. Re: Atari Cartridge Storage?? Does it exist???

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-06 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <mh%D2.528$mf2.5023@newse2.tampabay.rr.com>
Source record: 54072

How many carts per flip-n-file would it hold?

spearsk@mc-mc.com wrote in message <7boq3ompu1@nnrp1.dejanews.com>...
>Way back in the day, you could get a Flip-n-file for 8-bit carts. I've got
a
>couple of them. Maybe someone'll put one up on eBay..
>
>In article <CfFD2.45$MZ6.1506@newse2.tampabay.rr.com>,
> "Bowling" <mbowlin1@tampabay.rr.com> wrote:
>> Does anyone know of ANY commercial storage case -- or storage "system" --
>> that effectively, neatly, and conveniently stores large quantities (say,
>> over 12) of Atari 400/800 carts, so that you can actually browse through
>> your collection without having to "unstack" piles of carts to look at the
>> front labels? There seem to have been several manufactured for the
"2600",
>> but hardly any for the 400/800 carts (I know about those "books" that
held
>> eight Atari carts, but those things cost about $7 each, and don't hold
>> enough carts).
>> --Mark
>>
>>
>
>------------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2707. Re: Guy Williams 'Star'

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-06 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <HJ0E2.1107$BD5.579@news.flash.net>
Source record: 54073

what doe's this have to do with Atari????

In article <19990305195800.12155.00003907@ng-fq1.aol.com>,
vinnie5757@aol.comnospam (VINNIE5757) wrote:

> Sorry for another post on this... just got an email regarding duplicate
> names....
>
> Please submit only one proxy... all proxies are going to one location, and
> dupes have appeared!! Thanks...
>
> B'rgds,
> Vinnie
>
> "Can't means don't want to!"

2708. FS (MN/WI): Complete Atari 8-bit/APE setup including "APE slave" PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-06 00:00:00 UTC
From: Sydtech <REMOVENOSPAM_sydtech@sydtech.com>
Message-ID: <7bqjmbrch1@jair.pressenter.com>
Source record: 54074
Cross-posted to: mn.forsale,comp.sys.atari.8bit

My complete Atari 8-bit APE setup is for sale at
http://www.sydtech.com/atari8

I've decided to get rid of the last of my Atari 8-bit hardware. I thought about auctioning this off on EBay, but I'd much rather get a local buyer for this - Minneapolis/St. Paul/Western Wisconsin - that can come pick it up. So, here's the setup:

- Standard Atari 1200XL, 64K, BUT with Steve Tucker's outstanding WARP+ OS mode (see http://www.nacs.net/~classics/) installed; two standard 1050 drives, Atari monitor cable, all power supplies and SIO cables, and a couple of AsciiPad joypads.

- An SIO2PC cable, of course!

- IBM PS/2 Model P75 486 "luggable" - with the red flip-out plasma screen. Has 12 megs of RAM and a 240 meg hard drive, as well as an Ethernet card. Has my registered copy of APE with ProSystem installed, as well as mirrors of a couple of Atari 8-bit sites. Has a flaky CMOS battery that requires re-entering some CMOS params, but this only happens occasionally if the machine's turned off. I left it up full-time as an "APE Slave" and it wasn't a problem.

- Commodore 1702 color RGB monitor. The case is beat up but it's functional.

This system provided a great deal of fun. I got a kick out of the fact that I could leave all my Atari stuff on an NT server across the room and have my 1200XL boot off the network drive via APE. But...I need to reclaim some space, the few Atari 8-bit games I still play work well under emulation, so out it goes.

For more details and pictures, please see http://www.sydtech.com/atari8.

Thanks,
Scott

2709. Re: Bravo Sierra needs your help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-06 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.4.02A.9903060144420.4424-100000@user1.teleport.com>
Source record: 54075
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st

On Wed, 3 Mar 1999, David A. Elliott wrote:

> What's his URL? I think I lost it! I'll check him out!

Try:

http://www.atari.benjamin.net

or if the one above doesn't work, try the one below. The one above is
simplified. It's a simplified version.

http://www.teleport.com/~bensmith/bscomputers.shtml

> <danver@halcyon.com> wrote in message
> news:7bh0okuad1@nnrp1.dejanews.com...
> >I have dealt with Ben Smith on about 6 purchases over the last 3
> >years and have been very impressed with his professionalism and
> >speedy deliveries. He also has given me free items on two occasions
> >when he wanted to be rid of them. In all honesty, I believe he is
> >one of the best small business operators I have ever dealt with.
> >I usually get the items I ordered in only a few days. Try comparing
> >this to ICD! I currently have been waiting since Sept. of 1998 for
> >my link 2 to arrive and still no response -- I've even talked to the
> >owner several times on the phone to no avail. You will never
> >experience this type of poor customer service with Ben.
> >
> >-Dan Vernon
> >Seattle WA
> >Atari owner since 1981
> >
> >----------== Posted via Deja News, The Discussion Network ==----------
> >http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>
>
>
>

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

2710. Re: Guy Williams 'Star'

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-06 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990306072100.13570.00003935@ng120.aol.com>
Source record: 54076

>
>what doe's this have to do with Atari????

As I mentioned in my first post... nothing... I'm an Atarian... have been since
'82... just took a shot at seeing if any others, as myself, might have been
into 'Lost in Space'.... there might be a bunch of us around the same age,
that might have watched that as kids! That's all...
B'rgds,
Vinnie

"Can't means don't want to!"

2711. Re: Another 800 XL question

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-06 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9903060747260.5290-100000@moose.erie.net>
Source record: 54077

Thanks for the tip, John. Do you know the names of any of
these programs?

On Tue, 2 Mar 1999, John K. Picken wrote:

>
>
> On Tue, 2 Mar 1999, Dennis McGuire wrote:
>
> >
> > No, but you can use the Translator disk which basically loads the
> > 400/800 OS into RAM on the XL.
> >
> There are also translator programs available which will install Charles
> Marslett's Fastchip floating point routines and add the $C000-$CFFF range
> to free RAM when installing the 800 OS in RAM. I can't get at them right
> now because of 8-bit problems but you might find them on UMich.
>
> John
>
>
>
>

2712. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-06 00:00:00 UTC
From: atari-things@spamnot-ehrich.com
Message-ID: <BP9E2.679$an6.4063@news2.voicenet.com>
Source record: 54078

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Ape Face Model XLP Digital Device..... $14
Atari XMM801 printer..... $15
Atari 410 Tape Deck..... $15
Atari 1020 Printer..... SOLD
Hot Stuff Joystick (rough)..... $ 4
Joysticks (square) (3)..... $ 8 each
DVE Printer Power Supply Model DV-2412A..... $ 8
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50
Orders & Questions

Diskette Software for Atari Computers
$4 each (6 for $16)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
SOLD - Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
SOLD - DeBug by Childware
SOLD - Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
SOLD - Reading Skills
Sesame Street Astro-Glover (3-6)
SOLD - Sesame Street Print Kit for Atari & Commodore
Spinnakers Alphabet Zoo (3-8)
Spinnakers Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)

Spinnakers Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
SOLD - Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)
Orders & Questions

Diskette Software for Atari Computers
$2.50 each (7 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Astro Grover
Cardware High Tech Expressions
SOLD - Compute Disk October-December 1986
SOLD - Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Match Up
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell
Moon Shuttle
My First Alphabet
Paint Master Diskette
Sea Bandit
Shape Up
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Computer Crosswords for Atari or Commodore
Orders & Questions

Antic Diskettes from Atari
$2 each (5 for $8) (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
Orders & Questions

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)

Orders & Questions

Tape Software for Atari Computers
$3 each (4 for $8) (10 for $16)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Program Exchange - Counter (3-8)
Canyon Climber for Atari 400/800 (16k)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
SOLD - Gulp!!
Hangman
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)

Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
Orders & Questions

Atari Books $5 each (6 for $20)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

2713. FA (Yahoo): Boxed 1027 printer and AtariWriter

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-06 00:00:00 UTC
From: Tom Johnson <thomasj@execpc.com>
Message-ID: <7bs69f$k6s@newsops.execpc.com>
Source record: 54079

Boxed Atari 1027 letter quality printer, power supply, SIO cable, oil, extra print rolls (I don't know their condition) and owner's guide.

Also with a boxed AtariWriter cartridge with owner's manual and quick reference card.

Additionally, APX Classics disks from Antic with Spell Magic, a spell checker compatible with AtariWriter.

http://auctions.yahoo.com/auction/3333248

2714. Re: FA - Atari LOGO Cartridge for 800/XL - COOL!!! - ends 3/8

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-06 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <36E1BE8E.4F7F76B2@sisna.com>
Source record: 54080
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

Appricate your comments..If you would like this Cart and manuals, I do
have them availableat the price of $8.00 shipping included, what you get
is the Cart!, Manual and Turtle Programind
manual shipped.

bob

2715. BBS Express! Professional

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-06 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <36E1C091.B242CDA5@sisna.com>
Source record: 54081

Several months ago I offered a special deal for those of you that wanted the program. I received no ORDERS!, Yes this has been at least 6 or more months ago. I sold or turned over the program to Lance Rinquist of Video 61, several of you (Not YOU INDIVIDUALY) have contacted him and expected him to produce the product at the reduced rate. I at that time stated this was a limited offer and those of you that wanted it should have responsed to me not Lance!..One person said they had several module on order, this in fact is incorrect as I have received no request fot the program since the posting and all items are expired.. : Lance now owns the program and owes nothing to anyone!

Bob Klaas..

2716. Indus/Synchromesh

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-06 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <921007437@stackbbs.xs4all.nl>
Source record: 54082

>Indus GT drivers for Sparta-Dos

Larry,

Conradus (Konrad) coded an improved Indus-GT driver for Sparta-Dos-X.
For more info, take a look at:

http://www.orient.uw.edu.pl/^conradus/

Note: the "^" is supposed to be a "tilde", but I cannot type the character
on my Atari 130XE :-)

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2717. Re: Another 800 XL question

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-07 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990307005008.23566A-100000@vtn1>
Source record: 54083

On Sat, 6 Mar 1999, Dennis McGuire wrote:

>
> Thanks for the tip, John. Do you know the names of any of
> these programs?
>
Offhand; no. But I've saved your message and will reply as soon as I get
my A8 system working again.

John

2718. Atari 8-bit Items at EBAY

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-07 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7btg14$g5i@freenet-news.carleton.ca>
Source record: 54084

```
Atari Computer CX75 Light Pen - MIB!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=75066859
Current bid 5.00

Infocom Cutthroats MIB w/ All Materials!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=73923053
Current Bid 6.27

Atari - 10 ANALOG Magazine Disks 35-44
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=75058154
Current bid 5.00

Atari - 18 ANTIC Magazine Disks of the Month!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=75062731
Current bid 5.00
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!
```

2719. Re: Atari Cartridge Storage?? Does it exist???

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-07 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7bto99$gft@bgtnsc03.worldnet.att.net>
Source record: 54085

Mark,

Your post gave me the incentive to delve into the dark recesses of my old 8-bit Atari storage cabinet, and I found one of those nice flip-and-file storage cases designed to hold 18 cartridges or cassettes. If you want it, its yours for $5 plus shipping. Let me know in Email along with your shipping address so I can figure what the shipping cost would be.

Sheldon

Bowling wrote in message ...
>Does anyone know of ANY commercial storage case -- or storage "system" --
>that effectively, neatly, and conveniently stores large quantities (say,
>over 12) of Atari 400/800 carts, so that you can actually browse through
>your collection without having to "unstack" piles of carts to look at the
>front labels? There seem to have been several manufactured for the "2600",
>but hardly any for the 400/800 carts (I know about those "books" that held
>eight Atari carts, but those things cost about $7 each, and don't hold
>enough carts).
>--Mark
>
>

2720. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-07 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_920815039@rtfm.mit.edu>
Source record: 54086
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 13, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/
--A major revision has been done recently by mailto:clu-da-bard@geocities.com (Doctor Clu)

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

2721. Leaving Atari 8-bit world

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7bu2ou$r5v$1@winter.news.rcn.net>
Source record: 54087

Guys, I've decided to leave the Atari 8-bit world in December 1999. I'll need the time and the room then. It's been a fabulous experience, going back to April 1983, but it will be time to move on.

Take care.

Alan

2722. Re: Leaving Atari 8-bit world

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-07 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990307103231.26584.00004594@ng152.aol.com>
Source record: 54088

Alan... really? You sound like your very sure about this....
Geez.... gonna miss ya!

Wow... anybody have a Y2K fix for this?!
B'rgds,
Vinnie

"Can't means don't want to!"

2723. Re: Atari Cartridge Storage?? Does it exist???

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-07 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990307103323.28117.00005102@ng43.aol.com>
Source record: 54089

>Bowling wrote in message ...
>>Does anyone know of ANY commercial storage case -- or storage "system" --
>>that effectively, neatly, and conveniently stores large quantities (say,
>>over 12) of Atari 400/800 carts, so that you can actually browse through
>>your collection without having to "unstack" piles of carts to look at the
>>front labels? There seem to have been several manufactured for the "2600",
>>but hardly any for the 400/800 carts (I know about those "books" that held
>>eight Atari carts, but those things cost about $7 each, and don't hold
>>enough carts).
>>--Mark

Another possibility is to use audio cassette
cases. These typically hold a dozen or so
and have a lid. Not a perfect fit, but usually
a dollar or so each, stackable, etc. I've used
these for years. You might have to look a
little for these now, since the wooden racks
seem to be "in" at the moment.
Larry

2724. Atari 130XE to PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-07 00:00:00 UTC
From: Rafal Baranowski <rafcio@guru.bloknet.com.pl>
Message-ID: <7bu9ur$s9s$1@zeus.polsl.gliwice.pl>
Source record: 54090

Hello,

I would like to connect Atari 130XE with my PC (windows 95 or linux). Where could I find the scheme and programs for these computers to use Atari like terminal?

Thanks

rafcio

2725. MAJOR "2600" BRAG!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-07 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <iDAE2.2485$Ku1.1697169@newse3.tampabay.rr.com>
Source record: 54091

Video Jogger by Exus for Atari 2600!!!! Condition: Excellent. Rarity: 9.
Purchase Price: 75 cents.
Now...I can die a happy man! (Out of all the "Ultra-Rares" out there, THIS is the only one that I had on my Most Wanted list...and I found it in THE WILD, for practically NOTHING!!! Go figure, huh???

2726. Re: Atari Cartridge Storage?? Does it exist???

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-07 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7burn7$j0b$1@nnrp1.dejanews.com>
Source record: 54092

I'm pretty sure they hold 12, using the individual inserts. There's enough
room to get another 4 or so in there, though.

In article <mh%D2.528$mf2.5023@newse2.tampabay.rr.com>,
"Bowling" <mbowlin1@tampabay.rr.com> wrote:
> How many carts per flip-n-file would it hold?
>
> spearsk@mc-mc.com wrote in message <7boq3ompu1@nnrp1.dejanews.com>...
> >Way back in the day, you could get a Flip-n-file for 8-bit carts. I've got
> a
> >couple of them. Maybe someone'll put one up on eBay..
> >
> >In article <CfFD2.45$MZ6.1506@newse2.tampabay.rr.com>,
> > "Bowling" <mbowlin1@tampabay.rr.com> wrote:
> >> Does anyone know of ANY commercial storage case -- or storage "system" --
> >> that effectively, neatly, and conveniently stores large quantities (say,
> >> over 12) of Atari 400/800 carts, so that you can actually browse through
> >> your collection without having to "unstack" piles of carts to look at the
> >> front labels? There seem to have been several manufactured for the
> "2600",
> >> but hardly any for the 400/800 carts (I know about those "books" that
> held
> >> eight Atari carts, but those things cost about $7 each, and don't hold
> >> enough carts).
> >> --Mark
> >>
> >>
> >
> >------------== Posted via Deja News, The Discussion Network ==----------
> >http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>
>

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2727. Re: looking for SCRAM

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-07 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7burj4ivd1@nnrp1.dejanews.com>
Source record: 54093

I used to really like that game. I know I've got it on tape, I'll have to see if I copied it to disk. If noone beats me to it, I'll try to get it onto my PC and e-mail it. I'm sure I have the docs, too, if you need a copy.

In article <7bp19b$s2e$1@netnews.upenn.edu>,
mmcdouga@saul.cis.upenn.edu (MICHAEL F MCDOUGALL) wrote:
> Remember SCRAM? It was a nuclear plant simulator.
> You tried to make sure the plant didn't have a meltdown.
>
> Is there a SCRAM atr file floating around somewhere?
> It's the anniversary of 3 Mile Island so I've been
> getting the urge to play it again.
> I've checked the big archives but I couldn't find it.
>
> I did own it when I was small, but I never really
> could figure it out. I'm bigger now, and maybe smarter.
>
> -Michael McDougall
> mmcdouga@saul.cis.upenn.edu
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2728. Re: Leaving Atari 8-bit world

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-07 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36e5f3ee.6876380@news.demon.co.uk>
Source record: 54094

The other Day "Alan Sharkis" <asharkis@erols.com> wrote:

>Guys, I've decided to leave the Atari 8-bit world in December 1999. I'll
>need the time and the room then. It's been a fabulous experience, going
>back to April 1983, but it will be time to move on.
>
>Take care.
>
>Alan
>
Take this man straight to the doctor as he is delirious!

You can't leave Alan, its not possible..Its in your blood now,
resistance is futile :)

Seriously, glad you enjoyed the time, perhaps a break will make the
heart grow fonder.

Look after yourself...
--
Paul..

Emulator megafan, Retro gamer and all round fountain of knowledge.

ICQ No: 105793

2729. Any news on Atari800win..

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-07 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36e9f9b9.8359285@news.demon.co.uk>
Source record: 54095

Rich, any news (if at all) on a new version. Yep I know you are a busy guy so I don't expect you have that much free time.

If there is a version coming can we expect anything big :))

Hoping that the Pro images can be added at some point.

Many thanks
--
Paul..

Emulator megafan, Retro gamer and all round fountain of knowledge.

ICQ No: 105793

2730. Re: Leaving Atari 8-bit world

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-07 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <BkDE2.2691$Ku1.1780537@newse3.tampabay.rr.com>
Source record: 54096

Got any carts for sale????
(just kidding!!)

PS: Seriously, though...why not just exercise moderation? Three or four
hours a week can keep ya pretty "up to date" in the Atari World...

--Mark

Alan Sharkis wrote in message <7bu2ou$r5v$1@winter.news.rcn.net>...
>Guys, I've decided to leave the Atari 8-bit world in December 1999. I'll
>need the time and the room then. It's been a fabulous experience, going
>back to April 1983, but it will be time to move on.
>
>Take care.
>
>Alan
>
>

2731. We're Baaaaaack

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-07 00:00:00 UTC
From: Seby <Crystalware@hotmail.com>
Message-ID: <36E3363D.2FD1DE2D@hotmail.com>
Source record: 54097

Dear Atari fan,
Crystalware, Inc. (creators of such classics as Fantasyland 2041, Sands of Mars, Beneath the Pyramids, Galactic Quest, House of Usher and many others), is re-entering the gaming scene.

John Bell/aka/JBMichaels, still President and Chief Game Designer of Crystalware, invites
you to visit our fledgeling site, offer your support and comments, and join our mailing list so we can send you a demo version of our first new

release.

Crystalware promises the same spell-binding atmosphere we gave you in our early games, but now with top-quality Hi-Res graphics, 3-D worlds and
fully interactive environments.
What is it, anyway, that makes the old games so much cooler than todays?

Could it be that they had SUBSTANCE???

Visit us today at http://members.tripod.com/~Crystalware
(or email us & we'll put you on our mailing list for updates!)
and thanks for remembering us!!!

ALSO COMING SOON (to the website):
Free downloads of all the 'classics' we produced
Free ATARI800 emulator downloads
Classic Walk-Through Guides

AND PLEASE!!! If you have any copies of our old games, let us know!!
We are trying to recover the full collection for our archives.

THANKS AGAIN!!!
John Bell (and Seby)
Crystalware, Inc.

2732. Re: "2600" Cart Defect?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-07 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <36E34447.4719382E@ix.netcom.com>
Source record: 54098

Bowling wrote:

> 2) Is it your opinion that the manufacturing defect ADDS anything to its
> value? Or subtracts?

You're going to get exactly opposite answers on this, probably in approximately equal amounts.

It's clear that this is, as you say, a defect, so from one kind of collecting standpoint, it's worth less than one without defects.

On the other hand, there's probably not many of these mistakes out there, so from another kind of collecting standpoint, it's worth more than one without the defects.

I guess the main question is do you intend to get rid of it. If not, the value is precisely how much joy you get from playing the game. If you are looking to get rid of it, there are folks out there who pay more for mistakes, but you might have to hold out for a while to find them. I'd even suggest trying to trade for several carts you don't already have. Collectors of mistakes and variations tend to be pretty high-level collectors, and might very well have several extra copies of things you don't yet have, that they might be willing to trade for an oddity.

Jeff

2733. Keyboard troubles with my

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-07 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <921007468@stackbbs.xs4all.nl>
Source record: 54099

>Coffee in 130XE
Last year, a toy-company in the Netherlands sold a whole bunch of Atari
65XE computers as a game-machine, with 10 games on cartridge.

There are people who want to get rid of the system, and they are
advertized in several papers, like "De Vondst" or "De particulier".

This Atari is actually exactly the same machine as your 130XE, and you can
just switch keyboards. When new, they're sold for about F.40,-, and I
guess you may find one for less, with 10 game-cartridges included :-)

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2734. selling atari 800xl and components

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-08 00:00:00 UTC
From: rnl91998@aol.comRich
Message-ID: <19990307193656.25848.00004059@ng64.aol.com>
Source record: 54100

Hi all,
I've got the following items to offer.
(2) Atari 800xl computers (one has a slightly damaged keyboard), 1050 disk drive, 1010 recorder, 410 recorder, and okidata10 dotmatrix printer. I also have several copies of COMPUTE! and Antic magazines, and some games (mostly Infocom, such as Deadline, Suspended, and the Zork series). I'm looking for $200 for everything. Let me know.

2735. "2600" Cart Defect?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-08 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <xSFE2.2889$Ku1.1856775@newse3.tampabay.rr.com>
Source record: 54101

I obtained an Omega Race cart, which was labelled on the WRONG SIDE of the cart. This was a FACTORY manufacturing defect; it is obvious from the pristine opposite side that the correct "label" side has NEVER had anything glued to it. Now...two questions:
1) Does anyone own the Booster-Grip adapter that was used to play this game? (and can you describe it to me?).
2) Is it your opinion that the manufacturing defect ADDS anything to its value? Or subtracts?
--Mark

2736. Re: Leaving Atari 8-bit world

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-08 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36e338d7.11678654@news.earthlink.net>
Source record: 54102

On Sun, 7 Mar 1999 09:27:51 -0500, "Alan Sharkis" <asharkis@erols.com>
wrote:

>Guys, I've decided to leave the Atari 8-bit world in December 1999. I'll
>need the time and the room then. It's been a fabulous experience, going
>back to April 1983, but it will be time to move on.

Alan, this seems a bit odd, at least to my style of thinking. Of
course I'm sure you have your own style of thinking but... wouldn't it
seem that the time to leave is when you are more interested in filling
your time with other things (computer related or not)? If you really
feel the way you do maybe now is the time to move on. Or, if you
still are interested in Atari8 enough yet, how do you know that in Dec
99 you then will not still be? December 1999 just seems so arbitrary
I guess.

2737. Re: Any news on Atari800win..

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-08 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36e43b95.12381154@news.earthlink.net>
Source record: 54103

On Sun, 07 Mar 1999 22:17:14 GMT, mclane@dellos.demon.co.uk (Paul Irvine) wrote:

>
>Rich, any news (if at all) on a new version. Yep I know you are a busy
>guy so I don't expect you have that much free time.
>
>If there is a version coming can we expect anything big :))
>
>Hoping that the Pro images can be added at some point.

I would like to add that background operation and multiple instances of the program would be welcome as well.

2738. Re: Any news on Atari800win..

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-08 00:00:00 UTC
From: morloc <morloc@acd.net>
Message-ID: <nWJE2.3283$wS.60600@newsfeed.slurp.net>
Source record: 54104

Not to forget mentioning adding in the ability to add ability to access a local printer via LPT1: and the modem on com2... Tom Hunt modified it for the telnet BBS, but it'd be nice to have in the release...

Jon Melbo <ssilicon@earthlink.net> wrote in message news:36e43b95.12381154@news.earthlink.net...
>On Sun, 07 Mar 1999 22:17:14 GMT, mclane@dellos.demon.co.uk (Paul
>Irvine) wrote:
>
>>
>>Rich, any news (if at all) on a new version. Yep I know you are a busy
>>guy so I don't expect you have that much free time.
>>
>>If there is a version coming can we expect anything big :))
>>
>>Hoping that the Pro images can be added at some point.
>
>I would like to add that background operation and multiple instances
>of the program would be welcome as well.
>
>
>

2739. FS/T: Atari 8-bit computer items [03/08/1999]

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-08 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <36f195aa.38644044@news.nls.net>
Source record: 54105

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 03/08/1999

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection list for this system is currently on-line!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

{1} = requires 32K.
{2} = requires 48K.
{3} = requires 48K and printer.

Used diskette(s), with box and manual:
$ 2.50 Home Filing Manager, The (Atari)
$ 2.50 Print Shop, The (Br0derbund) {3}

$ 2.50 SynFile+ (synapse) {2} -- also includes Reference Card
$ 2.50 Timewise (Atari) {1}
$ 2.50 Touchdown Football (Electronic Arts) {2}
$ 2.50 VisiCalc (VisiCorp) {1} -- also includes Pocket Reference
Guide -- $5 shipping, due to weight, counts as 1st item

Loose cartridges, no box or manual:
$ 3.00 3-D Tic-Tac-Toe
$ 3.00 Alphabet Zoo [Spinnaker] -- no label
$ 3.00 Atariwriter
$ 4.00 Ballblazer -- XE cartridge
$ 3.00 BASIC -- for use with Atari 400 and Atari 800
$ 2.50 Centipede
$ 5.00 David's Midnight Magic [Br0derbund]
$ 3.00 Delta Drawing [Spinnaker]
$ 3.00 Dig Dug
$ 3.00 E.T. Phone Home!
$ 3.00 Frogger [Parker Brothers]
$ 5.00 Gateway to Apshai [Epyx]
$ 1.25 Missile Command
$ 2.50 Pac-Man
$ 3.00 Qix
$ 1.25 Space Invaders
$ 2.50 Star Raiders
$ 2.50 Super Breakout

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive does not include the power supply, or Molex
connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will
not boot up. Sold as non-working item, possibly repairable, for
parts only!

$ 4.00

*****

LOT #2

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 9.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
#1) VideoGameAdvantage@DittosRush.com -- for quickest response
#2) VGA2000@io.com -- *backup* e-mail account, please use #1
#3) dw901@cleveland.freenet.edu -- *backup* e-mail account, ditto

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs and VCDs too), Video Game Advantage
almost everything ever made, including 6861 Anthony Lane
Nintendo, Sony, Sega, Atari, 3DO, and Parma Hts., OH 44130
many more (also older computers) for over 1-440-843-8815 Voice
5 years on the Internet! Visit us on the
WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

2740. Re: Leaving Atari 8-bit world

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-08 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7c0d8upjg1@winter.news.rcn.net>
Source record: 54106

>Take this man straight to the doctor as he is delirious!
>
>You can't leave Alan, its not possible..Its in your blood now,
>resistance is futile :)
>
>Seriously, glad you enjoyed the time, perhaps a break will make the
>heart grow fonder.
>
>Look after yourself...
>--
>Paul..
>
>Emulator megafan, Retro gamer and all round fountain of knowledge.
>
>ICQ No: 105793

Paul, I said DECEMBER, not now! I intend to be as active as ever until
then.

2741. Re: Leaving Atari 8-bit world

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-08 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7c0dg1qco1@winter.news.rcn.net>
Source record: 54107

Bowling wrote in message ...
>Got any carts for sale????
>(just kidding!!)
>
>
>
>
>PS: Seriously, though...why not just exercise moderation? Three or four
>hours a week can keep ya pretty "up to date" in the Atari World...
>
>--Mark
>
It goes deeper than that, guys. Right now, I can be away from my Atari for a couple of weeks, and then it's intense to the point of not accomplishing other things I need to do. When you're a user group newsletter editor, that's the way it goes. But whatever time I spend now, I will need elsewhere in December and from then on. I'll also need the considerable room that my Atari hobby has taken up over the years.

2742. Re: Leaving Atari 8-bit world

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-08 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7c0dtd$sa0$1@winter.news.rcn.net>
Source record: 54108

>Alan, this seems a bit odd, at least to my style of thinking. Of
>course I'm sure you have your own style of thinking but... wouldn't it
>seem that the time to leave is when you are more interested in filling
>your time with other things (computer related or not)? If you really
>feel the way you do maybe now is the time to move on. Or, if you
>still are interested in Atari8 enough yet, how do you know that in Dec
>99 you then will not still be? December 1999 just seems so arbitrary
>I guess.

Jon, as I've explained elsewhere, I'm a user group (Ol' Hackers) newsletter editor. If somebody is going to take over, they need training in the software and routines. If nobody is going to take over, that's one international 8-bit club that may need to reorganize or restructure the way that it gets info and programs to members.

I'm also the secretary of another user group (LIAUG.) Some of its members are considering a reorganization as a Linux group, and I'd like to be part of that. It's a small group at the moment, so every vote counts.

There are also issues coming up in December and beyond that will occupy a lot more of my time and make it necessary for me to free up the space currently occupied by nearly 13 years of 8-bitting.

I've thought long and hard about this. The advance warning is just as important as the reasons that I need to drop out.

2743. Re: Atari 130XE to PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-08 00:00:00 UTC
From: GP <gsnook@kca.net>
Message-ID: <7c0e9s$km0$1@remarQ.com>
Source record: 54109

-----Original Message-----
From: Rafal Baranowski <rafcio@guru.bloknet.com.pl>
Newsgroups: comp.sys.atari.8bit
Date: Sunday, March 07, 1999 10:39 AM
Subject: Atari 130XE to PC

>Hello,
>
>I would like to connect Atari 130XE with my PC (windows 95 or linux). Where
>could I find the scheme and programs for these computers to use Atari like
>terminal?
>
>Thanks
>
>rafcio
>
>
>
As I have stated in previous posts, I do this from time to time. You
do need an interface for the Atari. I use an 850. I see these from time to
time for sale on this board. The 850 uses a non-standard RS232 9 pin plug,
and you must make your own cable to do the transfer. I do use an old IBM
DOS program to do the transfers. Its a simple matter to boot Win 9X to DOS
to use such a program. The ATARI end uses programs I have outlined below.
Not all of the modem programs available for PC's or ATARI support terminal
emulation, so either stick with the ones I used or be prepared to do some
research.

Gary

It wants the 850 interface handler. This loads right after DOS loads. It
can be found on the DOS 2.0 disks. I don't think it came with DOS 2.5 At
any rate, I do this quite a bit - only with a PC to atari 850 interface. If
you turn up the volume on the TV, you can tell when the handler loads - it
is a different pitched sound. The cable pinout is below, but it might be
skewed because of the line length. If you need it, email me.

Directions for making a null modem cable.

IBM ATARI 850 INTERFACE
25 pin 9 pin 9 pin

8 ------ 1 RLSD ----q---------------------------------- 1 DTR
6 ------ 6 DSR ----^ JUMPER TO (IBM RLSD)
3 ------ 2 RX ------------------------------------- 3 TX
2 ------ 3 TX ------------------------------------- 4 RX

```
20 ------ 4 DTR ----------------------------q-------- 2 RLSD
JUMPER TO (ATARI DSR) ^-------- 6 DSR
7 ------ 5 GND ------------------------------------ 5 GND
4 ------ 7 RTS ------------------------------------ 8 CTS
5 ------ 8 CTS ------------------------------------ 7 RTS
```

QMODEM ON THE IBM WORKS OK - AMODEM ON THE ATARI WORKS OK, HOWEVER, LIMIT FILE TRANSFERS FROM THE IBM TO THE ATARI TO 2400 BAUD. THE 850 OR AMODEM CANNOT KEEP UP WITH FASTER BAUD RATES. FROM THE ATARI TO THE IBM THERE IS NO PROBLEMS UP TO 9600 BAUD (LIMIT OF THE 850)

PCTOOLS, V 6, THERE ARE NO PROBLEMS FROM THE ATARI TO THE IBM AT UP TO 9600 BAUD. LIMIT SPEED FROM THE IBM TO THE ATARI TO 1200 BAUD WITH THIS SOFTWARE.

GARY

2744. Re: Atari 130XE to PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-08 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7c0eor$2sr$1@winter.news.rcn.net>
Source record: 54110

One small addition:

DOS 2.5 came with a program called SETUP.COM. If you run it, one of the
options available is that it will create a small AUTORUN.SYS that loads the
handler from the 850.

GP wrote in message <7c0e9s$km0$1@remarQ.com>...
>
>-----Original Message-----
>From: Rafal Baranowski <rafcio@guru.bloknet.com.pl>
>Newsgroups: comp.sys.atari.8bit
>Date: Sunday, March 07, 1999 10:39 AM
>Subject: Atari 130XE to PC
>
>
>>Hello,
>>
>>I would like to connect Atari 130XE with my PC (windows 95 or linux).
Where
>>could I find the scheme and programs for these computers to use Atari like
>>terminal?
>>
>>Thanks
>>
>>rafcio
>>
>>
>>
> As I have stated in previous posts, I do this from time to time. You
>do need an interface for the Atari. I use an 850. I see these from time
to
>time for sale on this board. The 850 uses a non-standard RS232 9 pin plug,
>and you must make your own cable to do the transfer. I do use an old IBM
>DOS program to do the transfers. Its a simple matter to boot Win 9X to DOS
>to use such a program. The ATARI end uses programs I have outlined below.
>Not all of the modem programs available for PC's or ATARI support terminal
>emulation, so either stick with the ones I used or be prepared to do some
>research.
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>Gary
>
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>can be found on the DOS 2.0 disks. I don't think it came with DOS 2.5 At
>any rate, I do this quite a bit - only with a PC to atari 850 interface.
If

>you turn up the volume on the TV, you can tell when the handler loads - it
>is a different pitched sound. The cable pinout is below, but it might be
>skewed because of the line length. If you need it, email me.
>
>Directions for making a null modem cable.
>
> IBM ATARI 850 INTERFACE
>25 pin 9 pin 9 pin
>
>8 ------ 1 RLSD ----q--------------------------------- 1 DTR
>6 ------ 6 DSR ----^ JUMPER TO (IBM RLSD)
>3 ------ 2 RX ------------------------------------- 3 TX
>2 ------ 3 TX ------------------------------------- 4 RX
>20 ------ 4 DTR ----------------------------q-------- 2 RLSD
> JUMPER TO (ATARI DSR) ^-------- 6 DSR
>7 ------ 5 GND ------------------------------------- 5 GND
>4 ------ 7 RTS ------------------------------------- 8 CTS
>5 ------ 8 CTS ------------------------------------- 7 RTS
>
>
>QMODEM ON THE IBM WORKS OK - AMODEM ON THE ATARI WORKS OK, HOWEVER, LIMIT
>FILE TRANSFERS FROM THE IBM TO THE ATARI TO 2400 BAUD. THE 850 OR AMODEM
>CANNOT KEEP UP WITH FASTER BAUD RATES. FROM THE ATARI TO THE IBM THERE IS
>NO PROBLEMS UP TO 9600 BAUD (LIMIT OF THE 850)
>
>PCTOOLS, V 6, THERE ARE NO PROBLEMS FROM THE ATARI TO THE IBM AT UP TO
>9600 BAUD. LIMIT SPEED FROM THE IBM TO THE ATARI TO 1200 BAUD WITH
>THIS SOFTWARE.
>
>GARY
>
>
>
>
>
>
>

2745. HACKING/PHREAKING Software for ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-08 00:00:00 UTC
From: mark <webmaster@turborater.com>
Message-ID: <7c0hl0$4n4$1@nnrp02.primenet.com>
Source record: 54111

i am looking for some of the mid to late 80's programs that were written for the purpose of Hacking and Phreaking..

some of these programs would involve: wardialers (scanning sequentially for modem tones), tone generators (blue box, silver box, etc), code hackers (for finding long distance codes), etc..

i am definately not looking for these programs to *use* i just want them for nostalgia purposes.. i let someone borrow my original, from-the-eighties collection and i never got them back..

2746. BBS Software.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-08 00:00:00 UTC
From: mark <webmaster@turborater.com>
Message-ID: <7c0hnp$4n7$1@nnrp02.primenet.com>
Source record: 54112

I am looking for any bbs software for the Atari computers..

i already have:

bbs express..

if anyone out there has a copy of:

forem 1030
forem xm301
forem XL
forem XE
OASIS
OAISIS Jr.

or any others, please drop me a line..

2747. Re: We're Baaaaaack

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-08 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F8AC45.Ko0@cix.compulink.co.uk>
Source record: 54113

In article <36E3363D.2FD1DE2D@hotmail.com>, Crystalware@hotmail.com (Seby) wrote:

> Dear Atari fan,
> Crystalware, Inc. (creators of such classics as Fantasyland 2041, Sands
> of Mars, Beneath the Pyramids, Galactic Quest, House of Usher and many
> others), is re-entering the gaming scene.

Good stuff but the web site is pretty broken. The front page doesn't load properly - graphics are missing and the links are all broken...

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

2748. Re: HACKING/PHREAKING Software for ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-08 00:00:00 UTC
From: <>
Message-ID: <7c1bmcess1@news.cyberhighway.net>
Source record: 54114

In article <7c0hl0$4n4$1@nnrp02.primenet.com>, mark wrote:
>i am looking for some of the mid to late 80's programs that were written for
>the purpose of Hacking and Phreaking..
>
>some of these programs would involve: wardialers (scanning sequentially for
>modem tones), tone generators (blue box, silver box, etc), code hackers (for
>finding long distance codes), etc..
>
>i am definately not looking for these programs to *use* i just want them for
>nostalgia purposes.. i let someone borrow my original, from-the-eighties
>collection and i never got them back..

These would be cool to check out; most of the tone generators and such
probably would not work today unless you're on a really antiquated exchange,
so they really would be pure nostalgia. I was never into the phreak scene
back in the day, but I'd love to see some examples of Atari tools for that
kind of thing too.

Brent

2749. Re: HACKING/PHREAKING Software for ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-08 00:00:00 UTC
From: mark <webmaster@turborater.com>
Message-ID: <7c1dtsaau1@nnrp02.primenet.com>
Source record: 54115

brent..

there were MANY.. i used to have a huge collection..

you are right about the tone generators.. but the cool thing was the fact
that they LOOKED so cool.. i loved going back to the old atari 130xe with
the 1050 drive and pull up some of the old scanners, and tone gens..

are you into the phreak scene now?
Brent Buescher wrote in message <7c1bmcess1@news.cyberhighway.net>...
>In article <7c0hl0$4n4$1@nnrp02.primenet.com>, mark wrote:
>>i am looking for some of the mid to late 80's programs that were written
for
>>the purpose of Hacking and Phreaking..
>>
>>some of these programs would involve: wardialers (scanning sequentially
for
>>modem tones), tone generators (blue box, silver box, etc), code hackers
(for
>>finding long distance codes), etc..
>>
>>i am definately not looking for these programs to *use* i just want them
for
>>nostalgia purposes.. i let someone borrow my original, from-the-eighties
>>collection and i never got them back..
>
>These would be cool to check out; most of the tone generators and such
>probably would not work today unless you're on a really antiquated
exchange,
>so they really would be pure nostalgia. I was never into the phreak scene
>back in the day, but I'd love to see some examples of Atari tools for that
>kind of thing too.
>
>Brent

2750. SDX

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-08 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-HQuvzoPKEdf0@draco>
Source record: 54116

does anyone here have a SpartaDOS-X cart version 4.22? and if so can i get a copy of the rom image as nobody has this upgrade for sale. email would be fine. Thanks.

Ken

2751. Hard Disk Utility

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-08 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <7c23nv$6oh$1@nw003t.infi.net>
Source record: 54117

I was wondering if anyone ever wrote a hard disk utility (like MS scandisk)
for Atari 8-bits? I think I have some bad sectors on my HD.

--
Cabell Clarke
cabell@richmSPAMNOond.infi.net
http://www.geocities.com/~amf_band

2752. Re: Alternate Reality & Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-09 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <7c4rto$2f0$1@news.storm.ca>
Source record: 53988

Look at
http://dadgum.com/giantlist/

Weekly (more or less) updates, and of course the giant list itself.

--
David P.
Paul Irvine <mclane@dellos.demon.co.uk> wrote in message
news:36eb962b.13319078@news.demon.co.uk...
> The other Day rlaski@midwest.net (Ronald A. Laski, Jr.) wrote:
>
> >if you've read the faq, the best thing to do is to subscribe to the
> >arlist - Phil posts there once in a blue moon, but it's the best place to
> >get info straight from the horse's mouth when he decides to speak! :)
>
> And he has been known to post in here at times but don't hold your
> breath.
>
> Well worth looking at the mega programmers list, can't help with the URL
> but someone in here will have it. Nice site with updates of people from
> the old days and a great long list of programmers and game credits..
> --
> Paul..
>
> Emulator megafan, Retro gamer and all round fountain of knowledge.
>
> ICQ No: 105793

2753. Re: MIO docs

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-09 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <7c4rgoegg1@nw001t.infi.net>
Source record: 53989

Right you are Ken!!!! Thanks a bunch!!!

kenames@earthlink.net wrote in message ...
>On Tue, 9 Mar 1999 22:45:07, "Cabell Clarke"
><cabell@richmond.infi.net> wrote:
>
>> Anyone have any docs on setting up a hard drive on the ICD MIO?
>> Specifically setting up multiple partitions. I can get the first
partition
>> formatted but HDFMTDIR will not recognize the second one - in fact
nothing
>> recognizes it. I am using a Seagate ST251 40 meg - MIO setup is this:
>>
>
>set all the luns to 0 and it will work.
>
>Ken
>
>

2754. Re: Help, My brain failed, What was this 400/800 Game Called?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-09 00:00:00 UTC
From: Pairman <yearight@nomail.com>
Message-ID: <AxnF2.9777$Mb.8965302@newscontent-02.sprint.ca>
Source record: 53990

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

- From what I can tell by your message. It is Life. I have it here
somewhere in my collection. You can also find it on the net in JAVA
form also.
I have an "After Dark Screen Saver" modual of life also.
Oh those lazy crazy days at M.I.T.

John Clausen wrote in message <7c3vqq$ggv$1@unxnews.shsu.edu>...
>I had an Atari cart. that I played with all the time when I was a kid
and I
>can't not remember what the name of it was.
>
>I first wanted to call it Life, but I now think that Life was only
one of the
>options.
>It would let you draw lines and dots on the screen and when you were
done, you
>could hit start and it would be like it came to live and would go
through
>several generations till it stopped.
>I guess it was like how cells multiply and divide.
>
>I can't remember too many details, but if anyone has a suggestion,
please
>respond...
>
>Thanks in advance,
> John Clausen
>
-----BEGIN PGP SIGNATURE-----
Version: PGPfreeware 6.0.2 for non-commercial use <http://www.pgp.com>

iQA/AwUBNuYE/XvQckDWaV44EQLpEACfaP6UxoPnUFxPOQdyoVAjo5odgIwAn1T1
nqG5nqjiyFY+84Vy1h93Qbiv
=kO8v
-----END PGP SIGNATURE-----
```

2755. Re: Atari 130XE to PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-09 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <36e4817a.11973128@207.106.92.52>
Source record: 54118

Check out this web page for using your Atari 8-bit as a terminal with
Linux. I have not tried it, but its on my to-do list.

http://atrey.karlin.mff.cuni.cz/~pavel/atari/

Later,
Eric
http://www.shaysnet.com/~eparent/

On Sun, 7 Mar 1999 17:39:01 +0100, "Rafal Baranowski"
<rafcio@guru.bloknet.com.pl> wrote:

>Hello,
>
>I would like to connect Atari 130XE with my PC (windows 95 or linux). Where
>could I find the scheme and programs for these computers to use Atari like
>terminal?
>
>Thanks
>
>rafcio
>
>
>

2756. Re: Flight Simulator II, .rom images, and Turbo Basic XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-09 00:00:00 UTC
From: capper@hotkey.net.au.spamme.and.youll.die
Message-ID: <36e49e09.4104972@news.hotkey.net.au>
Source record: 54119

On 5 Mar 1999 22:10:06 GMT, locust000@aol.com (Locust000) wrote:

>Hi Everyone! Can anyone tell me where I can get ANY or ALL .atr disk images of
>the scenery disks for Flight Simulator II? Also, can anyone tell me where I
>can get Atarixe.rom and Atariosa.rom for the Atari800Win emulator? I can find
>Atariosb.rom, Ataribas.rom, Atarixl.rom, and Atari5200.rom but not the others.
>And although I may not need them, I would still like to have them, because I DO
>have the real things (Atari 400 computer, Atari 800XL computer, Atari 130XE
>computer and a 5200).
Hi! The XL rom is the same as the XE rom, so no extra ROM is needed
there, but I'm not sure about locating the OS/A ROM.

Hope that's helpful
Capper

2757. Re: Atari 130XE to PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-09 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1dob44v.1izwyel9x4pv6N@dialppp124.kenton.com>
Source record: 54120

Rafal Baranowski <rafcio@guru.bloknet.com.pl> wrote:

> Hello,
>
> I would like to connect Atari 130XE with my PC (windows 95 or linux). Where
> could I find the scheme and programs for these computers to use Atari like
> terminal?

SIO2PC cable, details found here:
http://www.nacs.net/~classics/

--
Ryan 'Gozar' Collins
rlcolli@ibm.net

2758. Re: FS (MN/WI): Complete Atari 8-bit/APE setup including "APE slave" PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-09 00:00:00 UTC
From: Sydtech <REMOVENOSPAM_sydtech@sydtech.com>
Message-ID: <7c3plj$4u1$1@jair.pressenter.com>
Source record: 54121
Cross-posted to: mn.forsale,comp.sys.atari.8bit

Sydtech <REMOVENOSPAM_sydtech@sydtech.com> wrote in message
news:7bqjmbrch1@jair.pressenter.com...
> My complete Atari 8-bit APE setup is for sale at
> http://www.sydtech.com/atari8
>

I have no idea what to ask for this. Take a look and feel free to make me
an offer!

Scott

2759. Alternate Reality & Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-09 00:00:00 UTC
From: "Benjamin T. Johnson" <jbenjam@meteor.eas.purdue.edu>
Message-ID: <36E56F55.93F4D403@meteor.eas.purdue.edu>
Source record: 54122

Greetings all:

I'm a big fan of Philip Price's and Gary Gilbertson's game Alternate
Reality. I did not play it until the C64 version was released however.
I found via the world wide web some old messages from Philip Price
regarding him getting back into the gaming industry, etc... and am
wondering if anyone has updated news on what he is doing now?
I know of the current port to IBM, but frankly it's not all that great.

I've also read the FAQ at
http://www.ksk.sala.se/~rob/alternate-reality/alt-reality_FAQ.txt
but it doesn't mention any current work.

Another thing i stumbled across in my quest was this page:
http://www.aro.com/index.html
Which is an updated version based on the original game with new spiffy
graphics and such. I tried unsuccessfully to contact the authors...
i'm guessing it's philip and gary based on their email addresses:
price@aro.com and glg@aro.com
The project seems to be in a lull, as the web page hasn't changed in a
long time, and based on tidbits from people i've talked to on the net.

I'd appreciate any info! Thankx!

Ben Johnson
jbenjam@eas.purdue.edu

2760. Re: HACKING/PHREAKING Software for ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-09 00:00:00 UTC
From: <>
Message-ID: <7c3rnb$8od$1@news.cyberhighway.net>
Source record: 54123

In article <7c1dtsaau1@nnrp02.primenet.com>, mark wrote:

>you are right about the tone generators.. but the cool thing was the fact
>that they LOOKED so cool.. i loved going back to the old atari 130xe with
>the 1050 drive and pull up some of the old scanners, and tone gens..

Yeah, I'd expect they would look cool.

>are you into the phreak scene now?

Not really; I mostly just pick up a copy of 2600 now and then for fun.

Brent

2761. Atari 8-bit Computer WebRing's 10000th hit

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-09 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yww0qtomu.fsf@co.umist.ac.uk>
Source record: 54124

Hi all,

Just to let you know that at some time yesterday (Monday 8th March)
the Atari 8-bit Computer WebRing received its 10,000th hit! That's
10,000 clicks on the buttons (next, previous, etc.). Also on Sunday
7th March the WebRing received the most hits in a day - 513.

I'd like to send a big thank you to all those of you that have pages in the
WebRing and have made it a success. And here's to the next 10000
hits!

For those of you whose web pages aren't in the ring... What are you
waiting for? For those of you that don't know, a WebRing is a way of
connecting together web pages. In this case, all the pages in the
ring are about our beloved Atari 8-bits. For more information go to:

http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

2762. Help, My brain failed, What was this 400/800 Game Called?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-09 00:00:00 UTC
From: ppl_sfs@pip.shsu.edu
Message-ID: <7c3vqqggv1@unxnews.shsu.edu>
Source record: 54125

I had an Atari cart. that I played with all the time when I was a kid and I can't not remember what the name of it was.

I first wanted to call it Life, but I now think that Life was only one of the options.
It would let you draw lines and dots on the screen and when you were done, you could hit start and it would be like it came to live and would go through several generations till it stopped.
I guess it was like how cells multiply and divide.

I can't remember too many details, but if anyone has a suggestion, please respond...

Thanks in advance,
John Clausen

2763. Re: Alternate Reality & Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-09 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.114f4b6017edd61e989ab5@news.midwest.net>
Source record: 54126

In article <36E56F55.93F4D403@meteor.eas.purdue.edu>,
jbenjam@meteor.eas.purdue.edu says...
> Greetings all:
>
> I'm a big fan of Philip Price's and Gary Gilbertson's game Alternate
> Reality. I did not play it until the C64 version was released however.
> I found via the world wide web some old messages from Philip Price
> regarding him getting back into the gaming industry, etc... and am
> wondering if anyone has updated news on what he is doing now?
> I know of the current port to IBM, but frankly it's not all that great.
>
> I've also read the FAQ at
> http://www.ksk.sala.se/~rob/alternate-reality/alt-reality_FAQ.txt
> but it doesn't mention any current work.
>
> Another thing i stumbled across in my quest was this page:
> http://www.aro.com/index.html
> Which is an updated version based on the original game with new spiffy
> graphics and such. I tried unsuccessfully to contact the authors...
> i'm guessing it's philip and gary based on their email addresses:
> price@aro.com and glg@aro.com
> The project seems to be in a lull, as the web page hasn't changed in a
> long time, and based on tidbits from people i've talked to on the net.
>
>
> I'd appreciate any info! Thankx!
>
> Ben Johnson
> jbenjam@eas.purdue.edu
>
if you've read the faq, the best thing to do is to subscribe to the
arlist - Phil posts there once in a blue moon, but it's the best place to
get info straight from the horse's mouth when he decides to speak! :)

--
Ron
rlaski@midwest.net

2764. MIO docs

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-09 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <7c488nnkp1@nw003t.infi.net>
Source record: 54127

Anyone have any docs on setting up a hard drive on the ICD MIO?
Specifically setting up multiple partitions. I can get the first partition
formatted but HDFMTDIR will not recognize the second one - in fact nothing
recognizes it. I am using a Seagate ST251 40 meg - MIO setup is this:

1st partition: id:0 lun:0 6heads 820cyls startsec:1 endsec:
65536
2nd partition: id:0 lun:1 6 820 65537
131072
3rd partition: id:0 lun:2 6 820
131073 (i forget last sec)

My 10meg drive is beginning to byte the dust and I want to put a larger one
on.

Also...
Anyone have a schematic diagram for an ATR 8000?

--
Cabell Clarke
cabell@richmSPAMNOond.infi.net
http://www.geocities.com/~amf_band

2765. Re: Help, My brain failed, What was this 400/800 Game Called?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-09 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be6a80$fa383ba0$a0374382@vidar>
Source record: 54128

Video Easel by Atari ? Sounds a lot like it!

John Clausen <ppl_sfs@pip.shsu.edu> wrote in article
<7c3vqqggv1@unxnews.shsu.edu>...
> I had an Atari cart. that I played with all the time when I was a kid and
I
> can't not remember what the name of it was.
>
> I first wanted to call it Life, but I now think that Life was only one of
the
> options.
> It would let you draw lines and dots on the screen and when you were
done, you
> could hit start and it would be like it came to live and would go through

> several generations till it stopped.
> I guess it was like how cells multiply and divide.
>
> I can't remember too many details, but if anyone has a suggestion, please

> respond...
>
> Thanks in advance,
> John Clausen
>
>

2766. Re: Leaving Atari 8-bit world

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-09 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <36e5ac5c.14817989@news.wxs.nl>
Source record: 54129

On Sun, 7 Mar 1999 09:27:51 -0500, "Alan Sharkis" <asharkis@erols.com>
wrote:

>Guys, I've decided to leave the Atari 8-bit world in December 1999. I'll
>need the time and the room then. It's been a fabulous experience, going
>back to April 1983, but it will be time to move on.
>
>Take care.
>
>Alan
>
At first, I was baffled too.
Then I started thinking. I have seen this happen several times
before, unfortunately. One person doing lots of work for a user
group. Maybe there are more folks working very hard in your user
groups, but especially the newsletter editor has to put a lot of time
into maintaining a constant flow of magazines and text.

>I'm a user group (Ol' Hackers) newsletter editor. If somebody is going to
>take over, they need training in the software and routines.
>If nobody is going to take over, that's one international 8-bit club
>that may need to reorganize or restructure the way
>that it gets info and programs to members.

I think it is wise and fair to give people a fixed time frame in which
to consider what they want to do. If you would have said this in
december, the club would probably cease to exist, as I have seen
many times in the past couple of years. So people, take notice,
this is for real! Take over, or quit along with Alan.
I have heard people begging newsletter editors and other officers
to go on, coming up with all sorts of ways to make the user group
survive, when in fact, at that point, the user group is virtually
non-existent anymore. So, to state this long before the final date
is just make people sit up and take notice. Come up with
alternatives or step forward and take over now, or be silent
and make the club bleed a slow and painful death.
Indeed I have seen officers be fed up with Atari stuff so much
at such a moment, that even though (or maybe just *because*)
they devoted a lot of their spare time to Atari and the Atari
community, that they really *do* leave it for good.

Somewhere in my heart I hope at some point in the next
century, you will still be able to enjoy some Atari stuff Alan.
So, take one XE, put it in a time vault, bury it in the yard,
make a map, put an X on it which marks the spot, and then,

in 40 years or so, when your mind reverts to childhood,
just before they take you to the old-folks home,
go out and I hope you will find the treasure.
Resistance is not futile.

Make those XL's/XE's hum in another 40 years!!
Ernest.

2767. Re: Atari 8-bit Computer WebRing's 10000th hit

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-09 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <36e6b136.16059342@news.wxs.nl>
Source record: 54130

On 09 Mar 1999 20:05:29 +0000, Raphael James Espino
<rje@co.umist.ac.uk> wrote:

>Hi all,
>
> Just to let you know that at some time yesterday (Monday 8th March)
>the Atari 8-bit Computer WebRing received its 10,000th hit! That's
>10,000 clicks on the buttons (next, previous, etc.). Also on Sunday
>7th March the WebRing received the most hits in a day - 513.
I am pretty sure we can break that record!!

2768. Re: Alternate Reality & Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-09 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36eb962b.13319078@news.demon.co.uk>
Source record: 54131

The other Day rlaski@midwest.net (Ronald A. Laski, Jr.) wrote:

>if you've read the faq, the best thing to do is to subscribe to the
>arlist - Phil posts there once in a blue moon, but it's the best place to
>get info straight from the horse's mouth when he decides to speak! :)

And he has been known to post in here at times but don't hold your
breath.

Well worth looking at the mega programmers list, can't help with the URL
but someone in here will have it. Nice site with updates of people from
the old days and a great long list of programmers and game credits..
--
Paul..

Emulator megafan, Retro gamer and all round fountain of knowledge.

ICQ No: 105793

2769. Re: Leaving Atari 8-bit world

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-09 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7c4d4j$99v$1@winter.news.rcn.net>
Source record: 54132

Ernest, thanks for the kind words. You percieved what I was trying to say. It will take time to get someone ready to take over my slot, assuming that someone will. If not, and the user group needs another way to distribute info, I'd like to be part of those discussions, too. If nobody wants to do anything, it's time for the club to fold.

I belong to another user group, too. It's a small one. Although nothing official has been discussed, several of us are beginning to dabble in Linux. Now, there's a growing interest. The group may survive if it changes its focus.

As of now, I'm not keeping any Atari equipment, but my son expressed an interest in having some of it. I'll know where to get it when that craving comes back!

>At first, I was baffled too.
>Then I started thinking. I have seen this happen several times
>before, unfortunately. One person doing lots of work for a user
>group. Maybe there are more folks working very hard in your user
>groups, but especially the newsletter editor has to put a lot of time
>into maintaining a constant flow of magazines and text.
>
>>I'm a user group (Ol' Hackers) newsletter editor. If somebody is going to
>>take over, they need training in the software and routines.
>>If nobody is going to take over, that's one international 8-bit club
>>that may need to reorganize or restructure the way
>>that it gets info and programs to members.
>
>I think it is wise and fair to give people a fixed time frame in which
>to consider what they want to do. If you would have said this in
>december, the club would probably cease to exist, as I have seen
>many times in the past couple of years. So people, take notice,
>this is for real! Take over, or quit along with Alan.
>I have heard people begging newsletter editors and other officers
>to go on, coming up with all sorts of ways to make the user group
>survive, when in fact, at that point, the user group is virtually
>non-existent anymore. So, to state this long before the final date
>is just make people sit up and take notice. Come up with
>alternatives or step forward and take over now, or be silent
>and make the club bleed a slow and painful death.
>Indeed I have seen officers be fed up with Atari stuff so much
>at such a moment, that even though (or maybe just *because*)
>they devoted a lot of their spare time to Atari and the Atari
>community, that they really *do* leave it for good.
>

>Somewhere in my heart I hope at some point in the next
>century, you will still be able to enjoy some Atari stuff Alan.
>So, take one XE, put it in a time vault, bury it in the yard,
>make a map, put an X on it which marks the spot, and then,
>in 40 years or so, when your mind reverts to childhood,
>just before they take you to the old-folks home,
>go out and I hope you will find the treasure.
>Resistance is not futile.
>
>Make those XL's/XE's hum in another 40 years!!
>Ernest.
>

2770. Re: BBS Software.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-09 00:00:00 UTC
From: Aaron Christopher Finney <A_Finney@highlander-deerhounds.com>
Message-ID: <36E5BFC6.2C93C20C@highlander-deerhounds.com>
Source record: 54133

mark wrote:
>
> I am looking for any bbs software for the Atari computers..
>
> i already have:
>
> bbs express..
>
> if anyone out there has a copy of:
>
> forem 1030
> forem xm301
> forem XL
> forem XE
> OASIS
> OAISIS Jr.
>
> or any others, please drop me a line..

Are these in the public domain? I'd sure like to get ahold of the whole forem series too...

I am bent and determined to set up the BBS that I never got to do in 1985, completely run only on equipment/software available in 1985. The disk I had from that time with Forem XE on it is missing a couple of files, and I've long since lost the disks with forem 1030 and forem XL on them.

Also related, does anybody have that 1030 mod for ring detect handy, or can you just explain how to do it? I assume that you have to do the same thing with the xm301, right?

Cheers,

Aaron

2771. Re: Hard Disk Utility

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-09 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36E5D108.C1D741F7@sisna.com>
Source record: 54134

Tim Lowery wrote one several years ago should be up in public domain at the Univ or Michigan.

bob

2772. Re: Keyboard troubles with my

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-09 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36E5D185.4EBB59D7@sisna.com>
Source record: 54135

The Keyboards are exactly the same as the 130XE.

bob

2773. Re: MIO docs

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-09 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36E5D2B0.746437@sisna.com>
Source record: 54136

Your problem may lie within the sectors you have laid out. 1, 65535, 2 should be 131070, and up from that..reformat the drive won't take long remember the last sector you have on the screen when it is done and put that there in the third section as the last..1, 1-65535, 2 65536-131070, 3 131070-?? your last sector listed in the format plus 1.

bob

2774. Re: Calling All Retro Gamers

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-09 00:00:00 UTC
From: Jim Rochelle <rochelleNOSPAM@montana.com>
Message-ID: <CkIF2.578$i12.8573@newsfeed.slurp.net>
Source record: 54137
Cross-posted to: comp.sys.acorn.games,comp.sys.amstrad,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.commodore64,comp.sys.msx,comp.sys.sinclair

```
Oh, I loved M.U.L.E.! I'd like to get an Atari again just to play that
game!

--
Jim Rochelle Proverbs 18:10
Home: http://www.geocities.com/~kaelwyn
Recipes: http://www.geocities.com/NapaValley/Vineyard/1320
UPC Home Page: http://www.upci.org
Remove the NOSPAM from my address to send email.
Bob Retelle wrote in message <36dd1ed3.99894266@news.autonet.net>...
>
>Richard Wray wrote in message
>7b1ouq$bqi$1@plutonium.btinternet.com>...
>>I have a few simple questions for all of you.
>>
>>1) If you could play any of the classic 8 bit games again what would they
>>be. A top 5 would be good.
>
>
>Only one candidate for #1: M.U.L.E.
>
>
>I'd like to see the gameplay expanded a bit, and a few more options
>added, longer games. The memory of the 8-bit systems was probably the
>limiting factor there.
>
>Prettier graphics wouldn't hurt, but the gameplay was so good it made
>up for any lack of eye-candy.
>
>BobR
>
>
```

2775. Re: HACKING/PHREAKING Software for ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: Clay Halliwell <earl.halliwell@dyess.af.mil>
Message-ID: <7c4fcf$e61$1@nnrp1.dejanews.com>
Source record: 53991

In article <7c0hl0$4n4$1@nnrp02.primenet.com>,
"mark" <webmaster@turborater.com> wrote:
> i am looking for some of the mid to late 80's programs that were written for
> the purpose of Hacking and Phreaking..
>
> some of these programs would involve: wardialers (scanning sequentially for
> modem tones), tone generators (blue box, silver box, etc), code hackers (for
> finding long distance codes), etc..
>
> i am definately not looking for these programs to *use* i just want them for
> nostalgia purposes.. i let someone borrow my original, from-the-eighties
> collection and i never got them back..

Hmmm... I might be able to dig up an old copy of Big Hack Attack.
One of the more obscure phreaking progs (well okay, they were ALL
pretty obscure <g>).

--
Clay Halliwell | ATARI XL/XE DO + THE
earl.halliwell@dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | //////////// M A T H
Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy today.
Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed.
http://www.atarihq.com/jeo/ "The Atari Jaguar: You know... for kids!"

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2776. Re: Any news on Atari800win..

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <7c4fbc$pgu@bgtnsc02.worldnet.att.net>
Source record: 53992

something I thought of.. there's some pretty neat net playable nintendo emulators.. wouldn't it be really cool to be able to play atari 800 games over the net with yer freinds??

Imagine reliving ali baba, naultilus, or shadow world two player over the net??

Hey, I can dream, can't I???

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

2777. Re: We're Baaaaaack

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <7c4fdr$pt1@bgtnsc02.worldnet.att.net>
Source record: 53993

Good to see you guys back! I still remember disk swapping like crazy to finish your stuff....

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

2778. Re: MIO docs

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-EEyTzCRLNLew@draco>
Source record: 53994

On Tue, 9 Mar 1999 22:45:07, "Cabell Clarke"
<cabell@richmond.infi.net> wrote:

> Anyone have any docs on setting up a hard drive on the ICD MIO?
> Specifically setting up multiple partitions. I can get the first partition
> formatted but HDFMTDIR will not recognize the second one - in fact nothing
> recognizes it. I am using a Seagate ST251 40 meg - MIO setup is this:
>
> 1st partition: id:0 lun:0 6heads 820cyls startsec:1 endsec:
> 65536
> 2nd partition: id:0 lun:1 6 820 65537
> 131072
> 3rd partition: id:0 lun:2 6 820
> 131073 (i forget last sec)
>
> My 10meg drive is beginning to byte the dust and I want to put a larger one
> on.
>
> Also...
> Anyone have a schematic diagram for an ATR 8000?
>
> --
> Cabell Clarke
> cabell@richmSPAMNOond.infi.net
> http://www.geocities.com/~amf_band
>
>

set all the luns to 0 and it will work.

Ken

2779. Atari XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: av999@FreeNet.Carleton.CA
Message-ID: <7c4ruo$emv@freenet-news.carleton.ca>
Source record: 53995

Any Canadians have one of these systems that they're interested in
selling? Please reply via email.

Mark
--
Mark Rathwell av999@freenet.carleton.ca

Visit "The Incredible Hulk" television series web-site
http://www.freenet.carleton.ca/~av999/Hulk.html

2780. FA: Atari 1050 disk drive, 1020 printer

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <7c4tdmdav8@geraldo.cc.utexas.edu>
Source record: 53996

Bid is at $12.50, no reserve. For a picture or to bid:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=74289729

This Lot includes an Atari 1050 high speed disk drive with the power supply and Owner's Guide. It includes is a serial cable for connection to the computer or daisy chaining other drives. Second is an Atari 1020 Color Printer with Owner's Guide and power supply. Includes a roll of paper but no ink cartridges. Everything worked when last tested, but sold as-is.

--
Alex Bilstein
BA in Art History, University of Texas
Are you a fan of the Atari 2600? Then check out the Atari 2600 Nexus:
http://ccwf.cc.utexas.edu/~bilstein/atari2600nexus/index.html

2781. Atari 8-bit items at EBAY

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7c4uda$fd6@freenet-news.carleton.ca>
Source record: 53997

```
Atari Computer CX75 Light Pen - MIB!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=75066859

Infocom Cutthroats MIB w/ All Materials!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=73923053
6.27

Atari - 10 ANALOG Magazine Disks 35-44
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=75058154
5.00

Atari - 18 ANTIC Magazine Disks of the Month!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=75062731
5.00
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!
```

2782. "Tapper" BEST on what computer??

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <03tF2.149$AT6.3802@newse2.tampabay.rr.com>
Source record: 53998

Can anyone who has played Tapper on at least two different "classic" (or near-classic) computers please give a comparison (in graphics, sound, gameplay)? I'm speaking of versions such as Atari 2600, Atari 800, Commodore C64, etc. Which "Tapper" is best, and why?
--Mark

2783. Re: MIO docs

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <36E65FFD.A302AE20@ix.netcom.com>
Source record: 53999

Cabell Clarke wrote:
>
> Anyone have any docs on setting up a hard drive on the ICD MIO?
> Specifically setting up multiple partitions. I can get the first partition
> formatted but HDFMTDIR will not recognize the second one - in fact nothing
> recognizes it. I am using a Seagate ST251 40 meg - MIO setup is this:
>
> 1st partition: id:0 lun:0 6heads 820cyls startsec:1 endsec:
> 65536
> 2nd partition: id:0 lun:1 6 820 65537
> 131072
> 3rd partition: id:0 lun:2 6 820
> 131073 (i forget last sec)
>
> My 10meg drive is beginning to byte the dust and I want to put a larger one
> on.
>
> Also...
> Anyone have a schematic diagram for an ATR 8000?
>
> --
> Cabell Clarke
> cabell@richmSPAMNOond.infi.net
> http://www.geocities.com/~amf_band

Cabell,
A complete set of docs is available at the Umich archive:
ftp://atari.archive.umich.edu/atari/8bit/

2784. Re: BBS Software.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: mark <webmaster@turborater.com>
Message-ID: <7c5pf1git1@nnrp02.primenet.com>
Source record: 54000

ring detector involved:

1 phone flasher from radio shack
1 joystick cable
1 2 prong cord with non plug end frayed.

the way mine was rigged, was as follows:

screw the two prongs on the phone flasher together and then splice the 'FIRE BUTTON' wires from the non-plug end of the joystick with the wires of the of the frayed power cable, plug this into the bottom of the phone flasher, and plug the phone cord to the phone flasher into a dual recepticle phone jack.. when the modem line rings, the ring voltage will pass through the phone flasher and press the FIRE BUTTON on the joystick, which on alot of Atari bbs's was the ANSWER method.

im not positive on which wires splice with which.. but i also doubt that the ring voltage would hurt your atari.. better safe than sorry tho, use a spare.

i would love to correspond more with you on Atari BBS stuff.. i ran one in the mid 80's until about 1988 when i moved it to my IBM.. i am still an ATARI BBS freak and like i said, i am collecting as much as i can.

talk to you soon,
mark
Aaron Christopher Finney wrote in message
<36E5BFC6.2C93C20C@highlander-deerhounds.com>...
>mark wrote:
>>
>> I am looking for any bbs software for the Atari computers..
>>
>> i already have:
>>
>> bbs express..
>>
>> if anyone out there has a copy of:
>>
>> forem 1030
>> forem xm301
>> forem XL
>> forem XE
>> OASIS
>> OAISIS Jr.
>>
>> or any others, please drop me a line..

>
>Are these in the public domain? I'd sure like to get ahold of the whole
>forem series too...
>
>I am bent and determined to set up the BBS that I never got to do in
>1985, completely run only on equipment/software available in 1985. The
>disk I had from that time with Forem XE on it is missing a couple of
>files, and I've long since lost the disks with forem 1030 and forem XL
>on them.
>
>Also related, does anybody have that 1030 mod for ring detect handy, or
>can you just explain how to do it? I assume that you have to do the same
>thing with the xm301, right?
>
>Cheers,
>
>Aaron
>

2785. Atari Color Monitor...which is BEST?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <oNuF2.338$AT6.3900@newse2.tampabay.rr.com>
Source record: 54001

I found a terrific Atari color monitor (I'm not revealing the type just yet, because I don't want to influence responses to this newsgroup "post"). I know Atari didn't make very many different monitors, so I'd like opinions on which Atari color monitor is BEST for use as an "all-around" monitor for use with classic game systems (I'm NOT going to use it with an "ST", as Atari designed some monitors for).
Simply put, I guess I'm looking for a rough equivalent to a Commodore 1702, which is universally recognized as a terrific monitor for use with classic game systems. Which Atari-made monitor comes closest?
--Mark

2786. Re: Atari Color Monitor...which is BEST?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: mstulir@geocities.com
Message-ID: <7c6cat$34s$1@nnrp1.dejanews.com>
Source record: 54002

Uh, Mark? In asking about Atari-made monitors for classic gaming, you state that "I know Atari didn't make very many different monitors." In fact, Atari didn't market ANY monitors for the 8-bit computer line, which would be the type that you would need.

Now, having said that, Atari had one color monitor in development around the time of the launch of the XE computers. It was called the XC-1411. It was identical in appearance to the SC-1224 (Goldstar) monitors on the ST.

The XC-1411 never made it past the prototype stage. I am lucky enough to own one of the XC-1411 monitor prototypes. (In fact, I have a picture of it in the 8-bit vaporware section of my web site. Link provided below.)

The XC-1411 color monitor was a basic composite monitor. The screen quality is very good!!! My model says "SAMPLE" on the back. There is no serial number, model number, or any other markings on the back. There are two female RCA connectors for attaching the video cable.

Mike Stulir
Back In Time -- Updated news and complete coverage of ALL things Atari.
http://www.emuclassics.com/backintime
http://www.emulnews.com/backintime (mirror)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2787. Re: Any news on Atari800win..

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: rich@cstone.net
Message-ID: <7c6d6k$3t2$1@nnrp1.dejanews.com>
Source record: 54003

In article <36e9f9b9.8359285@news.demon.co.uk>,
mclane@dellos.demon.co.uk wrote:
>
> Rich, any news (if at all) on a new version. Yep I know you are a busy
> guy so I don't expect you have that much free time.

My time has been non-existent for the past few months. Plus, it is relatively stable and functional with the current version, so I haven't felt overly motivated. There are a few nagging bugs to clear up, and beyond that I had given thought to a few major issues:

* Network connectivity. It is unlikely this would ever work anywhere but over a LAN. I can think of no way to implement it that wouldn't require ~20ms resolution on packet exchange, and that can simply never happen over the internet. Yes, I am aware other emulators have done it. Those systems didn't have the very high input frequency the Atari does for things like joystick control. Being painfully aware of Winsock and it's limitations, I have my doubts about this ever working.

* An APE/PRO interface, likely by requiring users to purchase APE as a DLL and tie it in to Atari800win. Very difficult on a variety of fronts. Alternately make my own APE/PRO type system.

* Rewrite the fundamental code base to be really object driven and heavily hardware abstracted, to make it portable to more modern language systems/platforms. This would break compatibility with the other Atari800 ports. However it would make a Mac version easy and potentially an (ultra-slow) Java version feasible.

* At one point I had about 70% of the CPU code written in hand assembly, but it all fell apart due to changes made by the rest of the team. Might revisit that some day.

* Single cycle CPU mode, which would require a high end Pentium or P2 system.

Anyway, at some point I will pick things up again.

-Rich

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2788. Re: Atari Color Monitor...which is BEST?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <okzF2.1796$AT6.3981@newse2.tampabay.rr.com>
Source record: 54004

Thanks for the response...but you misunderstood the "preface" to my question (slightly). My statement was "I know Atari didn't make very many different monitors." My statement was NOT, "I know Atari didn't make very many different monitors for 8-bit computers." I KNOW (and knew) that Atari didn't release monitors specifically for the 8-bit line. However, you seem to assert that NO computer monitor designed to accompany a 16-bit (or greater) line of computers could possibly be utilized for an 8-bit gaming machine. I am under the impression (am I wrong?) that sometimes monitors can be made to function for computers outside their original product "line".
--Mark

mstulir@geocities.com wrote in message <7c6cat$34s$1@nnrp1.dejanews.com>...
>Uh, Mark? In asking about Atari-made monitors for classic gaming, you state
>that "I know Atari didn't make very many different monitors." In fact, Atari
>didn't market ANY monitors for the 8-bit computer line, which would be the
>type that you would need.
>
>Now, having said that, Atari had one color monitor in development around the
>time of the launch of the XE computers. It was called the XC-1411. It was
>identical in appearance to the SC-1224 (Goldstar) monitors on the ST.
>
>The XC-1411 never made it past the prototype stage. I am lucky enough to own
>one of the XC-1411 monitor prototypes. (In fact, I have a picture of it in
>the 8-bit vaporware section of my web site. Link provided below.)
>
>The XC-1411 color monitor was a basic composite monitor. The screen quality
>is very good!!! My model says "SAMPLE" on the back. There is no serial
>number, model number, or any other markings on the back. There are two
>female RCA connectors for attaching the video cable.
>
>Mike Stulir
>Back In Time -- Updated news and complete coverage of ALL things Atari.
>http://www.emuclassics.com/backintime
>http://www.emulnews.com/backintime (mirror)
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2789. Re: Atari Color Monitor...which is BEST?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: Aaron Christopher Finney <dev.null@nowhere.com>
Message-ID: <36E6C68E.D53DC0DB@nowhere.com>
Source record: 54005

Bowling wrote:

> Simply put, I guess I'm looking for a rough equivalent to a Commodore 1702,
> which is universally recognized as a terrific monitor for use with classic
> game systems. Which Atari-made monitor comes closest?
> --Mark

I've got a Magnavox RGB monitor which also does Green/mono mode and will
do TTL video as well. I think the quality is fantastic...

Aaron

2790. Any official Atari, Inc. archives?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: dpeschel@u.washington.edu
Message-ID: <7c6fpv$q7c$1@nntp6.u.washington.edu>
Source record: 54006

Hi, everybody,

I've always wondered exactly what Atari produced -- they had so many designs and some of them slipped through the cracks. Are there any authoritative internal Atari production documents out there? What I have in mind are lists of things like these:

- The model-numbering systems -- both old (as in 400, 410, 800, 130XE, 1040ST) and new (as in XF551, XC212). Those new part-number examples are supposed to exist but don't bother me if I goofed up... they're just to show the format of part numbers.

- ROM revisions of OSs, BASIC, disk drives

- Source listings (even for the latest revisions)

- Manuals and tech refs, schematics, etc.

- International versions of machines (that Arabic Atari mentioned here was pretty cool!)

- All the chips Atari ever designed

- Probably other things (use your imagination)

Does this kind of OFFICIAL information exist anywhere? Or was Atari just not that organized?

Thanks,

-- Derek

2791. Re: Any news on Atari800win..

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: peter@soemtron.handshake.de
Message-ID: <7CcdgsdpzHB@peter.soemtron.handshake.de>
Source record: 54007

Howdy !

Am 09.03.99 , prï¿½zise um 20:29 , schrieb morloc zu diesem Thema
folgenden "netten Text" , den ich nun im einzelnen zitieren werde .

> Not to forget mentioning adding in the ability to add ability to access a
> local printer via LPT1: and the modem on com2... Tom Hunt modified it for
> the telnet BBS, but it'd be nice to have in the release...

there should be a free key-remapping for atari-joysticks emulation. It's
almost impossible to play any games on my notebook, without having a
numpad/external keybord..

and yes, two joysticks via keyboard (for simultan interacting games (ie.
MULE))

..

-thomas

request my public key. ....Sturz des Zaren!
--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

2792. Looking for PRO! boards

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <921099283.3446.0.rover.d4ee0f47@news.demon.nl>
Source record: 54008

Hi Sysops,

Please e-mail me, I want to connect the other side of the world again....
We have lost contact with lots of BBS systems overthere (USA/CANADA etc).
I am located in the Netherlands (EUROPE) and I want to network with all
active systems.
Please mail me and we can set-up a network again....

Our network at this point includes 3 running boards in the Netherlands, 2
boards in Germany and at least 1 board in the USA (*this connection has been
lost).

I am looking for the boards/network that is located in Sweden, Italy,
Canada,USA and other country's

PLEASE

Call +31-416-561927 300-19200 24hr/7days
-= The Underground Node #472 BBS =- Running BBS Express Pro! 5.0b

Or e-mail to: SysopTXG@underground.demon.nl

When you are running another BBS and/or network on the 8-bit ATARI please
mail me, because we can
look if we can connect it by writting some converter software....

BBS Express Pro! can export and import QWK files so that could be one
solution but maybe there are
some other possibility's too...

Gtx,
Sysop*TXG

2793. Re: Any news on Atari800win..

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: Sydtech <REMOVENOSPAM_sydtech@sydtech.com>
Message-ID: <7c6mojqfd1@jair.pressenter.com>
Source record: 54009

Well, in any case, here's a public "Thanks!" for making a fantastic emulator...good enough that I don't really use my "real" 8-bit setup anymore....

2794. terminal emulation for 400?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: DAB <daburroughs@hotmail.com>
Message-ID: <7c6pk7$p98@news-central.tiac.net>
Source record: 54010

any terminal emulation software for Atari 400, etc. series.??

looking for TTY (baudot) and ASCII

receive only - i want to use it w/ my radio......

daburroughs@hotmail.com

2795. Re: BBS Software.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36e6f81d.1750560@news.earthlink.net>
Source record: 54011

On Wed, 10 Mar 1999 06:45:09 -0600, "mark" <webmaster@turborater.com>
wrote:

>im not positive on which wires splice with which.. but i also doubt that the
>ring voltage would hurt your atari.. better safe than sorry tho, use a
>spare.

Actually the "ring" voltage from the phone line (at least in the
United States) potentially could be very damaging to the Atari. The
ring voltage is aoproximately 90V!

So it is important to take care. Use a solid design and build it
correctly.

2796. FA: 211 disks full of atari software

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: kprodzin <kprodzin@columbus.rr.com>
Message-ID: <36E70350.4BA7B5C@columbus.rr.com>
Source record: 54012

yup 211 disks, Id guess about 40% are original titles, the others are
copies...mostly games

Also have atari hardware for sale

check the auctions at
http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=kprodzin%
40columbus.rr.com&include=0&since=-1&sort=2&rows=25

thanks
kp

2797. FA: 1050, 800XL, 1040STf, Colormon,

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: kprodzin <kprodzin@columbus.rr.com>
Message-ID: <36E70386.98787184@columbus.rr.com>
Source record: 54013

All these items on ebay
check
http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=kprodzin%40columbus.rr.com&include=0&since=-1&sort=2&rows=25

More stuff comming soon

kp

2798. FA: Atari Books... a lot!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: kprodzin <kprodzin@columbus.rr.com>
Message-ID: <36E703BF.FC58CB8D@columbus.rr.com>
Source record: 54014

3 different sets of atari books for auction on ebay
A basic programming lot
A graphics programming lot
and a basic info lot

check
http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=kprodzin%40columbus.rr.com&include=0&since=-1&sort=2&rows=25

Thanks
kp

2799. Re: Atari Color Monitor...which is BEST?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <ZdV1+oz.tandrews16@delphi.com>
Source record: 54015

If I remember correctly from my dim-witted past, the Atari SC1435 (successor to the ST's SC1224) was a multi-sync monitor. If so, it probably could have been connected to a composite signal, maybe even split luma/chroma. I use a Commodore 1701 on my XE system, and I think it's great! I even hooked it up to my VCR once. Best picture I've ever seen that tape machine produce. I also have an Amdek Color-I Plus (composite only-no split video) which I don't think is nearly as good.

TJ

2800. FA: {$0.01} Atari Cube Notepad {3 Days}

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: ebaked@webtv.net
Message-ID: <3167-36E73DC4-13@newsd-171.iap.bryant.webtv.net>
Source record: 54016

Click here:
http://members.ebay.com/aboutme/ebaked/

or here:

1982 Atari Logo Cube Notepad
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=76736681

This auction is a 3 day auction ending on Saturday 3-13-99. Bidding
starts at $0.01 and there is no reserve price.

This is a cube notepad with a full color Atari Logo printed on all four
sides. This was made in 1982. I have no idea how these were distributed,
but I would guess that they were used around the Atari offices.

Please email me if you have any questions.

Thanks,

Joe
-eBaked-

http://members.ebay.com/aboutme/ebaked/

2801. Atari 130XE User

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-10 00:00:00 UTC
From: Kwobler <kwobler@burgoyne.com>
Message-ID: <7c7e3s$u8l$1@jaffa.itower.net>
Source record: 54017

I am new to the Atari scene. I have an Atari 130XE with Atari 1050 disk Drive and Atari 1027 printer. Anyways I would like to know how to get a DOS to work on my machine by using my PC to make a Atari Dos Disk. Thanks in advance

2802. Re: Atari Color Monitor...which is BEST?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: LONNIEMCCLURE@prodigy.net
Message-ID: <MPG.1151b858bc25c8929896ab@news.prodigy.net>
Source record: 53938

In article <ZdV1+oz.tandrews16@delphi.com>, dated Wed, 10 Mar 99 23:10:11 -0500 tandrews16@delphi.com stated:

> If I remember correctly from my dim-witted past, the Atari SC1435
> (successor to the ST's SC1224) was a multi-sync monitor. If so, it
> probably could have been connected to a composite signal, maybe even split
> luma/chroma.

Alas, although Atari's SC1435 was actually manufactured by Philips/Magnavox and based on their 1CM135, Atari apparently decided to shave a few pennies and the SC1435 does not have the composite or split video inputs of the Magnavox 1CM135.

==========
lonniemcclure@prodigy.net

2803. Re: Infocom (tm)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36E7FA10.165B@geocities.com>
Source record: 53939

What's really cool is getting a Z-machine to run the infocom games
(Zork, Hitchhiker Guide, and all the other countless games that users
have written since) on a Newton MessagePad or Palm Pilot. ;)

Text adventures on the go!

Doctor Clu

2804. Re: Leaving Atari 8-bit world

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36E7FCEF.462C@geocities.com>
Source record: 53940

Well, Alan's already heard my viewpoint after I saw this message on the Atari ST forem.

All and all, I think things do go in cycles. Alan mentioned that he's been at this for 17 years. That's actually about 9 years longer than my normal theory for a person being part of a club. I find that I am pretty happy being a part of a group for about 5-9 years before trying something else.

As for me, I was a part of the Atari scene from 1985-1989, and then thought that Atari was for the most part fading off, and bought a Macintosh.
In 1998 I find myself at a computer show and find a Atari group? That was strange. And ever since I dove back into the Atari world and had a blast. Got a Atari 800 in the living room for games and cataloging, and I'm trying to get a high end ST system running as a hobby machine.

Things go in cycles. Perhaps in a decade you two will find your way back. I know I've been amazed at what I've found in the Atari world since I've returned.

But until you go, I will be enjoying my Ole Hackers disk magazine! (Which I continue to show off at the monthly AUNT meetings).

Here's for fun until your departure, :)

Doctor Clu / Greg

2805. Need cable to connect Commodore 1702 Monitor to 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: tracker@misnet.com
Message-ID: <36e80970.130784178@news.misnet.com>
Source record: 53941

I am looking for somewhere to purchase a pre-built cable to connect an
800XL to a Commodore 1702 Monitor. This and/or the schem for the
cable woul be greatly appreciated.

Scott

2806. CART MYSTERY???

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <7JUF2.375$8L1.1488@newse2.tampabay.rr.com>
Source record: 53942

Okay...here's my stupic question of the day. I bought several Atari carts. One of them had no label (a standard Atari "metal-topped" LEFT cartridge design). Outside it were scratched the letters "EDITE". I put the cart in and up comes a blue screen with the single word "EDIT". What do I have? A dead cart? Additional clues: Inside the cart is a green board with two black rectangular chips, one dated 1985 and one dated 1982. Also, on the back of the green board is labelled "CO12963 REV B", and also a copyright date of 82.
Any guesses?
--Mark

2807. FS: 8-bit goodies

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: dB King <netrekker@pddq.net>
Message-ID: <36E82965.734796B6@pddq.net>
Source record: 53943

P.S. remove one "d" from addy to email me...

Remains of my private-collection:

HARDWARE:

SAMS CC7 service manual for the 800 computer -- $9
64k 800XL (needs new C061618 MMU; no power supply) -- $5
"Relax" realtime biofeedback interface with headband and software -- $30
Okimate10 color printer with ribbons and software -- $10
Atari Touch Tablet with Atari Artist cart. -- $10
Pair of coiled joystick extension cords (NEW; 25' ext.) -- $2
MPP-1000C modem with cart. -- $3
Uniqmodem 1200HC (1200-baud, Hayes-Compatible) -- $5

SOFTWARE:

Disks (in orig. boxes w/manuals) $2 ea. or $10 for all:

G.F.S. Sorceress - space text adventure (Avalon Hill)
Hacker - quit bragging and prove you're so smart (Activision)
"Kennedy Approach..." - talking air traffic control game (MicroProse)
Elektraglide - motorcycle game (Mastertronic)
Nightraiders - search/destroy jet-fighter mission (Datamost)
M-ss-ng L-nks -- word puzzles (HesWare)

Carts (in orig. boxes w/manuals except where noted) $3 ea. or $50 for all:

Atari carts (NB = No Box; NBM = No Box or Manual):

Centipede Star Raiders Asteroids Chess (NBM)
Pole Position Tennis Missile Command Donkey Kong(NBM)
Defender Galaxian(NB) Qix (NB) Robotron 2084(NBM)
Music Composer Pac-Man(NB) Joust (NBM) Super Breakout(NBM)

Additional carts:

Frogger (Parker Brothers)
Kickback - a different kind of football game (Thorn EMI)
Soccer (Thorn EMI)

Media case (holds 32 carts & 20 disks). Smoked, hinged front/top $7.50
FREE with purchase of ALL carts.

BOOKS (all Mint condition):

Atari XE System Keyboard Owner's Manual -- $1
Atari Prog. w/55 Programs (TAB 1485;Hard;Pub. Pr. $21.95) --- $8
Atari Fun & Games (TAB 1945;Hard;Pub. Pr. $16.95) -- $5

TERMS:
Minimum order is $10. Package deal is PREFERABLE, email offer.
Prices do not include shipping.
Will ship COD, IF buyer prepays shipping/COD charges.
Checks will clear prior to shipment. Money Orders ship same day, if possible.
For shipping quote, send email specifying prepay or COD with destination
ZIP code & item(s) wanted.

2808. Re: Atari pictures....

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <36e82e2e.5531355@news.wxs.nl>
Source record: 53944

On Thu, 11 Mar 1999 01:48:35 -0000, "Peter Pachla"
<my.name@vectrex.freeserve.co.uk> wrote:

>Does anyone here know where I can lay my hands on pictures of Atari equipment
>so that I can use them on my web site?
>
>I'm looking for pictures of the 8-bit machines and peripherals and also
>pictures of the various consoles.
Of course the Pooldisk Too CD contains a load of pictures of various
Atari computers, peripherals and artifacts.
It also contains lots of web pages, so lots of material you can borrow
for this purpose.
If you have one, or know somebody that has one...
Or you can order your own copy for $20 of course.

2809. Emulators Inc. - any problems?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: Roger Edwards <edwardsr@powersurfr.com>
Message-ID: <36E832C7.15E3@powersurfr.com>
Source record: 53945

Shortly after Xmas, I sent in the online order form for the downloadable version of the PC Xformer 98 from Emulators Inc. They billed my credit card later in January and I have heard nothing from them since. I have sent several emails and faxes, but nothing gets a response. I tried phoning - that's a joke. After listening to an interminable message, I was able to leave a message of my own.

Anyone else have problems with them?

Roger
Edmonton, Alberta
(remove xyz to respond directly)

2810. German Instruction

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36E82AC8.8CE@geocities.com>
Source record: 53946

Considering how much Atari activity is now in German :) I was curious
if any of you 8-bit users have a German instruction module for the Atari
400/800 that you wouldn't mind parting with.

Figure I can use my Atari 800 *AND* learn German. ;)

Doctor Clu

2811. Re: CART MYSTERY???

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: "Stephen C. Johnson" <sjohnson@mitre.org>
Message-ID: <36E83C52.6245C11D@mitre.org>
Source record: 53947

Mark--

type the word BUG and hit return...

if the new prompt is DEBUG, I would say you have some version of the
Atari Assembler/Editor Cartridge.

This is a great way to learn 6502 Assembly, if you're into that stuff :)
Of course for real programming, there are better Assemblers...

-Steve

Bowling wrote:

> Okay...here's my stupic question of the day. I bought several Atari carts.
> One of them had no label (a standard Atari "metal-topped" LEFT cartridge
> design). Outside it were scratched the letters "EDITE". I put the cart in
> and up comes a blue screen with the single word "EDIT". What do I have? A
> dead cart? Additional clues: Inside the cart is a green board with two black
> rectangular chips, one dated 1985 and one dated 1982. Also, on the back of
> the green board is labelled "CO12963 REV B", and also a copyright date of
> 82.
> Any guesses?
> --Mark

2812. Re: Need cable to connect Commodore 1702 Monitor to 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990311140444.20873A-100000@vtn1>
Source record: 53948

On Thu, 11 Mar 1999, tracker wrote:

> I am looking for somewhere to purchase a pre-built cable to connect an
> 800XL to a Commodore 1702 Monitor. This and/or the schem for the
> cable woul be greatly appreciated.
>
> Scott
>
The same cable used for a C64 will work with an Atari.

Also, Radio Shack used to sell a DIN to RCA adapter which works quite
well. I'm certain a good electronics parts dealer would have something
similar. The video pin-out can be had from the manual that came with the
130XE, from Mapping The Atari and (I think) the FAQ.

John.

2813. Re: Video clean-up oin an XL?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: Aaron Christopher Finney <dev.null@nowhere.com>
Message-ID: <36E84075.1B4791F4@nowhere.com>
Source record: 53949

VINNIE5757 wrote:
>
> Anyone aware of a mod to clean up the video output on a 600xl? I did the 'mod'
> to add seperate chroma/luma.. however, it's no where near as good as the old
> 800.....

I haven't tried this, but you might have some success with:

http://www.redshift.com/~cdyson/supervid4.html

Hope it helps (and let me know how it turns out, if you decide to do
it).

Aaron

2814. Re: Atari Color Monitor...which is BEST?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <36e82e10.0@news.iglou.com>
Source record: 53950

On 1999-03-10 mbowlin1@tampabay.rr.com said:
>systems (I'm NOT going to use it with an "ST", as Atari designed
>some monitors for). Simply put, I guess I'm looking for a rough
>equivalent to a Commodore 1702, which is universally recognized as
>a terrific monitor for use with classic game systems. Which
>Atari-made monitor comes closest? --Mark

As far as I know, Atari only made monitors for the ST (and maybe for
their very short-lived line of PC clones). If you have something else,
I'd like to hear about it.

Net-Tamer V 1.08X - Test Drive

2815. Re: CART MYSTERY???

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: Don Rae <donrae@telusplanet.net>
Message-ID: <JIXF2.6006$5p5.3950@news1.telusplanet.net>
Source record: 53951

You have yourself a copy of the Atari Assembler Editor.

Bowling wrote in message <7JUF2.375$8L1.1488@newse2.tampabay.rr.com>...
>Okay...here's my stupic question of the day. I bought several Atari carts.
>One of them had no label (a standard Atari "metal-topped" LEFT cartridge
>design). Outside it were scratched the letters "EDITE". I put the cart in
>and up comes a blue screen with the single word "EDIT". What do I have? A
>dead cart? Additional clues: Inside the cart is a green board with two
black
>rectangular chips, one dated 1985 and one dated 1982. Also, on the back of
>the green board is labelled "CO12963 REV B", and also a copyright date of
>82.
>Any guesses?
>--Mark
>
>

2816. Re: Any news on Atari800win..

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36eafc9a.2494626@news.demon.co.uk>
Source record: 53952

The other Day "Sydtech" <REMOVENOSPAM_sydtech@sydtech.com> wrote:

>Well, in any case, here's a public "Thanks!" for making a fantastic
>emulator...good enough that I don't really use my "real" 8-bit setup
>anymore....
>
Add me to the thanks list..

I have always been a stalwart Atari800win person but its nice to hear
more people acknowledge this fantastic emu .

(and lets not forget the TEAMWORK behind all the versions)
--
Paul..

Emulator megafan, Retro gamer and all round fountain of knowledge.

ICQ No: 105793

2817. Re: Basic 'B' to 'C' in an XL?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: "Mark J. Bushue" <mjbushue@localline.com>
Message-ID: <n3_F2.7540$25.19072@news.goodnet.com>
Source record: 53953

I know it's a simple chip swap if you have the single-chip BASIC. I don't know if you can take a chip out of a cartridge and plug it into the motherboard.

VINNIE5757 <vinnie5757@aol.comnospam> wrote in message news:19990311075339.00356.00000812@ng-fv1.aol.com...
>Question...
>Can the Basic Rev 'B' chip in a 600XL be pulled out and replaced with the Rev
>'C' chip??? Is it a simple chip swap???
>
>Thanks!
>
>B'rgds,
>Vinnie
>
>"Can't means don't want to!"

2818. Re: Video Tittler Software

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: "Mark J. Bushue" <mjbushue@localline.com>
Message-ID: <7a_F2.7542$25.18979@news.goodnet.com>
Source record: 53954

DATASOFT came out with VIDEO TITLE SHOP; as I remember, it was a bit clumsy,
but it did fades, scrolling, and such.

GP <gsnook@kca.net> wrote in message news:7bbfaq$3b8$1@remarQ.com...
>Anyone know if video titling software was ever available for the 8 bit?
>What with a video output and all, it would be a snap!
>Gary
>
>

2819. Re: Basic 'B' to 'C' in an XL?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: "Mark J. Bushue" <mjbushue@localline.com>
Message-ID: <I3%F2.7547$25.19209@news.goodnet.com>
Source record: 53955

The OS chip and the BASIC chip in a 600XL are both over by the joystick ports. The OS chip is 28 pins, and the BASIC chip is 24 pins.

VINNIE5757 <vinnie5757@aol.comnospam> wrote in message news:19990311203203.27493.00001135@ng-cd1.aol.com...
>>I know it's a simple chip swap if you have the single-chip BASIC
>
>Is it??? Which chip would it be in the 600xl? Getting a single chip sholdn't
>be hard... I know BEST sells the 'C' chip....
>
>
>B'rgds,
>Vinnie
>
>"Can't means don't want to!"

2820. Re: HACKING/PHREAKING Software for ATARI?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: Frank Rachel <frachel@rcn.com>
Message-ID: <7ca0uodph1@winter.news.rcn.net>
Source record: 53956

Hey Mark, I think you sent me a message a while ago.. anyway, I still have about 400 disks to convert to APE/PRO format, including numerous BBS programs and hacking/dialers/etc.. Some of which I even wrote!.. I'm about to start the conversion again, so as soon as I get em done, I'll try to remember to let you know..

-Frank

mark wrote in message <7c0hl0$4n4$1@nnrp02.primenet.com>...
>i am looking for some of the mid to late 80's programs that were written for
>the purpose of Hacking and Phreaking..
>
>some of these programs would involve: wardialers (scanning sequentially for
>modem tones), tone generators (blue box, silver box, etc), code hackers (for
>finding long distance codes), etc..
>
>i am definately not looking for these programs to *use* i just want them for
>nostalgia purposes.. i let someone borrow my original, from-the-eighties
>collection and i never got them back..
>
>
>
>

2821. Re: Video clean-up oin an XL?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: Aaron Christopher Finney <A_Finney@highlander-deerhounds.com>
Message-ID: <36E88E69.BBE85ADE@highlander-deerhounds.com>
Source record: 53957

LWhite6497 wrote:
>
> Yes, try the Super Video upgrade, but to
> my eyes, even the SV upgrade does not
> fully compare to the video of a stock 800
> (at least from my machines). The XE is
> the closest, but still not quite there. NTL,
> I was amazed at the difference achieved just
> by clipping out the one capacitor men-
> tioned in the upgrade. WHY did Atari ever
> add that???
> Larry

Well, inspired by this question, I did the ClearPic upgrade to my 1200XL tonight. I only have one word for it: WOW! I've left this thing on a shelf since I got it because the video was so bad. But now it's sharp, clear, and has much richer color to boot. And this is all without using a monitor that has a chroma input, since my 1702 died. There's *barely* a noticable difference between it and my 800 now.

Anyone who has a 1200XL and hasn't done this should; it took me all of about 20 minutes from start to finish.

Now to add a PBI bus, multi-OS switch, and do a Bucholz 256 on it...

Aaron

2822. ATARI Sales, Service & Support! Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <7cad9i$hb2$1@user1.teleport.com>
Source record: 53958
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

Please direct all replies through E-Mail to bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I do not regularly read NewsGroups.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! And if I don't have what you want to buy or I don't know the answer to your question, I'll refer you to someone who does. That's the nice thing about the Atari community and my colleauges in the Atari business. We would rather send our business to a fellow competitor to get what they need than have someone abandon their Atari due to lack of support. For myself, I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my DeskTop Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

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FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/ Postage & Handling. I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

2823. BBS Software.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <921531052@stackbbs.xs4all.nl>
Source record: 53959

>Searching for BBS software
I have copies laying around from CARINA-BBS, OASIS Jr, and BBCS, but you better get a registered version of BBS-EXPRESS! Professional. The current version is 5.0b, which works, but needs some customizing, cause it's just buggy, but a Pro!-Gold (Pro! v6.0b) is in development. Current owner of the copyrights is Lance Ringquist, the programmer is Tom Hunt.

You better contact Lance yourself for more info.

Just send your mails to:

"video61 AT webtv DOT net"

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2824. Re: Any news on Atari800win..

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <7c71vg$98e@bgtnsc03.worldnet.att.net>
Source record: 54018

pretty much the same case here.. if I could easily move stuff from my atari
to the pc, I'd be a happy camper.. it's just not worht alot of cash to me,
and having the setup hooked up is a pain.. anyone bought the hadware
required, and wanna dumpo it cheap to get rid of it??

I no longer have a 850 anymore either, btw..

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Sydtech wrote in message <7c6mojqfd1@jair.pressenter.com>...
>Well, in any case, here's a public "Thanks!" for making a fantastic
>emulator...good enough that I don't really use my "real" 8-bit setup
>anymore....
>
>
>
>

2825. Re: "Tapper" BEST on what computer??

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <7c7216$9hv@bgtnsc03.worldnet.att.net>
Source record: 54019

well, the BEST version, is of course, the Mame version, which runs the
original arcade roms...

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Bowling wrote in message <03tF2.149$AT6.3802@newse2.tampabay.rr.com>...
>Can anyone who has played Tapper on at least two different "classic" (or
>near-classic) computers please give a comparison (in graphics, sound,
>gameplay)? I'm speaking of versions such as Atari 2600, Atari 800,
Commodore
>C64, etc. Which "Tapper" is best, and why?
>--Mark
>
>

2826. Re: Alternate Reality & Philip Price

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-dejanews.com>
Message-ID: <7c7935$ti6$1@nnrp1.dejanews.com>
Source record: 54020

I think he is running a game company called Monolith, at-

http://www.lith.com/home.asp

CTH BBS, running BBS Express! Professional 6.0
telnet://cth.tzo.com

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2827. Atari pictures....

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7c77vt$j7u$2@news5.svr.pol.co.uk>
Source record: 54021

Does anyone here know where I can lay my hands on pictures of Atari equipment
so that I can use them on my web site?

I'm looking for pictures of the 8-bit machines and peripherals and also
pictures of the various consoles.

TIA.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

2828. Re: Atari Color Monitor...which is BEST?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7c77n8$lhj@freenet-news.carleton.ca>
Source record: 54022

"Bowling" (mbowlin1@tampabay.rr.com) writes:
> Simply put, I guess I'm looking for a rough equivalent to a Commodore 1702,
> which is universally recognized as a terrific monitor for use with classic
> game systems. Which Atari-made monitor comes closest?

None since Atari didn't sell any for the 8-bit. :)

I've tried just about every monitor imaginable since I buy them routinely
at thrift stores and such. The C1084 is good, but the best I have ever used
is my Magnavox RGB-80.

In addition to the picture quality it has up front controls, a green mode,
and RGB inputs. I have not tried it with an AMiga or Atari ST, but it
should work with the right cables.

This monitor with a Supervideo hacked 1200XL is a dream come true.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2829. New Mail-List

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <MEHF2.913$Hz5.2259@news.flash.net>
Source record: 54023

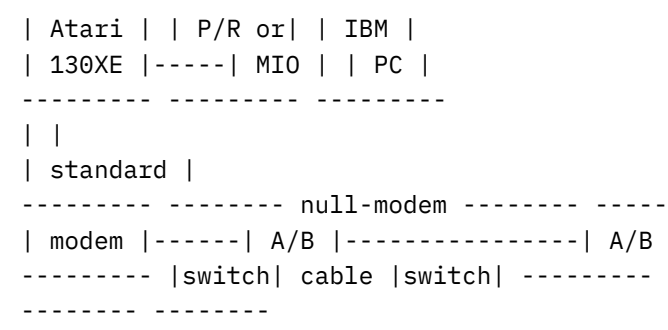
Come join One Come All
I want to see Atari Authors Atari Hardware Hackers and just you guys who
love Atari

AtariHarwareHacking@onelist.com
Thanks
Edward Williams

2830. Re: Atari 130XE to PC - Atari2pc.txt (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: rgk@slip.net
Message-ID: <36e726e5.286405495@news.supernews.com>
Source record: 54024

When I ran the Express! Pro BBS on my Atari I frequently moved files back and forth to the PC. For example, I had batch files that would ARC each directory on the Atari hard drives to a file with the same name as the directory. Then I'd connect to the PC and transfer the ARC files to the PC for backup. To restore the Atari hardrives, batch files would create the directories then un-arc the files (after receiving them back from the PC of course). But there were many other instances where I would transfer files between the computers. I used BOBTERM on the Atari and QMODEM on the PC. These were the best programs at the time for both platforms. There's no concern with the speed. Whatever the maximum for BOBTERM works flawlessly. I used a P/R Connection before I got the MIO, but either works fine. The A/B switches aren't necessary, but I soon tired of plugging/unpluging the modems to make direct connection. The A/B switches were a more elegant solution, and you can use off-the-shelf cables (the cable from the MIO to your modem (or A/B switch) is non-standard of course). I always get all my cables from Roger's Specialist located in Southern California. If you have two telephone lines, of course you don't need any of this, and I frequently dialed into my BBS where I could work from the BBS DOS-SHELL, upload/download etc. But modem to modem connection will be much slower, and ties up both of your phone lines.



P.S. I have tons of 8-bit Atari stuff, which could be for sale.

P.P.S. I don't know what the discussion is about Atari DOS 2.5 and 850 interfaces. I found that stuff all pretty useless. If you haven't already, get SpartaDOS and a P/R Connection, or better yet an MIO. The MIO gives you a nice RAM-DISK and a SCSI hard drive interface as well as the RS-232 and printer ports.

On Mon, 8 Mar 1999 07:08:39 -0500, "Alan Sharkis" <asharkis@erols.com> wrote:

>One small addition:
>
>DOS 2.5 came with a program called SETUP.COM. If you run it, one of the
>options available is that it will create a small AUTORUN.SYS that loads the
>handler from the 850.

>
>
>GP wrote in message <7c0e9s$km0$1@remarQ.com>...
>>
>>-----Original Message-----
>>From: Rafal Baranowski <rafcio@guru.bloknet.com.pl>
>>Newsgroups: comp.sys.atari.8bit
>>Date: Sunday, March 07, 1999 10:39 AM
>>Subject: Atari 130XE to PC
>>
>>
>>>Hello,
>>>
>>>I would like to connect Atari 130XE with my PC (windows 95 or linux).
>Where
>>>could I find the scheme and programs for these computers to use Atari like
>>>terminal?
>>>
>>>Thanks
>>>
>>>rafcio
>>>
>>>
>>>
>> As I have stated in previous posts, I do this from time to time. You
>>do need an interface for the Atari. I use an 850. I see these from time
>to
>>time for sale on this board. The 850 uses a non-standard RS232 9 pin plug,
>>and you must make your own cable to do the transfer. I do use an old IBM
>>DOS program to do the transfers. Its a simple matter to boot Win 9X to DOS
>>to use such a program. The ATARI end uses programs I have outlined below.
>>Not all of the modem programs available for PC's or ATARI support terminal
>>emulation, so either stick with the ones I used or be prepared to do some
>>research.
>>
>>Gary
>>
>>It wants the 850 interface handler. This loads right after DOS loads. It
>>can be found on the DOS 2.0 disks. I don't think it came with DOS 2.5 At
>>any rate, I do this quite a bit - only with a PC to atari 850 interface.
>If
>>you turn up the volume on the TV, you can tell when the handler loads - it
>>is a different pitched sound. The cable pinout is below, but it might be
>>skewed because of the line length. If you need it, email me.
>>
>>Directions for making a null modem cable.
>>
>> IBM ATARI 850 INTERFACE
>>25 pin 9 pin 9 pin
>>

```
>>8 ------ 1 RLSD ----q--------------------------------- 1 DTR
>>6 ------ 6 DSR ----^ JUMPER TO (IBM RLSD)
>>3 ------ 2 RX ------------------------------------- 3 TX
>>2 ------ 3 TX ------------------------------------- 4 RX
>>20 ------ 4 DTR ----------------------------q-------- 2 RLSD
>> JUMPER TO (ATARI DSR) ^-------- 6 DSR
>>7 ------ 5 GND ------------------------------------- 5 GND
>>4 ------ 7 RTS ------------------------------------- 8 CTS
>>5 ------ 8 CTS ------------------------------------- 7 RTS
>>
>>
>>QMODEM ON THE IBM WORKS OK - AMODEM ON THE ATARI WORKS OK, HOWEVER, LIMIT
>>FILE TRANSFERS FROM THE IBM TO THE ATARI TO 2400 BAUD. THE 850 OR AMODEM
>>CANNOT KEEP UP WITH FASTER BAUD RATES. FROM THE ATARI TO THE IBM THERE IS
>>NO PROBLEMS UP TO 9600 BAUD (LIMIT OF THE 850)
>>
>>PCTOOLS, V 6, THERE ARE NO PROBLEMS FROM THE ATARI TO THE IBM AT UP TO
>>9600 BAUD. LIMIT SPEED FROM THE IBM TO THE ATARI TO 1200 BAUD WITH
>>THIS SOFTWARE.
>>
>>GARY
>>
>>
>>
>>
>>
>>
>>
>
```

2831. Annoucement: The Atari Sierra 68000 Project

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36E767E0.878C7E4F@worldnet.att.net>
Source record: 54025

Annoucement:

The Atari Historical Society is proud to annouce the first ever
publicly shown pictures of the 1983 Atari Sierra 68000 Project.
Atari's own secret in-house advanced computing system based on the
Motorola MC68000 cpu and utilitizing an advanced chipset called "Silver
& Gold".

http://www.atari-history.com

Please select Atari Computers from the Main Menu,
select Atari 16/32 Computers,
select Atari Sierra 68000 Project from that menu.

Comming in the following weeks will be additional photo's as well as the
first ever shown photo's of the long rumored Atari 1600XL system!!!

Curt Vendel
The Atari Historical Society

2832. Re: Atari Color Monitor...which is BEST?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: Pairman <yearight@nomail.com>
Message-ID: <YSJF2.11885$Mb.9786228@newscontent-02.sprint.ca>
Source record: 54026

I myself have an AMDEK Color 300. It has ntsc composite and split composite.
Sure makes 80 column readable when using the split chroma/luma mode. And
Man is it ever sharp.
WIth built a build in speaker and other features. I'm happy with it.

Bowling wrote in message ...

>which Atari color monitor is BEST for use as an "all-around" monitor for
use
>with classic game systems (I'm NOT going to use it with an "ST", as Atari
>designed some monitors for).

2833. Re: Atari pictures....

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36E78DBD.4F1@geocities.com>
Source record: 54027

Try...

http://www.atari-history.com

Great site for ALL Atari models known and unknown.

Doctor Clu

2834. Re: Atari XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36E78E15.6C90@geocities.com>
Source record: 54028

I might know a American who who MIGHT have a XE game system for sale.

Doctor Clu

2835. Atari Writer cartridge HELP!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36E78FDA.29B@geocities.com>
Source record: 54029

I'm using a Atari 800 with the Atari Writer cartridge. A great way to catalog all the AUNT newsletter archieves.

HOWEVER, the carriage return symbols after every line is starting to get on my nerves. Is there any way to make those invisible? (Like on other word processors)?

Thanks in advance,

Doctor Clu

2836. Re: "Tapper" BEST on what computer??

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F8FDGJ.FsE@cix.compulink.co.uk>
Source record: 54030

In article <03tF2.149$AT6.3802@newse2.tampabay.rr.com>,
mbowlin1@tampabay.rr.com (Bowling) wrote:

> Can anyone who has played Tapper on at least two different "classic" (or
> near-classic) computers please give a comparison (in graphics, sound,
> gameplay)? I'm speaking of versions such as Atari 2600, Atari 800,
> Commodore
Played it on an Atari 130XE and a Spectrum. The former had the best
sound/graphics (naturally) although in gameplay terms there wasn't much in
it.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

2837. Re: Any official Atari, Inc. archives?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F8FDGL.Fsz@cix.compulink.co.uk>
Source record: 54031

In article <7c6fpv$q7c$1@nntp6.u.washington.edu>,
dpeschel@u.washington.edu (Derek Peschel) wrote:

> Does this kind of OFFICIAL information exist anywhere? Or was Atari
> just not that organized?
A lot got lost along the way. ISTR a rumour that when they sold their VAX
that held all the 8bit schematics etc., they didn't back anything up so
that lot got lost. Apart from anything else, the company no longer exists
so where would this stuff be? Long since dumped in a skip. There is a lot
of stuff that escaped via employees and suchlike and a good chunk exists
on the Atari History Site that Curt vendel does.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

2838. Basic 'B' to 'C' in an XL?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990311075339.00356.00000812@ng-fv1.aol.com>
Source record: 54032

Question...
Can the Basic Rev 'B' chip in a 600XL be pulled out and replaced with the Rev 'C' chip??? Is it a simple chip swap???

Thanks!

B'rgds,
Vinnie

"Can't means don't want to!"

2839. Video clean-up oin an XL?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990311075552.00356.00000813@ng-fv1.aol.com>
Source record: 54033

Anyone aware of a mod to clean up the video output on a 600xl? I did the 'mod' to add seperate chroma/luma.. however, it's no where near as good as the old 800.....

Thanks...

B'rgds,
Vinnie

"Can't means don't want to!"

2840. Re: Atari Color Monitor...which is BEST?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990311080351.00356.00000814@ng-fv1.aol.com>
Source record: 54034

I can't comment on the Atari monitor's since I've never used them... I do have a Commodore 1702 - I think it's great... I use it with my 400, 800's, and 600xl... I like even better, a Teknika MJ-10.... both of these have composite video, and seperate chroma/luma... I had a TV tech add a switch so I can go 'green screen'... it just cuts out the red and blue guns..... I cannot remember the model # of the other Commodore monitor... 1602? 1624? This one is excellent as well... it is also seperated.. and has stereo speakers... may also have other inputs.. I forgot...

B'rgds,
Vinnie

"Can't means don't want to!"

2841. Re: Atari pictures....

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7c8q9r$b08$1@news8.svr.pol.co.uk>
Source record: 54035

Hi,

>Try...

Thanks for the pointer - don't know why I didn't think of it myself....

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

2842. Re: Atari 130XE User

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: Don Rae <donrae@telusplanet.net>
Message-ID: <qwSF2.4501$Qs5.3850@news0.telusplanet.net>
Source record: 54036

Here's one place to look.

http://www.nacs.net/~classics/

Kwobler wrote in message <7c7e3s$u8l$1@jaffa.itower.net>...
>I am new to the Atari scene. I have an Atari 130XE with Atari 1050 disk
>Drive and Atari 1027 printer. Anyways I would like to know how to get a
DOS
>to work on my machine by using my PC to make a Atari Dos Disk. Thanks in
>advance
>
>

2843. Re: Any news on Atari800win..

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-11 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36e7f3b1.213014@news.demon.co.uk>
Source record: 54037

The other Day rich@cstone.net wrote:

>In article <36e9f9b9.8359285@news.demon.co.uk>,
> mclane@dellos.demon.co.uk wrote:
>>
>> Rich, any news (if at all) on a new version. Yep I know you are a busy
>> guy so I don't expect you have that much free time.
>
>My time has been non-existent for the past few months. Plus, it is relatively
>stable and functional with the current version, so I haven't felt overly
>motivated. There are a few nagging bugs to clear up, and beyond that I had
>given thought to a few major issues:

Rich please when you have the time have a check on the F5 reset prob,
800A&B operating systems perform a coldstart regardless of the whether
the reset vectors have been set to force a warmstart (ie code rerun).

The XL side is perfect, if the games reset proof then F5 will warmstart
to the newly set vector.

Its hardly a huge prob but with the emu being so good its worth making
it damn near perfect :)
>
>* Network connectivity. It is unlikely this would ever work anywhere but over
>a LAN. I can think of no way to implement it that wouldn't require ~20ms
>resolution on packet exchange, and that can simply never happen over the
>internet. Yes, I am aware other emulators have done it. Those systems didn't
>have the very high input frequency the Atari does for things like joystick
>control. Being painfully aware of Winsock and it's limitations, I have my
>doubts about this ever working.
>
Personally I would not miss this item, its a neat perk but the emulation
comes first and foremost in my book.

>* An APE/PRO interface, likely by requiring users to purchase APE as a DLL and
>tie it in to Atari800win. Very difficult on a variety of fronts. Alternately
>make my own APE/PRO type system.

Hmm.....Again, emulation 1st for me..This feature would be really nice
and great for the real disk and hardware purists but I think the way the
emu works is more important.

Worth thinking about when you are thru with the compatibility side..
>
>* Rewrite the fundamental code base to be really object driven and heavily
>hardware abstracted, to make it portable to more modern language

>systems/platforms. This would break compatibility with the other Atari800
>ports. However it would make a Mac version easy and potentially an
>(ultra-slow) Java version feasible.

Surely a swings and roundabouts thing, 2 other platforms get a cracking
emu BUT the group thought on code goes a bit out the window and surely
the emulation suffers?
>
>* At one point I had about 70% of the CPU code written in hand assembly, but
>it all fell apart due to changes made by the rest of the team. Might revisit
>that some day.

If it helps the emu and you get time then yes please although :-
>
>* Single cycle CPU mode, which would require a high end Pentium or P2 system.
>
PII400 any good :)

>Anyway, at some point I will pick things up again.
>
>-Rich

Thanks for the answer Rich....
--
Paul..

Emulator megafan, Retro gamer and all round fountain of knowledge.

ICQ No: 105793

2844. Re: Basic 'B' to 'C' in an XL?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990311203203.27493.00001135@ng-cd1.aol.com>
Source record: 53960

>I know it's a simple chip swap if you have the single-chip BASIC

Is it??? Which chip would it be in the 600xl? Getting a single chip sholdn't
be hard... I know BEST sells the 'C' chip....

B'rgds,
Vinnie

"Can't means don't want to!"

2845. Re: Video clean-up oin an XL?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990311220115.11194.00001257@ng12.aol.com>
Source record: 53961

Yes, try the Super Video upgrade, but to
my eyes, even the SV upgrade does not
fully compare to the video of a stock 800
(at least from my machines). The XE is
the closest, but still not quite there. NTL,
I was amazed at the difference achieved just
by clipping out the one capacitor men-
tioned in the upgrade. WHY did Atari ever
add that???
Larry

2846. Re: Atari 130XE User

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990311222814.11194.00001263@ng12.aol.com>
Source record: 53962

>Anyways I would like to know how to get a DOS
>to work on my machine by using my PC to make a Atari Dos Disk.

Don't think that this can be done with a
stock 1050, since UTIL.EXE doesn't
support E/D. (?) Of course if you make/
buy a 1489 cable, then yes, it's easy. But
not with the hardware mentioned.
Larry

2847. Re: looking for SCRAM

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7c9vst$59j@enews4.newsguy.com>
Source record: 53963

On 5 Mar 1999 16:44:23 -, "Alan Sharkis" wrote:

>Oh, yeah, SCRAM! I used to load it from cassette -- all six zillion lines
>of BASIC code. It was probably one of the best nuclear reactor simulations
>out there, but nobody knew about it except this community.
>
>Dunno if I still have it, but I haven't seen it as an .ATR.

I've still got my cassette copy, although I no longer have the 410 or 1010 to load the thing (assuming the tape is still good to begin with, which I think it is). I don't currently have my 8-bit set up, but it's not a big deal to do it. Or, I suppose I could play the tape into Cubase Audio, and save the track as an .AIF or .WAV file, and someone could try to convert it to an ATR...

What do you think, is it worth the effort?

--

Paul Nurminen (aka Nurmix)

_/ Red Light 6 Studio - El Segundo, California

* SPAM ALERT!
* (If it's there) remove "NO_SPAM_ME" before e-mailing!

2848. Re: Video clean-up oin an XL?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: <>
Message-ID: <7ca4lq$u80$1@news.cyberhighway.net>
Source record: 53964

In article <19990311220115.11194.00001257@ng12.aol.com>, LWhite6497 wrote:
>Yes, try the Super Video upgrade, but to
>my eyes, even the SV upgrade does not
>fully compare to the video of a stock 800
>(at least from my machines). The XE is
>the closest, but still not quite there. NTL,
>I was amazed at the difference achieved just
>by clipping out the one capacitor men-
>tioned in the upgrade. WHY did Atari ever
>add that???
>Larry

It is kind of interesting to check out the display after each modification
in the Super Video 2.1 upgrade on the 800XL...

Brent

2849. Re: Emulators Inc. - any problems?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: dmiyash248@aol.com
Message-ID: <19990312022330.08698.00001005@ng34.aol.com>
Source record: 53965

Being a satisfied customer of Emulators Inc. (formerly Branch Always Software)
since 1988, I have had no problems.

Daniel

2850. Re: Atari pictures....

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7cag3q$ani@freenet-news.carleton.ca>
Source record: 53966

"Peter Pachla" (my.name@vectrex.freeserve.co.uk) writes:
> Does anyone here know where I can lay my hands on pictures of Atari equipment
> so that I can use them on my web site?

Buy a pooldisk. Great pictures of everything.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2851. Re: Need cable to connect Commodore 1702 Monitor to 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: LONNIEMCCLURE@prodigy.net
Message-ID: <MPG.1152ae30d5890e8d9896ae@news.prodigy.net>
Source record: 53967

In article <Pine.GSO.3.95.iB1.0.990311140444.20873A-100000@vtn1>, dated Thu, 11 Mar 1999 14:07:49 -0800 yg473@victoria.tc.ca stated:

> The same cable used for a C64 will work with an Atari.

Not necessarily. While the 1701 was packaged with a 5-pin DIN to dual RCA cable that works fine with an Atari (for composite color use, not split video), the 1702 and later Commodore monitors were packaged with an 8-pin DIN cable that will not even fit into an Atari's monitor jack. (Commodore put the chroma on pin #6 of the DIN-8, so the 8-pin plug is required to access that signal for chroma/luma output).

> Also, Radio Shack used to sell a DIN to RCA adapter which works quite
> well. I'm certain a good electronics parts dealer would have something
> similar. The video pin-out can be had from the manual that came with the
> 130XE, from Mapping The Atari and (I think) the FAQ.

I am not certain if Radio Shack still sells this, but there are mailorder dealers that do. I'll have to check my catalogs to see which dealer(s) had it, but I definitely remember seeing it recently.

==========
lonniemcclure@prodigy.net

2852. Phantasie 2

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <36E9195D.838DCF61@agnld.uni-potsdam.de>
Source record: 53968

Hi !

Does anybody know if the SSi title Phantasie II for Atari 8-Bit was
brought out with its own manual ? I heard that Phantasie I already
contains the manual for both I and II. Is that right ? Looking forward
to your answers !

Andre

2853. Re: looking for SCRAM

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: idavis@my-dejanews.com
Message-ID: <7cbafh$di9$1@nnrp1.dejanews.com>
Source record: 53969

I have a copy of scram as an .atr file. When I get home tonight, I will post it to my web page and post the url. It's really fun, and I was playing it the other night. It was one of the first games I had, along with Batcave and TuneIn. I'll dig up some of them and post them as well. Isaac Davis indavis@juno.com mrdo@swbell.net

In article <7c9vst$59j@enews4.newsguy.com>,
Nurmix@NO_SPAM_MEsocal.com (Paul Nurminen) wrote:
> On 5 Mar 1999 16:44:23 -, "Alan Sharkis" wrote:
>
> >Oh, yeah, SCRAM! I used to load it from cassette -- all six zillion lines
> >of BASIC code. It was probably one of the best nuclear reactor simulations
> >out there, but nobody knew about it except this community.
> >
> >Dunno if I still have it, but I haven't seen it as an .ATR.
>
> I've still got my cassette copy, although I no longer have the 410 or 1010 to
> load the thing (assuming the tape is still good to begin with, which I think
> it is). I don't currently have my 8-bit set up, but it's not a big deal to
do
> it. Or, I suppose I could play the tape into Cubase Audio, and save the
track
> as an .AIF or .WAV file, and someone could try to convert it to an ATR...
>
> What do you think, is it worth the effort?
>
> --
>
> Paul Nurminen (aka Nurmix)
>
> _/ Red Light 6 Studio - El Segundo, California
>
> * SPAM ALERT!
> * (If it's there) remove "NO_SPAM_ME" before e-mailing!
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2854. WTB games

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: tommage@aol.com
Message-ID: <19990312103407.24414.00000060@ng-fx1.aol.com>
Source record: 53970

Hi, I am looking to buy the following Atari games, they MUST BE COMPLETE and in excellent condition though!! Originals only. I can provide a list of the items that were included with the Infocoms if need be.

Infocoms Actually these do NOT have to be Atari, any computer platform would do if nice condition and complete.

Deadline
Enchanter
Infidel
Leather Goddesses Of Phobos
The Lurking Horror
Moonmist
Nord And Bert Couldn't Make Head Or Tail Of It
Seastalker
Sherlock
Sorcerer
Starcross
Suspended
The Witness
Zork II
Zork III
Zork Zero

Possibly some of the Ultimas if complete and nice too. Please contact me by email with any questions or offers.

Thanks,
Tom

2855. Re: Any news on Atari800win..

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: mr_maddog@my-dejanews.com
Message-ID: <7cbffaiod1@nnrp1.dejanews.com>
Source record: 53971

In article <7c6d6k$3t2$1@nnrp1.dejanews.com>,
rich@cstone.net wrote:

> My time has been non-existent for the past few months. Plus, it is relatively
> stable and functional with the current version, so I haven't felt overly
> motivated. There are a few nagging bugs to clear up, and beyond that I had
> given thought to a few major issues:

Just wanted to say how happy I am with Atari800Win, I never seen any other
emulator that works as well as it does :)

> * Network connectivity. It is unlikely this would ever work anywhere but over
> a LAN. I can think of no way to implement it that wouldn't require ~20ms
> resolution on packet exchange, and that can simply never happen over the
> internet. Yes, I am aware other emulators have done it. Those systems didn't
> have the very high input frequency the Atari does for things like joystick
> control. Being painfully aware of Winsock and it's limitations, I have my
> doubts about this ever working.

To be honest, the only game I can think of that would benefit from network
play is a 4-player Asteroids "deathmatch" :)

> * An APE/PRO interface, likely by requiring users to purchase APE as a DLL and
> tie it in to Atari800win. Very difficult on a variety of fronts. Alternately
> make my own APE/PRO type system.

I wouldn't mind seeing a APE interface for Windows, but the guy said that
with timing issues APE should only run on a clean DOS only setup. (No DOS
prompt) Also too bad 8-bit emulators in general can't use the PRO images for
running backups of disk games. Still, with a program like Chipmunk that's a
moot point.

> * Rewrite the fundamental code base to be really object driven and heavily
> hardware abstracted, to make it portable to more modern language
> systems/platforms. This would break compatibility with the other Atari800
> ports. However it would make a Mac version easy and potentially an
> (ultra-slow) Java version feasible.
>
> * At one point I had about 70% of the CPU code written in hand assembly, but
> it all fell apart due to changes made by the rest of the team. Might revisit
> that some day.

I personally like to see more assembly optimization, but since this is a port
of Atari800 then portiblity is a must I suppose. Still each platform should
have it's own assembly core I think, the Falcon version definitly needs it.

> Anyway, at some point I will pick things up again.

Here's a few suggestions I have which probably won't be implemented but I'll say them anyway...

- Support for Diamond OS. Alan Reeve was kind enough to put the image of the cart version up, but it's much bigger than what emulators usually load. Plus it would be nice to use the PC mouse as an Atari mouse. That way the 8-bit emu can be used for product means instead of just gaming and programming. Not that there's anything worng with those of course... :)

- And paddle support, actually it doesn't really matter except for those few games like Breakout. A mouse would fit quite nicely though... ;)

BTW, how do I get the Hard Drive emulation to work? I remapped it to a folder and it only reads from a directory but I can't really open anything. Does it only work with MyDOS? (I have to get a another image since the one I had was corrupted)

Eric Noss
a.k.a
Mr. Maddog

>
> -Rich
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2856. FA (Yahoo): Boxed 1027 printer & Atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: thomasj@earth.execpc.com
Message-ID: <7cbcmv$5o2@newsops.execpc.com>
Source record: 53972

4 Days left.

Boxed Atari 1027 letter quality printer, power supply, SIO cable, oil, extra print rolls (I don't know their condition) and owner's guide.

Also part of this auction, a boxed AtariWriter cartridge with owner's manual and quick reference card.

Additionally, APX Classics disk from Antic with Spell Magic, a spell checker compatible with AtariWriter.

2857. FA (Yahoo): Boxed 1027 printer and Atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: thomasj@earth.execpc.com
Message-ID: <7cbd1k$7ch@newsops.execpc.com>
Source record: 53973

4 days left

Boxed Atari 1027 letter quality printer, power supply, SIO cable, oil, extra print rolls (I don't know their condition) and owner's guide.

Also part of this auction, a boxed AtariWriter cartridge with owner's manual and quick reference card.

Additionally, APX Classics disk from Antic with Spell Magic, a spell checker compatible with AtariWriter.

http://auctions.yahoo.com/auction/3333248

2858. Re: Need cable to connect Commodore 1702 Monitor to 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: tracker@misnet.com
Message-ID: <36e94d22.30259528@news.misnet.com>
Source record: 53974

You are right about the 1702 monitor's cable. It had more pins on it
and would not fit into the Atari XL monitor port. I received email
from a couple dealers telling me they had the cables so will probably
look there.

thanks

On Fri, 12 Mar 1999 04:53:39 -0600, LONNIEMCCLURE@prodigy.net (Lonnie
McClure) wrote:

>In article <Pine.GSO.3.95.iB1.0.990311140444.20873A-100000@vtn1>, dated
>Thu, 11 Mar 1999 14:07:49 -0800 yg473@victoria.tc.ca stated:
>
>> The same cable used for a C64 will work with an Atari.
>
>Not necessarily. While the 1701 was packaged with a 5-pin DIN to dual RCA
>cable that works fine with an Atari (for composite color use, not split
>video), the 1702 and later Commodore monitors were packaged with an 8-pin
>DIN cable that will not even fit into an Atari's monitor jack. (Commodore
>put the chroma on pin #6 of the DIN-8, so the 8-pin plug is required to
>access that signal for chroma/luma output).
>
>
>> Also, Radio Shack used to sell a DIN to RCA adapter which works quite
>> well. I'm certain a good electronics parts dealer would have something
>> similar. The video pin-out can be had from the manual that came with the
>> 130XE, from Mapping The Atari and (I think) the FAQ.
>
>I am not certain if Radio Shack still sells this, but there are mailorder
>dealers that do. I'll have to check my catalogs to see which dealer(s)
>had it, but I definitely remember seeing it recently.
>
>==========================
>lonniemcclure@prodigy.net

2859. WTB: Scott Adams Adventures

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: tracker@misnet.com
Message-ID: <36ea4dcd.30431179@news.misnet.com>
Source record: 53975

I am looking for any or all of the Scott Adams adventures. Please
email me if you have them along with your price.

Thanks,
Scott

2860. NTSC & PAL Carts? What'll Work?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <_ldG2.1224$eW.1239455@newse3.tampabay.rr.com>
Source record: 53976

I have an acquaintance in the United Kingdom with some DESIRABLE Carts for Atari 800. He says they are PAL. Are they useless for my Atari 800 here in the United States?
--Mark

2861. /|\ AtariWriter (cartridge) help

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36E97A76.7F90@geocities.com>
Source record: 53977

Hi out there, I have a Atari 800 set up in my living room that I use for games and right now I'd like to use for cataloging the Atari Users of North Texas archieves.

I was wondering if there is any way to make the highlighted carriage return characters invisible? I don't mind seeing carriage returns when I'm creating a document, but not when I'm trying to read it.

Any help will be appreciated!

Doctor Clu

2862. Looking for SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: locust000@aol.com
Message-ID: <19990312181231.02745.00000153@ng-fz1.aol.com>
Source record: 53978

Hi everyone! I am looking to buy a SIO2PC cable so I can finally use APE. I have no experience in attempting to make my own so if there's anyone out there that can make me one, please let me know. Thanx!

2863. Re: /|\ AtariWriter (cartridge) help

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <7ccb6n$fh1$1@news.storm.ca>
Source record: 53979

AFAIK, you can't hide the CRs in AW. Take a look at T: Edit, an ANALOG
program, for a pretty decent text editor.
--
David P.

Doctor Clu <clu-da-bard@geocities.com> wrote in message
news:36E97A76.7F90@geocities.com...
> Hi out there, I have a Atari 800 set up in my living room that I use
> for games and right now I'd like to use for cataloging the Atari Users
> of North Texas archieves.
>
> I was wondering if there is any way to make the highlighted carriage
> return characters invisible? I don't mind seeing carriage returns when
> I'm creating a document, but not when I'm trying to read it.
>
> Any help will be appreciated!
>
> Doctor Clu

2864. Re: /|\ Atari 8-bit TELNETABLE BBS!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: keith@ledbetter-associates.com
Message-ID: <MPG.11539030b766afea9896ab@news.mindspring.com>
Source record: 53980

In article <36D1B9FB.4637@geocities.com>, clu-da-bard@geocities.com
says...

>> I applaud you, Tom Hunt, and "Star" for getting the Atari8 BBS
>> known as "Closer To Home BBS" up and running!

I agree; I just telnetted there myself, and it definitely brought back
a flood of memories of the "old days". I'm glad to see that Tom Hunt is
still alive and kickin'!

-Keith

2865. Emulators Inc - Problem Solved

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: Roger Edwards <edwardr@powersurfr.com>
Message-ID: <36E9E183.15FC@powersurfr.com>
Source record: 53981

Shortly after I posted my note about the delay in receiving Xformer 98,
I received an email from Darek Mihocka of Emulators Inc with the missing
Xformer program attached. According to Mr Mihocka, there was a holdup
in getting the new version of the Xformer out and it has just started
shipping.

Roger
Edmonton, Alberta

2866. Re: Any news on Atari800win..

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <7ccq93bod1@mtinsc01.worldnet.att.net>
Source record: 53982

I want to thank the authors as well! I LOVE what you've done, and since pc's get faster every year, the code speed is just fine by me.. 2 years from now, we'll be running the same code at probably 4 times the original machine's speed!

And I do understand the problem with net connections.. I was just wishful thinking..

another "wishful thinking".. there were some programs that used the keyboard beeping.. is this emulated with winatari??

Also, hearing the disk drive load sound during a progam load would be nostalgic.. (just not the long load times.. LOL!!)

Latsly, adjusting the artifacting color intensity, and hues would be REALLY nice! I remember turning the adjustmentsto get a great red/blue on some games, and with the currnt setting we get a brown/blue combo.. surely making this adjustable, and creating a setting for this wouldn't be too hard??

(mainly I'd want color intensity, and a "tint" slider)

Beyond those minor things, I really can't think of anything else I'd change at all!!

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

2867. Re: Phantasie 2

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: NC <promero@best.com>
Message-ID: <36e9f375$0$215@nntp1.ba.best.com>
Source record: 53983

When I bought Phantasie II back in the old days it came with it's own
everything: Manual, maps, etc. It was an excellent game and the most
obvious springboard to all the later SSI adventure games. The combat system
was way ahead of its time with real-time turn based movement/attacks during
melee. Don't know what happened to all my old stuff though... can't help
you with a copy of it. Last time I saw that manual was ... back in
1989/90.
-NC-

Andre wrote in message <36E9195D.838DCF61@agnld.uni-potsdam.de>...
|Hi !
|
|Does anybody know if the SSi title Phantasie II for Atari 8-Bit was
|brought out with its own manual ? I heard that Phantasie I already
|contains the manual for both I and II. Is that right ? Looking forward
|to your answers !
|
|Andre
|
|
|

2868. Re: Pixels (was Re: Atari vs. Commodore)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: NC <promero@best.com>
Message-ID: <36e9fcdd$0$203@nntp1.ba.best.com>
Source record: 53984
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
regarding pixel:

good definition.

regarding pn junction diodes:

p-type = Anode n-type = cathode (k)

if the diode is forward biased the n-type (k) is negative; applied potential
causes n-type material (k) to be more negative than the p-type material (a).

regarding Herb Schildt:

not the best documenter of the C programming language... misleading
statements about various aspects of the language. Unique coding style and
unusual (if not also too basic for real application) examples make him not
the best tutorial writer. Not that I consider myself better than him (you
don't see me writing any books) just pointing out what I feel are
discrepancies with his style.

Richard Cortese wrote in message <36D739E8.4BB1F4C1@netmagic.net>...
|
|
|Steve Judd wrote:
|>
|
|> I am still interested in any credible info you might come across --
|> but please, no more of this witless pontification, presented as fact.
|>
|> Meanwhile, I think I'll stick with my original statement: the Atari
|> use of the word "pixel" is pretty different than the typical
|> colloquial understanding of the term.
|>
|> -Steve
|Get a grip! GOD what an anal retentive beast you seem to be. Witless
|pontificating? Sheesh! IIRC, you used engineers for a ref. In order to
|qualify your engineers, you should have made it a two part question:
|
|Is the cathode positive or negative?
|
|Followed by
|
|What is a pixel?
|
|The shouldn't get a chance to answer question #2 if they miss question
```

|#1.
|
|I have worked with literally hundreds of engineers, I don't take their
|definitions as gospel. If they told me the sun was up at noon, I would
|loot out the window to make sure.
|
|Here, Herbert Schildt writing in Turbo C, The Complete Reference.
|
|The smallest user addressable part of the screen in a graphics mode is
|one pixel. (Actually, the term pixel originally referred to the smallest
|individual phosphor element on the video monitor that can be
|individually energized by the scan beam. However, in recent years, use
|of the term has been generalized to refer to the smallest addressable
|point on a graphics display.)
|
|A pixel is a screen addressable point. The terms are interchangeable.
|
|Herbert is both well respected in the computer industry & I have found
|him to be a pretty nice guy. He has written numerous books on
|programming & is probably one of the best selling authors of tutorials
|in the field.
|
|But I kind of fully expect you to say he is not a credible source.

2869. Atari Emulation Page Updated

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: netrunnr <netrunnr68@yahoo.com>
Message-ID: <36EA1075.11E50B35@yahoo.com>
Source record: 53985
Cross-posted to: comp.sys.atari.8bit,alt.atari.2600

Updated my Atari Emulation Sections [Other Sections also Updated]

http://home.paclink.com/users/netrunnr/

2870. CTH Ftp site down?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-12 00:00:00 UTC
From: Aaron Christopher Finney <A_Finney@highlander-deerhounds.com>
Message-ID: <36EA09BE.4866C613@highlander-deerhounds.com>
Source record: 53986

Is there a problem with the Closer To Home FTP server? I haven't been
able to connect for a few days...

Aaron

2871. Scram

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: idavis@my-dejanews.com
Message-ID: <7ccps7$o5u$1@nnrp1.dejanews.com>
Source record: 53888

As promised, I put a copy of Scram as an atr file up on my website. Go to

http://www.geocities.com/BourbonStreet/1055

It's right there on the main page. Due to geocities, I couldn't name it scram.atr, so I pkzipped it up. If you can't unzip it, email me at mrdo@swbell.net, and I will email you a copy of the atr. There are a couple of other basic games on the disk, so be sure and put in your basic cartridge and have fun. Nothing like a good meltdown.

No poking fun at my website either!!

Isaac Davis
indavis@juno.com
mrdo@swbell.net

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2872. Re: Watchdog - Emulators Inc. Warning

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: nomail@none.com
Message-ID: <36e9e973.386632@news.west.net>
Source record: 53889

Hi Roger.

You are not the only one who has had problems with Emulators Inc.
I got ripped for their Xformer95 program back in 1996. The company
is run by a man named Derek Mikhocka or something like that. I bought
a couple of Gemulator Atari ST emulators from them and even though I
received them, I was very unhappy with their performance.

Most games didn't run well, gave wrong colors, poor sound or
none at all, and no joystick support. And all of that topped off
by very poor customer support.

Don't bother with the Xformer98. If you want to try the BEST atari
8bit emulator around you must get "Atari800Win". You can get it from
here: http://www.cris.com/~Twist/atari800win/

I can't believe how well it works. It is the first and only emulator
that gave me true sound and colors for all my games. Even the
joystick support works flawless. And the best part is it is FREE!

VB

>Roger Edwards wrote in message
>
>>Shortly after Xmas, I sent in the online order form for the downloadable
>>version of the PC Xformer 98 from Emulators Inc. They billed my credit
>>card later in January and I have heard nothing from them since. I have
>>sent several emails and faxes, but nothing gets a response. I tried
>>phoning - that's a joke. After listening to an interminable message, I
>>was able to leave a message of my own.
>>
>>Anyone else have problems with them?
>>
>>Roger
>>Edmonton, Alberta
>>(remove xyz to respond directly)
>
>

2873. Re: Emulators Inc - Problem Solved

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: nomail@none.com
Message-ID: <36eaf16d.2428669@news.west.net>
Source record: 53890

Try the Xformer98, then, get the Atari800Win program and try it too.
Compare both together ... the speed, colors, sound, DLI's, joystick
control, and window resizing. I'd be curious of your opinion.

On Fri, 12 Mar 1999 20:54:43 -0700, Roger Edwards
<edwardr@powersurfr.com> wrote:

>Shortly after I posted my note about the delay in receiving Xformer 98,
>I received an email from Darek Mihocka of Emulators Inc with the missing
>Xformer program attached. According to Mr Mihocka, there was a holdup
>in getting the new version of the Xformer out and it has just started
>shipping.
>
>Roger
>Edmonton, Alberta

2874. Re: Any news on Atari800win..

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <36e9fe82.18204544@207.106.92.52>
Source record: 53891

I would like to have the settings saved in an INI file instead of the registry. I would then like to be able to specify an INI file on the command line. This would allow several configurations to be just a click away from the desktop. Anyone else find this useful?

I have downloaded the source and started moving the settings from the Registry to an INI file. Perhaps if this is useful to others Rich may incorporate this in to an official release.

On Sun, 07 Mar 1999 22:17:14 GMT, mclane@dellos.demon.co.uk (Paul Irvine) wrote:

>
>Rich, any news (if at all) on a new version. Yep I know you are a busy
>guy so I don't expect you have that much free time.
>
>If there is a version coming can we expect anything big :))
>
>Hoping that the Pro images can be added at some point.
>
>Many thanks
>--
>Paul..
>
>Emulator megafan, Retro gamer and all round fountain of knowledge.
>
>ICQ No: 105793

2875. Re: Watchdog - Emulators Inc. Warning

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: Tim Denning <tim@timsplace.freeserve.co.uk>
Message-ID: <ZnUXvCA8Yj62EwB8@timsplace.freeserve.co.uk>
Source record: 53892

In article <36e9e973.386632@news.west.net>, VB <nomail@none.com> writes
>
>Don't bother with the Xformer98. If you want to try the BEST atari
>8bit emulator around you must get "Atari800Win". You can get it from
>here: http://www.cris.com/~Twist/atari800win/
>
>I can't believe how well it works. It is the first and only emulator
>that gave me true sound and colors for all my games. Even the
>joystick support works flawless. And the best part is it is FREE!
>
I gotta agree with this guy on the Atari800Win it runs brilliantly and
is very stable.

another satisfied atari800win user :)

Arma, aka Tim Denning sad old computer collector & Father of two.

Sinclair ZX81, Spectrums 16K, 48K, 128K, +2, +2A, Mattel Aquarius,
Memotech, Acorn Electron, BBC B, Atari 400, 800/600XL, 65XE, 7800,
Jaguar, Vectrex, Amstrad CPC464, CPC6128 Commodore`s Vic 20, C64, +4,

Http://www.timsplace.freeserve.co.uk ....for a view on all the above.

2876. Where can I buy 3" diskettes for my AMDEK AMDISK III drive ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <921319884.16858.1.rover.d4ee0f47@news.demon.nl>
Source record: 53893
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Hi,

I have bought a diskdrive AMDEK AMDISK III and want to buy some disks for it, I also need the disk that came original with the drive. When some can help me please e-mail...

Gtx,
Rene

E-mail: Rene@underground.demon.nl

2877. I need XETERM for XM301 ATARI modem...

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <921319885.16858.3.rover.d4ee0f47@news.demon.nl>
Source record: 53894
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Hi,

I have bought this modem but it didn't have the diskette included. Is there someone who can mail it to me?

Gtx,
Rene

E-mail: Rene@underground.demon.nl

2878. Need diskette that came with AXLON 288Kb memory upgrade for ATARI 800...

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <921319885.16858.2.rover.d4ee0f47@news.demon.nl>
Source record: 53895
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

```
Please mail to:

Rene@underground.demon.nl
```

2879. Re: NTSC & PAL Carts? What'll Work?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <65sG2.2343$eW.1648967@newse3.tampabay.rr.com>
Source record: 53896

Bowling wrote in message <_ldG2.1224$eW.1239455@newse3.tampabay.rr.com>...
>I have an acquaintance in the United Kingdom with some DESIRABLE Carts for
>Atari 800. He says they are PAL. Are they useless for my Atari 800 here in
>the United States?
>--Mark
>
>

2880. Re: Infocom (tm)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: "Steven E. Posey" <stevenposey@usa.net>
Message-ID: <36EA68F9.8DAB7E92@usa.net>
Source record: 53897

Jason Compton wrote:

> I think one of the limitations would be that the Atari only had a Version
> 3 interpreter, while the vast majority of the freeware adventures are
> Version 5.

True, but I've done my own work using the Inform compiler language (the freeware compiler on ftp.gmd.de/if-archive) to create Z-code games, compatible with Infocom's format, and it's possible to take most of those Z5 games and recompile them into Z3 games that could be played on 8-bits. In fact, Tom Hunt, who used to have the Closer To Home website until dyn.ml.org shut down (did he ever get it moved to a new location?) has already converted a few Z5 games down to Z3 using his own interpreter. I once asked him how he did it, but I don't think he was ready to give out that information. You can probably find his versions of Adventure, MiniZork, MST3K, Odieus, Paperchase, and Toyshop for the Atari 8's on other sites -- maybe on UMich, but I haven't checked lately.

Inform, by default, compiles to Z5 format, which allows for 256K games, while Z3 games can only be 128K. Most people don't bother to force compilation to Z3, although very few games actually exceed 128K. According to the Inform Designer's Manual, even Infocom's games rarely needed that much room (yep, I just checked my games and 19 of them are less than 128K -- Zork 1, 2 and 3 and Starcross are only 90K each!). Going through my freeware collection, I've got 56 newer games that could have been compiled in Z3, and only 15 others that needed the extra space of the Z5 format.

I'm pretty sure a stand-alone interpreter could be built like the other platforms use, although I would bet it would require a 130XE or at least a good memory upgrade. There's enough good Interactive Fiction being written today to keep us going on our Atari's for a long time, as long as there's an intelligent programmer out there to write us the interpreter (hint, hint).

Play On!
Steven

2881. Re: Need cable to connect Commodore 1702 Monitor to 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: LONNIEMCCLURE@prodigy.net
Message-ID: <MPG.1154355b6918cde09896b5@news.prodigy.net>
Source record: 53898

In article <36e94d22.30259528@news.misnet.com>, dated Fri, 12 Mar 1999
17:23:02 GMT tracker@misnet.com stated:

> You are right about the 1702 monitor's cable. It had more pins on it
> and would not fit into the Atari XL monitor port. I received email
> from a couple dealers telling me they had the cables so will probably
> look there.

BTW, while I did find a couple of mailorder electronics places that have
5-pin DIN to 4-RCA plug cables that will do the job, the problem is the
if you just want the cable and nothing else. One place has a $20 minimum
order, and with the other, ordering the cable alone would mean you wind
up paying more for shipping than the cable itself.

Still, if anyone is interested in those sources, let me know, and I will
pull out the catalogs again and post the info.

==========
lonniemcclure@prodigy.net

2882. Re: "RARE" ATARI BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: "Steven E. Posey" <stevenposey@usa.net>
Message-ID: <36EA6C33.A97F6B93@usa.net>
Source record: 53899

Bowling wrote:
> Everyone knows that virtually every piece of hardware/software has
> both it's good AND not-so-good traits).
> --MB

Yeah, but there's enough fanatics out there who play the one-upmanship game for real that even good-natured ribbing can make a thread like this get ugly really fast ;-)

Steven

2883. Re: Where can I buy 3" diskettes for my AMDEK AMDISK III drive ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990313100659.16384.00000099@ng101.aol.com>
Source record: 53900

```
The last lot of these that I saw advertised
were for something like $3 - 4.00 EACH.
Hope you do better than that!
Larry
```

2884. Re: Video clean-up oin an XL?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990313103927.16384.00000112@ng101.aol.com>
Source record: 53901

To carry this on a bit. Has anyone ever
tried swapping out the stock Atari
transistors in the video output stage(s)
for others that might give better performance?
Are some GTIA's better than others?
What were the changes in ANTIC between
XL and XE - anything significant to video
performance?
Larry

2885. Re: Atari pictures....

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990313104115.16384.00000114@ng101.aol.com>
Source record: 53902

Buy the Pooldisk Too - watch clips of the
old Atari commercials. There is some
amazing stuff on those disks!
Larry

2886. Re: /|\ AtariWriter (cartridge) help

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36e9f5f2.24567194@news.earthlink.net>
Source record: 53903

On Fri, 12 Mar 1999 17:23:00 -0500, "David A. Paterson"
<david_p@storm.ca> wrote:

>AFAIK, you can't hide the CRs in AW. Take a look at T: Edit, an ANALOG
>program, for a pretty decent text editor.

Also you might try TextPro. TextPro is probably the best editor for
the Atari8. PaperClip is probably the best word processor. TextPro
is like Speedscript on super steriods!

2887. Re: Emulators Inc - Problem Solved

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36eaf662.24678797@news.earthlink.net>
Source record: 53904

On Fri, 12 Mar 1999 20:54:43 -0700, Roger Edwards
<edwardr@powersurfr.com> wrote:

>Shortly after I posted my note about the delay in receiving Xformer 98,
>I received an email from Darek Mihocka of Emulators Inc with the missing
>Xformer program attached. According to Mr Mihocka, there was a holdup
>in getting the new version of the Xformer out and it has just started
>shipping.

So he says. Maybe it's even true. What I have read over time though
is there have been a lot of people who have had problems with him
taking forever to fill an order or complete a transaction.

Basically EVENTUALLY he gets around to it. Still no excuse for that
really.

2888. Re: CTH Ftp site down?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-dejanews.com>
Message-ID: <7cehhv$3su$1@nnrp1.dejanews.com>
Source record: 53905

Yes, it's down. I'm in the process of updating my web pages and getting rid of all references to it, so I'm sorry if you experienced problems from links on my pages. I've also asked Bill to take it out of XL-Search. A few kind souls have offered to host it, and I'm considering what I want to do with it.

telnet://cth.tzo.com

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2889. Atari 1050 Disk Drive 9 Volt Power Supply for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <36eacbc9.2101203@news.erols.com>
Source record: 53906
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

Hello,

I have a good Atari #CO17945 1050 Disk Drive 9 Volt Power
Supply for sale: ONLY $9.99 + Shipping U.S.P.S.

It's specifications allow it to be used for these other devices as
well:

400,800,810,822,850,1010,1200XL,1020,1050,XF551

E-mail me if you are interested.

Ronald Powalisz
ronwizbot@juno.com

2890. Re: Phantasie 2

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: "ASI Industries." <ASIIndustries@usa.net>
Message-ID: <01be6d9e$50efb660$bd57883e@asi>
Source record: 53907

As far as im aware you dont need any manuals for it since the controls are exactly the same as the original Phantasy, to me it looks as if Phantasy 2 is just Phantasy 1 with new maps and story!
--

Andrew Mcintosh
ASIIndustries@usa.net

2891. Re: Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <36EB2098.ECE307B2@postoffice.pacbell.net>
Source record: 53908

I still intend to do the mag.... maybe too much fun doing h/w things instead.

Once a year is a reasonable expectation, yes. You will have to make your own determination if it is time for a fork. Anyone who feels that they need a refund, please contact me here or at Atari Classics.

AC? I have not registered AC in any form, just Atari Classics and Atari Rulz!!, the parent.

I just took two weeks off of work and did only Atari stuff. Still not close to production - it is very difficult to size these projects.

William Moeller wrote:

> Well, I think we can safely say that you can stick a fork in Atari
> Classics, it's done.
>
> I understand that it is no easy task to get a magazine out, but I think
> that an issue at least once a year is not too much to ask....is it?
>
> I'd like to get an AC sub (mine ran out) but at this rate of release, I
> think I will be purchasing them one at a time if AC ever issues another
> issue. What is happening Bob?
>
> BTW, there is an ST publication called "Atari Computing" that is now using
> the moniker "AC",.....I would have protested, but it seems that AC is no
> more. Anyone know anything?
>
> Willy
>

2892. Looking for AH disk images

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: "Stephen C. Johnson" <scjohnson@bigfoot.com>
Message-ID: <36EB1F8D.89D391BA@bigfoot.com>
Source record: 53909

Hi all--

Does anyone know where I can find disk images for the following AH
games?

-- GFS Sorceress
-- Voyager I

I have looked in the usual haunts, but no luck. I have these on
cassette, but my 410 is busted (what a shocker), and the WAV2CAS
program, although excellent :) , is not doing the job for me.

Please let me know...

Thanks,
Steve

2893. Re: Need cable to connect Commodore 1702 Monitor to 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: "Stephen C. Johnson" <scjohnson@bigfoot.com>
Message-ID: <36EB3B89.2C453D57@bigfoot.com>
Source record: 53910

Just as an alternative, for under $10 you could solder one up-- its pretty simple. I have a home-built composite and S-video cable that I made-- not because I'm any good at soldering... just because I'm cheap :)

For composite monitors, buy a 5 pin DIN, and an RCA patch cable from RadioShack. Cut the patch cable in two, and solder them to the composite and audio pins of the DIN (with proper grounds, of course) That's it.

--Steve

Lonnie McClure wrote:

> In article <36e94d22.30259528@news.misnet.com>, dated Fri, 12 Mar 1999
> 17:23:02 GMT tracker@misnet.com stated:
>
> > You are right about the 1702 monitor's cable. It had more pins on it
> > and would not fit into the Atari XL monitor port. I received email
> > from a couple dealers telling me they had the cables so will probably
> > look there.
>
> BTW, while I did find a couple of mailorder electronics places that have
> 5-pin DIN to 4-RCA plug cables that will do the job, the problem is the
> if you just want the cable and nothing else. One place has a $20 minimum
> order, and with the other, ordering the cable alone would mean you wind
> up paying more for shipping than the cable itself.
>
> Still, if anyone is interested in those sources, let me know, and I will
> pull out the catalogs again and post the info.
>
> ==========
> lonniemcclure@prodigy.net

2894. Re: /|\ Atari 8-bit TELNETABLE BBS!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <36EB39A5.33B1681D@sisna.com>
Source record: 53911

Keith Ledbetter will be alive and kicking long after your demise and my own! Father of the Atari 8-Bit BBS, BBS Express is still being downloaded today as a Public Domain item across the World.

BBS Express! Professional, had made many changes since you relinquished the rights to myself, and I have visions of it going even further with the rights being transferred to Lance Ringquist of Video 61, so both achieve our dreams, we demise, our project live on, best to you and yours and may the future programers of BBS Express! Professional (tm) excel both our dreams!

Best to you Keith Ledbetter, may the world be your feather bed and may you enjoy all your dreams!

bob

2895. atari8-l mailing list

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: krap@zwieracz.ideefixe.nom.pl
Message-ID: <7cear9$o0d$1@zwieracz.ideefixe.nom.pl>
Source record: 53912

echlo

i'd like to invite all of you to atari8-l mailing list.

it's probably the biggest atari 8 bit related mailing list in the world -
- connected bidirectionally to old list at MARIST, and gatewayed to the
FidoNet(tm) international ATARI8-L echo.

for now it has about a 100 subscribers, from all around the world. the list
is free from all the F/S messages, and other off-topic discussions, so
you can find there pure atari8 related stuff... all the messages comes right
to your email account, so there is no need to contact a newsserver, there
is no old-messages deleting, and so on... my wish is that every atari user
would be subscribed, so the atari community stay together and grow in
strenght.

if you maintain an atari8 related WWW site, please put some informations
about the list on it - i'll help others - not everyone has access to
usenet.

to subscribe, please send the message to majordomo@zwieracz.ideefixe.nom.pl
with the following line in the body (not the subject) of your message:

subscribe atari8-l

the language we use is, of course, english. the list is fast, reliable,
regularily maintained.

please, share this message with all people that are interested in atari8
topics you know, and help make this mailing list wide known.

--
= krap@ideefixe.nom.pl = phone +48-602-339173 = InterNIC: MKG5 =
= 2:480/70 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
= finger me or mail a message with subject: 'get-pgpkey' for pgp key =

2896. I have the cable to connect 1702 to XL plus Micromainframe dual disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-13 00:00:00 UTC
From: caraudio@direcpc.com
Message-ID: <36e9d194.18489313@127.0.0.1>
Source record: 53987

see my auction at

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=77311115

regards

Best regards

Addtronics Full tower case with extra fan over video cards (intake),
2 in front case (intake), rear case (output), 400wPS ATX PC POwer&Cooling;
Celeron 300A at 450MHz 2.0v; 256MB ECC SDRAM Mosel Vitalic CL2; Asus P2B-LS;
; Seagate Cheetah Ultra2 SCSI 9.1GB harddrive with ISTORM cooler;
Plextor Ultraplex 32x SCSI CDROM; Sony SDT-5100 4/8GB SCSI DAT drive;
Canopus Spectra 2500 TNT video card with factory fan; (2) Canopus Pure3DII LX Voodoo2 in SLI each with Stealth fan;
; 17" Trinitron with 3m CP350XL filter;
SB Live sound;Cambridge Soundworks Microworks; Hayes Optima 56K external Modem;
DirecPC PCI adapter; Thrustmaster F22 Pro stick and TQS Throttle

2897. WILL PAL CART WORK ON US TV?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-14 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <9ADG2.1736$8L1.4082@newse2.tampabay.rr.com>
Source record: 53913

Is a PAL 2600 cart useless to a US TV owner?

2898. Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-14 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <7cevn8$27e$1@mohawk.hwcn.org>
Source record: 53914

Well, I think we can safely say that you can stick a fork in Atari Classics, it's done.

I understand that it is no easy task to get a magazine out, but I think that an issue at least once a year is not too much to ask....is it?

I'd like to get an AC sub (mine ran out) but at this rate of release, I think I will be purchasing them one at a time if AC ever issues another issue. What is happening Bob?

BTW, there is an ST publication called "Atari Computing" that is now using the moniker "AC",.....I would have protested, but it seems that AC is no more. Anyone know anything?

Willy

2899. Re: Atari Color Monitor...which is BEST

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-14 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7cfefh$25bc@enews2.newsguy.com>
Source record: 53915

On 10 Mar 99 23:10:11 -0, Thomas J. Andrews wrote:

>If I remember correctly from my dim-witted past, the Atari SC1435
>(successor to the ST's SC1224) was a multi-sync monitor. If so, it
>probably could have been connected to a composite signal, maybe even split
>luma/chroma. I use a Commodore 1701 on my XE system, and I think it's
>great! I even hooked it up to my VCR once. Best picture I've ever seen
>that tape machine produce. I also have an Amdek Color-I Plus (composite
>only-no split video) which I don't think is nearly as good.

Actually, the SC1435 was almost identical to the SC1224, but the screen was 14
inches, and it had stereo speakers built in, as it was designed for use with
the STE (which has stereo output). I've got one of these monitors packed away
with my STE. It's an RGB, not multi-sync. :^(

And I've got one of those Amdek Color-I monitors too. I painted it black.
Good picture but not the best.

--

Paul Nurminen (aka Nurmix)

_/ Red Light 6 Studio - El Segundo, California

* SPAM ALERT!
* (If it's there) remove "NO_SPAM_ME" before e-mailing!

2900. Re: Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-14 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <7cfh8v$774$1@mohawk.hwcn.org>
Source record: 53916

rwoolley@postoffice.pacbell.net wrote:
: I still intend to do the mag.... maybe too much fun doing h/w things instead.

That is good to hear.

: Once a year is a reasonable expectation, yes. You will have to make your own
: determination if it is time for a fork. Anyone who feels that they need a
: refund, please contact me here or at Atari Classics.

Well, I always hold out hope. However, after a year since the last issue,
I am sure you can understand why I would doubt there will ever be another
issue from AC.

: AC? I have not registered AC in any form, just Atari Classics and Atari
: Rulz!!, the parent.

I did not suggest that "AC" was a registered name. I just thought that it
was in poor taste to refer to their Magazine as "AC" when Atari Classics
had been calling itself that for quite some time. However, "Atari
Computing" is run by the ST only clowns at the Toronto Atari Federation,
so I am not surprised they would hijack the nick name. They pay lip
service to supporting the 8 bit Atari, but largely ignore it. Anyhow, it
is my own opinion.

: I just took two weeks off of work and did only Atari stuff. Still not close to
: production - it is very difficult to size these projects.

Please keep us informed as to when the issue will be ready. I will fire
out a personal cheque in US funds as soon as I hear the word.

Willy

2901. 1MB Ram Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-14 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7cfjgl$sr2@freenet-news.carleton.ca>
Source record: 53917

Are there any designs out there for upgrades with 1mb ram chips? I recently
came across a big stash of these and it would be nice to put them
to use.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2902. Re: Watchdog - Emulators Inc. Warning

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-14 00:00:00 UTC
From: atari@bright.net
Message-ID: <7cfmrnhfb1@cletus.bright.net>
Source record: 53918

On 13 Mar 1999 04:47:05 , VB wrote:
>Hi Roger.
>
>You are not the only one who has had problems with Emulators Inc.
>I got ripped for their Xformer95 program back in 1996. The company
>is run by a man named Derek Mikhocka or something like that. I bought
>a couple of Gemulator Atari ST emulators from them and even though I
>received them, I was very unhappy with their performance.

I've met this Derek in person at an Atari show back before he bailed
and started coding the PC crap. Even then my honest impression was
that he was a jerk. I should of never registered ST Xformer which he
then dropped and I certainly won't purchase anything from him in the
future.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

2903. Re: Looking for AH disk images

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-14 00:00:00 UTC
From: ndary@bigfoot.com
Message-ID: <36EB6567.97A9C798@bigfoot.com>
Source record: 53919

Hi

I have Voyager but i don't remebr if it's one or 2

NIR

"Stephen C. Johnson" wrote:

> Hi all--
>
> Does anyone know where I can find disk images for the following AH
> games?
>
> -- GFS Sorceress
> -- Voyager I
>
> I have looked in the usual haunts, but no luck. I have these on
> cassette, but my 410 is busted (what a shocker), and the WAV2CAS
> program, although excellent :) , is not doing the job for me.
>
> Please let me know...
>
> Thanks,
> Steve

2904. Re: Need cable to connect Commodore 1702 Monitor to 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-14 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990314055009.19721.00000492@ng09.aol.com>
Source record: 53920

>Still, if anyone is interested in those sources, let me know, and I will
>pull out the catalogs again and post the info.

It is a question that comes up all the time.
Some sources would be good for one of
the FAQ's.
Larry

2905. Re: Basic 'B' to 'C' in an XL?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-14 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990314061327.29708.00000821@ng122.aol.com>
Source record: 53921

>The OS chip and the BASIC chip in a 600XL are both over by the joystick
>ports. The OS chip is 28 pins, and the BASIC chip is 24 pins.
>

thanks! Another project!!! Chip swapping..!
B'rgds,
Vinnie

"Can't means don't want to!"

2906. Re: Indus/Synchromesh

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-14 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9903140718020.9346-100000@moose.erie.net>
Source record: 53922

Is there an Indus Synchromesh (high-speed transfer) driver that
works with SpartaDos 3.2? I've been looking a long time and have never
found one. I'd be particualrly interested in one that supports the 64K
RAM buffer. It wouldn't seem to be that difficult, but apparently no one
has ever done it.

On Sat, 6 Mar 1999, Sysop Fox-1 wrote:

> >Indus GT drivers for Sparta-Dos
>
> Larry,
>
> Conradus (Konrad) coded an improved Indus-GT driver for Sparta-Dos-X.
> For more info, take a look at:
>
> http://www.orient.uw.edu.pl/^conradus/
>
> Note: the "^" is supposed to be a "tilde", but I cannot type the character
> on my Atari 130XE :-)
>
> Sysop Fox-1 (fox-1 AT aq DOT nl)
>
>
>
> Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
> ---
> þ
>
>

2907. WTB: Foot Craz Activity Pad

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-14 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <eMVG2.4426$8L1.4737@newse2.tampabay.rr.com>
Source record: 53923

Hi,
I'd like to buy (or trade) for the Exus Foot Craz Activity Pad, which was a pack-in with the games Video Jogger and Video Reflex. I will only deal with the first person to contact me who owns one, so don't everybody flood me with offers to sell your Activity Pads, now!!!
By now, you have probably tired of the novelty of playing your Video Jogger and your Video Reflex games, so why not consider the Activity Pad for a profitable sale? Or an enjoyable trade, for something "fresh" to add to your collection??? I have some good stuff!! (along with dead Presidents, if you prefer!). Please e-mail me at mbowlin1@tampabay.rr.com with an asking price (or else contact me to arrange a trade -- I have some goooood stuff!)
Thanks,
Mark

2908. FS: Carts & Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-14 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <7chbj7$gu9$7@ramp2.tir.com>
Source record: 53924

4-Button Joystick $2.00
Atari Paddles $3.50
SVI Quickshot I Joystick $3.00
BASIC Cart. $2.00
BASIC Cart. (w/ orig. box) $2.50
Basketball Cart. $3.00
Bug Hunt Cart. $3.00
Bug Hunt Cart. (w/o case) $1.00
Centipede Cart. $3.00
Dig Dug Cart. $3.00
E.T. Phone Home Cart. (unopened) $4.00
Eastern Front (1941) Cart. $3.00
Eastern Front (1941) XE Cart. $4.00
Flight Simulator II Cart. $5.00
Football Cart. $4.00
One On One Cart. $3.00
One On One Disk (w/manual) $5.00
Pac-Man Cart. $3.00
Star Raiders Cart. $3.00
Super Breakout Cart. $2.50

2909. Re: Basic 'B' to 'C' in an XL?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-14 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990314175550.04839.00000750@ng26.aol.com>
Source record: 53925

I have never done this, because I have
gotten enough Rev. C Basic chips from
dead 65XE's and 130XE's, but I have
heard that one can physically adapt a
28 pin Eprom to a 24 pin Rom by using
a socket with various legs bent up,
jumpers, etc. This is on my "to do" list
of hacks to try sometime in a year or
two after I'm retired.
Larry

2910. Re: Emulators Inc - Problem Solved

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-14 00:00:00 UTC
From: Stephen Johnson <sjohnson@mitre.org>
Message-ID: <36EC8142.EC3F39E8@mitre.org>
Source record: 53926

Hate to pile on, but seems like "real" mail order companies don't charge your account until product ships. If he charged your credit card in January, and gives you a product in March, well... that's pretty lame. Wonder if he reads the newsgroups? :)

--Steve

Jon Melbo wrote:

> On Fri, 12 Mar 1999 20:54:43 -0700, Roger Edwards
> <edwardr@powersurfr.com> wrote:
>
> >Shortly after I posted my note about the delay in receiving Xformer 98,
> >I received an email from Darek Mihocka of Emulators Inc with the missing
> >Xformer program attached. According to Mr Mihocka, there was a holdup
> >in getting the new version of the Xformer out and it has just started
> >shipping.
>
> So he says. Maybe it's even true. What I have read over time though
> is there have been a lot of people who have had problems with him
> taking forever to fill an order or complete a transaction.
>
> Basically EVENTUALLY he gets around to it. Still no excuse for that
> really.

2911. Re: MIO docs

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-14 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <BTU3GVv.rldetlefsen@delphi.com>
Source record: 53927

"Cabell Clarke" <cabell@richmond.infi.net> writes:

>Anyone have a schematic diagram for an ATR 8000?

To my knowledge, SWP never released any tecnical data to the public-i.e.
schematics and vectors.(too bad). Docs in general are available.

Rick D.

2912. Anyone ever play LIFESPAN?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-14 00:00:00 UTC
From: Stephen Johnson <sjohnson@mitre.org>
Message-ID: <36EC8FAF.1901557@mitre.org>
Source record: 53928

Hello All--

I was playing some games on the old 400 tonight and ran across a title called "LIFESPAN", by Roklan. It seemed to be a 'concept' game, like EA's "WORMS".

I really liked what I saw-- even if I had no idea what was going on! It starts with a "birth spiral" , and went on through "childhood", etc. Anyone know where I could get docs for this? Any comments on the game are welcome. :)

Thank You,
Steve

2913. Anyone ever play LIFESPAN?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-14 00:00:00 UTC
From: Stephen Johnson <sjohnson@mitre.org>
Message-ID: <36EC8FDA.4034FBC3@mitre.org>
Source record: 53929

Hello All--

I was playing some games on the old 400 tonight and ran across a title called "LIFESPAN", by Roklan. It seemed to be a 'concept' game, like EA's "WORMS".

I really liked what I saw-- even if I had no idea what was going on! It starts with a "birth spiral" , and went on through "childhood", etc. Anyone know where I could get docs for this? Any comments on the game are welcome. :)

Thank You,
Steve

2914. C cross-compilers.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-15 00:00:00 UTC
From: Niall Tracey <niallt@dai.ed.ac.uk>
Message-ID: <Pine.SOL.3.95.990315145749.25730B-100000@topcat.dai.ed.ac.uk>
Source record: 53838
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.sinclair

I need to get my hands on C cross-compilers for the PC for as many 8-bit formats as I can. I want to write a game for several platforms. I'm having some problems getting the information from FAQs and my old links seem to be mostly out of date.

Anyone who can supply up-to-date addresses, please email them to me (I don't want to get the newsgroups all jammed up with such a commonly asked question - especially as I'm posting to so many at once) as I'd like to get this done during my Easter break.

Thanks,

Niall Tracey

A X o
/</ \>\
/ \ / \
___/ /___\ ___

Your powers are weak, old man...

2915. Rarity Guide ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-15 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <36ED38DD.5F140FD0@agnld.uni-potsdam.de>
Source record: 53839

Hello !

Does anybody know a rarity guide or list for Atari 400/800/XL/XE disc
and tape (not cartridge) based software ?

Bye

Andre

2916. Re: NTSC & PAL Carts? What'll Work?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-15 00:00:00 UTC
From: Graham C Thornton <graham.thornton@ln.ssw.abbott.com>
Message-ID: <7cjenv$b63@news.abbott.com>
Source record: 53840

The vast majority of carts work perfectly well on both NTSC and PAL systems, even
my "North American TV Only" Track & Field cart looks just the same on my PAL
Atari 800 as it does on my NTSC 1200XL.

Just a few PAL games use video timing techniques that cause problems on NTSC
systems, but since the Europeans never embraced the ROM cartridge format as
widely as the Americans, most of those games come on disk.

Either way, they can be played on an NTSC system by swapping the NTSC Antic
chip for a PAL version. It should be a straight swap. I have done this on
my
1200XL and have yet to find a game that won't work. The only problem is
that
now your computer is really an NTSC system with a 50Hz signal, instead of
the
usual 60Hz. Most TVs and monitors have no problem with this, but a few do,
including my Sony 14" colour I bought from Best Buy two years ago. My
ancient
10" TI color monitor has no problem with the signal.

Hope this helps

Graham

Bowling wrote in message <_ldG2.1224$eW.1239455@newse3.tampabay.rr.com>...
>I have an acquaintance in the United Kingdom with some DESIRABLE Carts for
>Atari 800. He says they are PAL. Are they useless for my Atari 800 here in
>the United States?
>--Mark
>
>

2917. Re: Anyone ever play LIFESPAN?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-15 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <S5dH2.1141$2G6.479@c01read02.service.talkway.com>
Source record: 53841

On Sun, 14 Mar 1999 23:43:06 -0500 Stephen Johnson <sjohnson@mitre.org>
wrote:
> Hello All--
>
> I was playing some games on the old 400 tonight and ran across a title
> called "LIFESPAN", by Roklan. It seemed to be a 'concept' game, like
> EA's "WORMS".
>
> I really liked what I saw-- even if I had no idea what was going on! It
> starts with a "birth spiral" , and went on through "childhood", etc.
> Anyone know where I could get docs for this? Any comments on the game
> are welcome. :)
>
> Thank You,
> Steve

The beginning is so mesmerizing I can never figure out what to do on
the second screen :) I don't think I have ever played another atari
game that I had absolutely no clue how to play :)
Mark

http://members.tripod.com/~eightbits/gametrader.html

>
--
Posted via Talkway - http://www.talkway.com
Surf Usenet at home, on the road, and by email -- always at Talkway.

2918. Wizards Crown Help?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-15 00:00:00 UTC
From: Keith Scroggins <kws@saltmine.radix.net>
Message-ID: <7cjn6dqhm1@news1.Radix.Net>
Source record: 53842

Anyone know where I could find a help file for Wizards Crown on the net?
I remember waaaaaaaayyyyyyyy back that Compuserve had a semi walk thru for
the game. I'd kinda like to finish the game since these days there seems
to be a giant lack of good old fashion RPGs.

Another question, did the sequal to Wizards Crown come to the 8-bit? I
seem to remember it was called Eternal Dagger and was far easier than
Wizards Crown (well not simple, but Wizards Crown is a nice challenge).

Thanks for the replies!

---Keith

2919. Re: Anyone ever play LIFESPAN?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-15 00:00:00 UTC
From: "Stephen C. Johnson" <sjohnson@mitre.org>
Message-ID: <36ED612D.FA49225B@mitre.org>
Source record: 53843

Like you say-- its so mesmerizing that learning to play it may be
anti-climactic!!! :)

I will spend some more time on it...

--steve

8bitz wrote:

> On Sun, 14 Mar 1999 23:43:06 -0500 Stephen Johnson <sjohnson@mitre.org>
> wrote:
> > Hello All--
> >
> > I was playing some games on the old 400 tonight and ran across a title
> > called "LIFESPAN", by Roklan. It seemed to be a 'concept' game, like
> > EA's "WORMS".
> >
> > I really liked what I saw-- even if I had no idea what was going on! It
> > starts with a "birth spiral" , and went on through "childhood", etc.
> > Anyone know where I could get docs for this? Any comments on the game
> > are welcome. :)
> >
> > Thank You,
> > Steve
>
> The beginning is so mesmerizing I can never figure out what to do on
> the second screen :) I don't think I have ever played another atari
> game that I had absolutely no clue how to play :)
> Mark
>
> http://members.tripod.com/~eightbits/gametrader.html
>
> >
> --
> Posted via Talkway - http://www.talkway.com
> Surf Usenet at home, on the road, and by email -- always at Talkway.

2920. Bernoulli 44 Disks FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-15 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <7cjkfc$d6j$1@mohawk.hwcn.org>
Source record: 53844

I have 3 never formatted Bernoulli 44 disks for sale at $5US each....that
is $15 plus shipping from Canada. Payment by Money Order only.

Willy

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

2921. Re: HELP: Supra Hard Disk

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-15 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <7cjks0$d6j$2@mohawk.hwcn.org>
Source record: 53845

Tony (ARudzki@pop.telerama.com) wrote:
: What software do I need to get my newly aquired Supra Hard disk running?

: I'm using MyDos on a 1050 floppy configured as drive D1:, but I have NO
: idea how the supra drive is setup. Any help would be appreciated

: Tony

The "Supra" hard disk for the 8 bits, is now the "K Products" hard drive interface. I know that you had to have some eproms with the heads and cyls embedded into it. There was some custom software I believe for formatting. You may want to contact K products for documentation/software.

Or you can do like I did,.....use the Supra case and power supply/hard disk with an MIO or Black Box, and chuck the Interface. There is no RS232 on the unit anyhow. It seemed very awkward to me, and I never took the time to get it going, so I never saw it in action. Good Luck!

Willy

2922. Re: C cross-compilers.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-15 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <921531513.17236.1.nnrp-09.9e98ea3a@news.demon.co.uk>
Source record: 53846
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.sinclair

Niall Tracey wrote in message ...
>I need to get my hands on C cross-compilers for the PC for as many 8-bit
>formats as I can. I want to write a game for several platforms. I'm having
>some problems getting the information from FAQs and my old links seem to
>be mostly out of date.

Bein' as how this is a bit technical, I may be barking up the wrong
Leylandii, but I'm in the middle of re-editing the documentation for a
text-files-on-disk reissue of Arnor's implementation of "C" for use on a CPC
or PCW.

When I've finished (next weekend on my current rate of progress), the
program and manual-on-disk will be available for a fiver.

Interested?

--
Brian

2923. Re: Bernoulli 44 Disks FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-15 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7ck2bk$mp5$1@nnrp1.dejanews.com>
Source record: 53847

You show me how to hook up a Bernoulli Box to my 800, and I'll buy them.

In article <7cjkfc$d6j$1@mohawk.hwcn.org>,
af332@freenet.hamilton.on.ca (William Moeller) wrote:
>
> I have 3 never formatted Bernoulli 44 disks for sale at $5US each....that
> is $15 plus shipping from Canada. Payment by Money Order only.
>
> Willy
>
> --
> William M. Moeller
> af332@hwcn.org or willy@hwcn.org
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2924. Indus Synchromesh and MyDos

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-15 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990315181319.18454.00000457@ng16.aol.com>
Source record: 53848

So far, I have not been able to get
Synchromesh to work with MyDos 4.5.
Anybody out there done this or know
of a patched GTSYNC file?
Larry

2925. Odyessey2 in box for trade

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-15 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <7ckcnl$ks0$1@msunews.cl.msu.edu>
Source record: 53849
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I have an Odyessey 2 with the box and 5 games for trade. It has the
following:

1 main unit (great condition, everything works) with power supply and box (a
little wear around the edges but good shape overall)

Spinout/Cryptologic, K.C. Munchkin, Alien Invaders all with boxes and
instructions

Pick axe Pete and Cosmic Conflict (loose)

I'm looking for some Atari 2600 games not on my list at:

http://pilot.msu.edu/user/reicher6/2600.txt

Tempest

2926. Re: Basic 'B' to 'C' in an XL?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-15 00:00:00 UTC
From: GP <gsnook@kca.net>
Message-ID: <7ckfft$13g$1@remarQ.com>
Source record: 53850

In my experience it is NOT, but the pin count WAS the same. The chip didn't work in my 800XL after desoldering the "B" and replacing with the "C". I then removed the chips and reinstalled in the origanal locations, and they both still worked so they wern't bad.

My .02
Gary

VINNIE5757 wrote in message
<19990315082806.02540.00000885@ng-ca1.aol.com>...
>>I have never done this, because I have
>>gotten enough Rev. C Basic chips from
>>dead 65XE's and 130XE's, but I have
>>heard that one can physically adapt a
>>28 pin Eprom to a 24 pin Rom by using
>>a socket with various legs bent up,
>>jumpers, etc.
>
>
>Huh?????
>
>Is the rev 'c' chip an exact, pin for pin replacement in an XL or not???
>!!!!!
>
>Now I'm worrying!!
>B'rgds,
>Vinnie
>
>"Can't means don't want to!"

2927. Re: Watchdog - Emulators Inc. Warning

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-15 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1doqaj3.1s05ditf271uqN@[192.168.0.11]>
Source record: 53851

Edward Williams <tchermok@flash.net> wrote:

> Derek at one time or still worked or works for Microsoft!!!!!
> Nuff Said

His name shows up in the Microsoft Word 98 for the Mac easter egg!

--
Ryan ' Gozar' Collins
rlcolli@ibm.net

2928. Re: NTSC & PAL Carts? What'll Work?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-15 00:00:00 UTC
From: Scott Bass <scottbass@access1.net>
Message-ID: <36edf7f4.0@news.access1.net>
Source record: 53852

Bowling wrote in message <_ldG2.1224$eW.1239455@newse3.tampabay.rr.com>...
>I have an acquaintance in the United Kingdom with some DESIRABLE Carts for
>Atari 800. He says they are PAL. Are they useless for my Atari 800 here in
>the United States?
>--Mark

I have no problem playing most PAL games that I've come across
on my NTSC (american) atari 8-bit. You will probably need to hook
up to a tv or monitor that has a horizontal hold knob since the two
systems put out different numbers of horizontal lines, PAL games
will "jump" on american tvs unless you adjust the HH. Also, since
the color palettes are different, you will not experience the true
intended colors of the games, but it will be good enough!

Anyone that wants to trade backups of NTSC or PAL cassette
games for the Atari 8-bit, please get in touch.

Thanks,

Scott

2929. Re: Watchdog - Emulators Inc. Warning

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-15 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <MvZG2.546$8w3.344@news.flash.net>
Source record: 53930

Derek at one time or still worked or works for Microsoft!!!!!
Nuff Said

In article <7cfmrnhfb1@cletus.bright.net>, atari@bright.net (Lonny
Pursell) wrote:

> On 13 Mar 1999 04:47:05 , VB wrote:
>>Hi Roger.
>>
>>You are not the only one who has had problems with Emulators Inc.
>>I got ripped for their Xformer95 program back in 1996. The company
>>is run by a man named Derek Mikhocka or something like that. I bought
>>a couple of Gemulator Atari ST emulators from them and even though I
>>received them, I was very unhappy with their performance.
>
> I've met this Derek in person at an Atari show back before he bailed
> and started coding the PC crap. Even then my honest impression was
> that he was a jerk. I should of never registered ST Xformer which he
> then dropped and I certainly won't purchase anything from him in the
> future.
>
> ____
> Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
> WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

2930. Re: MIO docs

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-15 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990315054255.03156.00000906@ng-fp1.aol.com>
Source record: 53931

>"Cabell Clarke" <cabell@richmond.infi.net> writes:
>
>>Anyone have a schematic diagram for an ATR 8000?
>

I *believe* that Charles Marslett (of MyDos)
was one of the folks at SWP. You might
try contacting him. Last I heard, he still
had a Compuserve account, but that's been
a couple of years ago.
Larry

2931. Re: Any news on Atari800win..

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-15 00:00:00 UTC
From: Bob Evans <BobEvanz@sprintmail.com>
Message-ID: <7ci7rf$u2$1@oak.prod.itd.earthlink.net>
Source record: 53932

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2932. HELP: Supra Hard Disk

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-15 00:00:00 UTC
From: Tony <ARudzki@pop.telerama.com>
Message-ID: <36ECFF03.DB481D35@pop.telerama.com>
Source record: 53933

What software do I need to get my newly aquired Supra Hard disk running?

I'm using MyDos on a 1050 floppy configured as drive D1:, but I have NO
idea how the supra drive is setup. Any help would be appreciated

Tony

2933. Re: Basic 'B' to 'C' in an XL?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-15 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990315082806.02540.00000885@ng-ca1.aol.com>
Source record: 53934

>I have never done this, because I have
>gotten enough Rev. C Basic chips from
>dead 65XE's and 130XE's, but I have
>heard that one can physically adapt a
>28 pin Eprom to a 24 pin Rom by using
>a socket with various legs bent up,
>jumpers, etc.

Huh?????

Is the rev 'c' chip an exact, pin for pin replacement in an XL or not???
!!!!!

Now I'm worrying!!
B'rgds,
Vinnie

"Can't means don't want to!"

2934. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-15 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_921503940@rtfm.mit.edu>
Source record: 53935
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 13, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/
--A major revision has been done recently by mailto:clu-da-bard@geocities.com (Doctor Clu)

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

2935. Re: Anyone ever play LIFESPAN?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-15 00:00:00 UTC
From: "Stephen C. Johnson" <sjohnson@mitre.org>
Message-ID: <36ED13D1.CF742FB8@mitre.org>
Source record: 53936

Actually, LIFESPAN is different from Conway's LIFE. LIFESPAN definitely has more "game" elements to it, and is interactive. I wish I could describe it better, but this game is really different! For example... in the birth spiral portion, moving the joystick and pressing the trigger change the sounds and graphics elements on the screen. this segments transitions into the childhood portion, where you have to corral moving objects with small blocks.

Thanks for the input,
Steve

LWhite6497 wrote:

> >I was playing some games on the old 400 tonight and ran across a title
> >called "LIFESPAN", by Roklan.
>
> Was this the same as the game of "LIFE"?
> A colony is born, and multiplies, and
> depending on whether an individual has
> neighbors, may die of lonliness, or with
> too many neighbors, dies of crowding?
> If so, it has been written up in magazines
> in both Basic and Action. I believe that
> Antic printed a good article, including the
> source code probably in the period of
> 1985-1987. (Might have been Analog).
> Larry

2936. FT/FS 2 XL/XE rare tapes

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-15 00:00:00 UTC
From: pelc.d@pg.com
Message-ID: <7cj7nlsmf1@nnrp1.dejanews.com>
Source record: 53937
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Hi,

I had found 2 extremely rare XL/XE tapes

1. Misja by Avalon ER excelent condition box&docs
2 Android by K-soft ER excelent condition box&docs

(both have already in my collection) so now for trade/sell
offer ...
or trade for:

another 2 ER XL/XE tape/carts at least good condition
or
more of R,U or C tapes/carts (just offer)
or
VIC-20 system
or
Atari VCS/2600/5400/7800 systems (any of them)

bye,
Dalee,

pelc.d@pg.com

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2937. Great Atari 800 deal

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: bfarkus@my-dejanews.com
Message-ID: <7cke7c$16b$1@nnrp1.dejanews.com>
Source record: 53853

Check out this great Atari 800 deal on eBay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=77720892

--Bart

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2938. Atari 800 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: bfarkus@my-dejanews.com
Message-ID: <7ckelg$1e5$1@nnrp1.dejanews.com>
Source record: 53854

Good deal on eBay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=77720892

-Bart

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2939. Atari 800 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: bfarkus@my-dejanews.com
Message-ID: <7ckelh$1e6$1@nnrp1.dejanews.com>
Source record: 53855

Good deal on eBay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=77720892

-Bart

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2940. Atari 800 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: bfarkus@my-dejanews.com
Message-ID: <7ckeo0$1lr$1@nnrp1.dejanews.com>
Source record: 53856

Go here:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=77720892

--Bart

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2941. Re: Basic 'B' to 'C' in an XL?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <tHiH2.666$Sf6.959@news.flash.net>
Source record: 53857

```
the Rev C and Rev B Basics are interchangeable
I've even seen Single Chip Rev A's and they are also Pin Compatible

----------
In article <19990315082806.02540.00000885@ng-ca1.aol.com>,
vinnie5757@aol.comnospam (VINNIE5757) wrote:

>>I have never done this, because I have
>>gotten enough Rev. C Basic chips from
>>dead 65XE's and 130XE's, but I have
>>heard that one can physically adapt a
>>28 pin Eprom to a 24 pin Rom by using
>>a socket with various legs bent up,
>>jumpers, etc.
>
>
> Huh?????
>
> Is the rev 'c' chip an exact, pin for pin replacement in an XL or not???
> !!!!!
>
> Now I'm worrying!!
> B'rgds,
> Vinnie
>
> "Can't means don't want to!"
```

2942. Wanted: MIO or Black Box

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <3JiH2.667$Sf6.1309@news.flash.net>
Source record: 53858

```
Wanted:
MIO or Black Box Interface
Thanks
Edward Williams
tchermok@Flash.net
```

2943. Re: Rarity Guide ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: tfxwtby@aol.com
Message-ID: <19990315212536.28120.00001296@ng117.aol.com>
Source record: 53859

hi andre,

I don't know about a rarity guide, but nice to meet you here.
What about the stuff you wanted? Already asked here somebody?

greetz, sven.

2944. Re: Wanted: 1400XL or 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: tfxwtby@aol.com
Message-ID: <19990315212905.28120.00001297@ng117.aol.com>
Source record: 53860

Well,

somebody told me recently he sold his 1400XL for $500 and a 1450XLD motherboard for $300. Maybe this gives you a clue.

Sven.

2945. Wanted: Atari 1450XL/D, 1400, 1200XL, 830, 835, 850

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: tfxwtby@aol.com
Message-ID: <19990315213613.28120.00001301@ng117.aol.com>
Source record: 53861

hi outthere,

a friend of mine is looking for these (not so) rare Atari items, especially on the American market:

Atari 1450XL/D
Atari 1400
Atari 1200XL
Atari 830
Atari 835
Atari 850

Please contact me until end of march, everything else is too late 'cause then I will leave the US.

greetz, sven.

(please reply to my email: sven.gleich@mb1.tu-chemnitz.de)

2946. Re: Bernoulli 44 Disks FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <7ckina$kv6$1@mohawk.hwcn.org>
Source record: 53862

spearsk@mc-mc.com wrote:
: You show me how to hook up a Bernoulli Box to my 800, and I'll buy them.

From my understanding, there are SCSI versions of the Bernoulli. I know that the Syquest is in use by some Atari users. I have a "Multi Disk 150" and would use these disks, but the Multidisk is read only for Bernoulli 44 disks, so they don't do me much good. I thought that someone with a SCSI Iomega Bernoulli 44 would want them.

BTW, the only way to hook up a hard disk system of any sort with the 800 is using a Corvus Hard Disk, go find one of those. Anyhow, I'll cut out the smart ass comments if you do, ok?

2947. Re: Anyone ever play LIFESPAN?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: vchang@anitspam.best.com
Message-ID: <36edfc36.8204743@nntp.best.com>
Source record: 53863

I've always wondered how to play each of the different parts of this
game... what the hell exactly are you supposed to do/accomplish in
each of the five parts?

Stephen Johnson <sjohnson@mitre.org> wrote:

>Hello All--
>
>I was playing some games on the old 400 tonight and ran across a title
>called "LIFESPAN", by Roklan. It seemed to be a 'concept' game, like
>EA's "WORMS".
>
>I really liked what I saw-- even if I had no idea what was going on! It
>starts with a "birth spiral" , and went on through "childhood", etc.
>Anyone know where I could get docs for this? Any comments on the game
>are welcome. :)
>
>Thank You,
>Steve
>

(remove antispam from email address to reply via email)
+------------------------------+
|Victor Chang |
|http://www.best.com/~vchang |
|E-mail: vchang@best.com |
|IRC nick (EFnet): ChgMonger |
|IRC channels: #oceanside, #rgvc|
|ICQ UIN: 335118 |
+------------------------------+

2948. Re: Need cable to connect Commodore 1702 Monitor to 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: vchang@anitspam.best.com
Message-ID: <36edfd2e.8453153@nntp.best.com>
Source record: 53864

tracker@misnet.com (tracker) wrote:

>I am looking for somewhere to purchase a pre-built cable to connect an
>800XL to a Commodore 1702 Monitor. This and/or the schem for the
>cable woul be greatly appreciated.
>
>Scott

I believe Best Electronics sells split-video cables
(aud/vid/chroma/luma) for just this purpose. Cost: $10 + applicable
fees.

(remove antispam from email address to reply via email)
+------------------------------+
|Victor Chang |
|http://www.best.com/~vchang |
|E-mail: vchang@best.com |
|IRC nick (EFnet): ChgMonger |
|IRC channels: #oceanside, #rgvc|
|ICQ UIN: 335118 |
+------------------------------+

2949. Re: Basic 'B' to 'C' in an XL?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: Pairman <nospam@here.org>
Message-ID: <iTnH2.23018$Mb.13500297@newscontent-02.sprint.ca>
Source record: 53865

```
VINNIE5757 wrote in message <19990314061327.29708.00000821@ng122.aol.com>...
>>The OS chip and the BASIC chip in a 600XL are both over by the joystick
>>ports. The OS chip is 28 pins, and the BASIC chip is 24 pins.
>>
Chip swapping. Hey, sounds like a swinger. :-)
>
>thanks! Another project!!! Chip swapping..!
>B'rgds,
>Vinnie
>
>"Can't means don't want to!"
```

2950. Re: Scram

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: Pairman <nospam@here.org>
Message-ID: <Y5oH2.23019$Mb.13507724@newscontent-02.sprint.ca>
Source record: 53866

Hey, kewl. Just what I needed. I think my 410 K/O'd on me because I could'nd load up my tape anymore.
Really a fun game. I would think it was first of the first sim city type games.
Running a Nuke Power plant

idavis@my-dejanews.com wrote in message <7ccps7$o5u$1@nnrp1.dejanews.com>...
>As promised, I put a copy of Scram as an atr file up on my website. Go to
>
>http://www.geocities.com/BourbonStreet/1055
>
>It's right there on the main page. Due to geocities, I couldn't name it
>scram.atr, so I pkzipped it up. If you can't unzip it, email me at
>mrdo@swbell.net, and I will email you a copy of the atr. There are a couple of
>other basic games on the disk, so be sure and put in your basic cartridge and
>have fun. Nothing like a good meltdown.
>
>No poking fun at my website either!!
>
>Isaac Davis
>indavis@juno.com
>mrdo@swbell.net
>
>>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2951. Re: Wizards Crown Help?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <36EE2E38.1CBB6CA1@agnld.uni-potsdam.de>
Source record: 53867

Keith Scroggins wrote:

> Another question, did the sequal to Wizards Crown come to the 8-bit? I
> seem to remember it was called Eternal Dagger and was far easier than
> Wizards Crown (well not simple, but Wizards Crown is a nice challenge).

Indeed Eternal Dagger was released for the 8-Bit series of Atari Computers in
the late 80's (1987 if I remember right).

Andre

2952. 800 Game Experts!! A.N.A.L.O.G. Game called "Maze War"...know anything????

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <KYtH2.6393$8L1.9272@newse2.tampabay.rr.com>
Source record: 53868

I am searching for a multiplayer Atari 800 game called Maze War. I have
been told (Thanks, Vidar!) that this game was not released commercially, but
was produced by A.N.A.L.O.G.
Although I am acquiring a copy of this game (Thanks again, Vidar!), I am
wondering if anyone else has some familiarity and information on this game?
Can you confirm it came from A.N.A.L.O.G.? Have you played it? Was it ever
commercially released on a disk? If so, do you now own a copy? What
programmer(s) wrote it? Does it suck?
Any additional information is appreciated...
--Mark

2953. Re: Watchdog - Emulators Inc. Warning

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <fiuH2.96$rb2.470@news.flash.net>
Source record: 53869

yeah, We used to trade e-mail all the time when I worked for microslug...
thanks Ed

In article <1doqaj3.1s05ditf271uqN@[192.168.0.11]>, rlcolli@ibm.net (Ryan Collins) wrote:

> Edward Williams <tchermok@flash.net> wrote:
>
>> Derek at one time or still worked or works for Microsoft!!!!!
>> Nuff Said
>
> His name shows up in the Microsoft Word 98 for the Mac easter egg!
>
> --
> Ryan ' Gozar' Collins
> rlcolli@ibm.net

2954. Re: Basic 'B' to 'C' in an XL?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <rnuH2.98$rb2.95@news.flash.net>
Source record: 53870

thats strange I was so sure they had the same pin outs and were swapable
that I took the rev B outta an 800XL and placed it in a 130XE and it worked
also then just to be sure I put the C in a 600XL and Put a Single Chip A in
the 800XL with no problems.
the only thing i can think of is atari got a deal on cheap Basic C Roms in
the later 130XE's and 65XE's and they have the same pins but not the same
pinout.....
can anyone verify this
thanks Ed

In article <7ckfft$13g$1@remarQ.com>, "GP" <gsnook@kca.net> wrote:

> In my experience it is NOT, but the pin count WAS the same. The chip didn't
> work in my 800XL after desoldering the "B" and replacing with the "C". I
> then removed the chips and reinstalled in the origanal locations, and they
> both still worked so they wern't bad.
>
> My .02
> Gary
>
> VINNIE5757 wrote in message
> <19990315082806.02540.00000885@ng-ca1.aol.com>...
>>>I have never done this, because I have
>>>gotten enough Rev. C Basic chips from
>>>dead 65XE's and 130XE's, but I have
>>>heard that one can physically adapt a
>>>28 pin Eprom to a 24 pin Rom by using
>>>a socket with various legs bent up,
>>>jumpers, etc.
>>
>>
>>Huh?????
>>
>>Is the rev 'c' chip an exact, pin for pin replacement in an XL or not???
>>!!!!!
>>
>>Now I'm worrying!!
>>B'rgds,
>>Vinnie
>>
>>"Can't means don't want to!"
>
>

2955. Re: Basic 'B' to 'C' in an XL?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <gpuH2.99$rb2.510@news.flash.net>
Source record: 53871

I've also heard a RUMOR that the later 65XE's used the SAME Basic ROM as the
XEGS and that Missle Command is there also so maybe this is whats going on?

In article <7ckfft$13g$1@remarQ.com>, "GP" <gsnook@kca.net> wrote:

> In my experience it is NOT, but the pin count WAS the same. The chip didn't
> work in my 800XL after desoldering the "B" and replacing with the "C". I
> then removed the chips and reinstalled in the origanal locations, and they
> both still worked so they wern't bad.
>
> My .02
> Gary
>
> VINNIE5757 wrote in message
> <19990315082806.02540.00000885@ng-ca1.aol.com>...
>>>I have never done this, because I have
>>>gotten enough Rev. C Basic chips from
>>>dead 65XE's and 130XE's, but I have
>>>heard that one can physically adapt a
>>>28 pin Eprom to a 24 pin Rom by using
>>>a socket with various legs bent up,
>>>jumpers, etc.
>>
>>
>>Huh?????
>>
>>Is the rev 'c' chip an exact, pin for pin replacement in an XL or not???
>>!!!!!
>>
>>Now I'm worrying!!
>>B'rgds,
>>Vinnie
>>
>>"Can't means don't want to!"
>
>

2956. Re: Indus Synchromesh and MyDos

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9903161200150.24854-100000@moose.erie.net>
Source record: 53872

I've been looking for any kind of a driver that supported the
Indus Synchromesh high speed transfer for many years. The GTSYNC and
GTSYNC II utilities work only with DOS XL. I know that the SpartaDos X
cartridge supports it, but I'd really like something that works with the
disk based versions of SpartaDos. Ideally, it would also support the
optional 64K RAM buffer in the Indus. I'd live with MYDOS 4.5 if it would
support Synchromesh!

On 15 Mar 1999, LWhite6497 wrote:

> So far, I have not been able to get
> Synchromesh to work with MyDos 4.5.
> Anybody out there done this or know
> of a patched GTSYNC file?
> Larry
>
>

2957. XEGS Hardware upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: chucksumner@my-dejanews.com
Message-ID: <7cm9hq$l8h$1@nnrp1.dejanews.com>
Source record: 53873

Is anybody aware of and upgrades or modifications for the Atari XEGS?

Thank you much
-Chuck

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2958. XEGS Hardware modifications and upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: chucksumner@my-dejanews.com
Message-ID: <7cmdkt$p45$1@nnrp1.dejanews.com>
Source record: 53874

does anybody know of any, maybe point me in the right direction or email them.

Thanks,
Chuck

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2959. Re: Bernoulli 44 Disks FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7cmi4n$ta3$1@nnrp1.dejanews.com>
Source record: 53875

I was only being somewhat smart-assed in my reply. (half-assed?) I really would like to know of a way to hook up a SCSI drive to an 800. I know of the MIO, Black Box, and Supra-drive, but I thought they required an XL/XE parallel bus. And are they SCSI? I thought they were IDE. It seems possible, although not likely, that someone could've devised a way of using the 800 RAM/ROM slots to interface a HD. I can't see ANY way of doing it through the SIO. (well, except SIO2PC)

In article <7ckina$kv6$1@mohawk.hwcn.org>,
af332@freenet.hamilton.on.ca (William Moeller) wrote:
> spearsk@mc-mc.com wrote:
> : You show me how to hook up a Bernoulli Box to my 800, and I'll buy them.
>
> From my understanding, there are SCSI versions of the Bernoulli. I know
> that the Syquest is in use by some Atari users. I have a "Multi Disk 150"
> and would use these disks, but the Multidisk is read only for Bernoulli 44
> disks, so they don't do me much good. I thought that someone with a SCSI
> Iomega Bernoulli 44 would want them.
>
> BTW, the only way to hook up a hard disk system of any sort with the 800
> is using a Corvus Hard Disk, go find one of those. Anyhow, I'll
> cut out the smart ass comments if you do, ok?
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2960. Re: Wanted: 1400XL or 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7cmia8tli1@nnrp1.dejanews.com>
Source record: 53876

That helps. I myself would probably pay around $500 for a 1450XLD, but not a 1400XL. Looks too much like a 1200 :)

In article <19990315212905.28120.00001297@ng117.aol.com>,
tfxwtby@aol.com (Tfxwtby) wrote:
> Well,
>
> somebody told me recently he sold his 1400XL for $500 and a 1450XLD motherboard
> for $300. Maybe this gives you a clue.
>
> Sven.
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2961. Re: Atari pictures....

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7cmit9pen1@news4.svr.pol.co.uk>
Source record: 53877

Hi,

>If you have one, or know somebody that has one...
>Or you can order your own copy for $20 of course.

Pooldisk, not come across that....tell me more please?

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

2962. Re: 800 Game Experts!! A.N.A.L.O.G. Game called "Maze War"...know anything????

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <7cmkhp$r5v$1@news.storm.ca>
Source record: 53878

It is indeed an ANALOG release. I believe I have an ATR full of ANALOG games; if anyone is interested I can email it. It supports 4 players on a 400/800. It doesn't suck - in fact, it can be fun with multiple players, or even just competing with the zombies
--
David P.

Bowling <mbowlin1@tampabay.rr.com> wrote in message news:KYtH2.6393$8L1.9272@newse2.tampabay.rr.com...
> I am searching for a multiplayer Atari 800 game called Maze War. I have
> been told (Thanks, Vidar!) that this game was not released commercially, but
> was produced by A.N.A.L.O.G.
> Although I am acquiring a copy of this game (Thanks again, Vidar!), I am
> wondering if anyone else has some familiarity and information on this game?
> Can you confirm it came from A.N.A.L.O.G.? Have you played it? Was it ever
> commercially released on a disk? If so, do you now own a copy? What
> programmer(s) wrote it? Does it suck?
> Any additional information is appreciated...
> --Mark
>
>

2963. Re: Atari pictures....

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <36eede31.14195341@news.wxs.nl>
Source record: 53879

On Tue, 16 Mar 1999 02:04:26 -0000, "Peter Pachla"
<my.name@vectrex.freeserve.co.uk> wrote:

>Hi,
>
> >If you have one, or know somebody that has one...
> >Or you can order your own copy for $20 of course.
>
>Pooldisk, not come across that....tell me more please?

If you want more information, take a look at
http://www.xs4all.nl/~stack/

or look in the deja news archives, or send me an E-mail,
I will be happy to answer all your questions.
Basically, it is a Double CD-rom in ISO9660 format.
One of them full of PD/freeware/shareware stuff
in ATR format, and one CD with pictures, internet
pages and various PC and other utilities.

2964. FT/FS 2 XL/XE rare tapes

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-16 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <921697911@stackbbs.xs4all.nl>
Source record: 53880

>Misja and Android
Extremely rare games ???

Both of them are very common, and can still be found NEW on tape or disk!

Just contact Markus Romer from Top-Magazin, or better, visit the
Schreiersguen Atari 8-Bit meeting on 20 March in Germany. I'm sure you
can find him there, and almost sure he has the games for sale...

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2965. Colecovision + games for trade

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-17 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <7cpa5f$i9f$1@msunews.cl.msu.edu>
Source record: 53788
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I have a Colecovision unit (working) Dust cover, two working joysticks (white ones brand new from coleco (said so on the box they came in)) and 14 games for trade.

The games are:

BC Quest for Tires
Squish 'em (R)
Mr. Do
Looping
Cosmic Avenger
Pepper II
Illusions (ER)
Wargames
Space Fury
Venture
Space Panic
Carnival
LadyBug
Donkey Kong

I'll also throw in another Colecovision (sound not working) and two non-working controllers.

What do I want? I'm looking for Atari 2600 games (R or ER) not on my list at:

http://pilot.msu.edu/user/reicher6/2600.txt

I'm especially trying to complete my Atari games collection

Tempest
reicher6@pilot.msu.edu

2966. Wanted: Atari 8-bit power supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-17 00:00:00 UTC
From: Ted O'Neill <toneill@best.com>
Message-ID: <36F04547.4DC3048E@best.com>
Source record: 53789

I am looking for a power supply for a 1200XL. I understand that the following part numbers will work:

#CO 14319
#CA 014748
#CA 016804
#CO 17945
#CA 017964

In exchange, I have some pretty common games, or there's always cash!

-Ted O.

2967. ok what do I need to hook up my atari to the pc so I can dump my old files?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-17 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <7cprrs$1gj$1@mtinsc01.worldnet.att.net>
Source record: 53790

do I need a 850 interface? and special cables??

a website with info would do just fine.

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

2968. MAJOR "2600" BRAG!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-17 00:00:00 UTC
From: Mika Lindblad <mika.lindblad@bbbs.net>
Message-ID: <e89e39.718482@tbf.dyn.ml.org>
Source record: 53791

```
* Original msg was to All

B> Video Jogger by Exus for Atari 2600!!!! Condition: Excellent. Rarity: 9.
B> Purchase Price: 75 cents.

Is it more rare than VCS (basicly the same machine, just different casing)?

Rarity : 9.. Is there some real rarity-list out there, or how did you
come up with that one?-)

I paid 50FIM (about 20USD) from VCS. Though I got 5 carts, paddles and
drive-controllers too.. Condition was good enough.

~~~ SkyReader/Linux v1.00
```

2969. /|\ Atari 8-bit TELNETABLE BBS!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-17 00:00:00 UTC
From: Mika Lindblad <mika.lindblad@bbbs.net>
Message-ID: <c89e3a.718482@tbf.dyn.ml.org>
Source record: 53792

```
* Original msg was to Doctor Clu

>>> I applaud you, Tom Hunt, and "Star" for getting the Atari8 BBS
>>> known as "Closer To Home BBS" up and running!
KL> I agree; I just telnetted there myself, and it definitely brought back
KL> a flood of memories of the "old days". I'm glad to see that Tom Hunt is
KL> still alive and kickin'!

Seems like I missed something.. Could someone tell me the telnet
address for "Closer to Home BBS"?

~~~ SkyReader/Linux v1.00
```

2970. SIO pins

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-17 00:00:00 UTC
From: Thomas RACHEL <Thomas.Rachel@gmx.de>
Message-ID: <7d096fhoh1@hades.rz.uni-sb.de>
Source record: 53793

Can someone tell me the usage of the pins on the SIO bus ? I just have a SIO2PC interface and want to add an interface to be able to load from my tape deck instead of te ATARI cassette player. So I need the pins for motor and audio.

BTW: Is it right that the ATARI and not the cassette player analyzes the audio signals from the cassette ? (If not, I won't do it.)

Thoma$

2971. 1050 drive head doesn't move.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-17 00:00:00 UTC
From: bmw3@cec.wustl.edu
Message-ID: <7cne5fllc1@nnrp1.dejanews.com>
Source record: 53881

I have an Atari 1050 floppy drive whose head doesn't move when the computer tries to access the disk.

Here is what I've found out so far.

-The spindle belt is solidly attached. -The spindle motor spins at power-up. -At power-up, the head inches forward a bit and then back (not the full travel). -The drive selector switches are both pushed to the left (when viewed from the rear). -If I displace the head from its parking position (while the drive is off), it will move back at power up. -The access light stays on for about 1 sec after power-up. -The access light stays on for about 10 sec after inserting a disk. -The access light comes on when I try to boot the computer from the floppy, but the drive head doesn't move a bit (and I get "BOOT ERROR"). -The small felt pad on the plastic arm above the head is there.

The drive stopped functioning about 5-6 years ago (I don't remember the circumstances), and it has been in its box since then. I've tried resocketing all the IC's, but to no avail.

Since the head does move at power-up, does this narrow down the problem (i.e. SIO cable)?

Searching the Dejanews archive brought up a thread about a 1050 that had blown an RF choke inductor (component L6) and stopped moving its head as a result. The part labeled L6 on my drive does seem yellowish-brownish in the center (assuming it's supposed to be a single shade of green all along its length), but if it were actually blown, wouldn't that prevent the head from moving at all (i.e. at power-up and otherwise)?

Would anyone have any suggestions about where I should start looking?

Many Thanks
Benjamin West

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2972. Re: Watchdog - Emulators Inc. Warning

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-17 00:00:00 UTC
From: mr_maddog@my-dejanews.com
Message-ID: <7codts$f23$1@nnrp1.dejanews.com>
Source record: 53882

In article <36e9e973.386632@news.west.net>,
nomail@none.com (VB) wrote:

> Hi Roger.
>
> You are not the only one who has had problems with Emulators Inc.
> I got ripped for their Xformer95 program back in 1996. The company
> is run by a man named Derek Mikhocka or something like that. I bought
> a couple of Gemulator Atari ST emulators from them and even though I
> received them, I was very unhappy with their performance.

I couldnt't even get the demo to run, even followed the instructions to the T. And I'm expected to pay $200 for something that I won't even know will work!? Trust me, a free copy of PacifiST and demo of TOS2WIN are the only good ST emus.

> Most games didn't run well, gave wrong colors, poor sound or
> none at all, and no joystick support. And all of that topped off
> by very poor customer support.

LOL!! When I played Donkey Kong on PC Xformer just to see how it works, I had to laugh. Bland colors, slow operation on a P2 of all things... It's only good with you need to transfer files from 1050 drive to ATR file. But then again there's APE and SIO2PC which are probably better.

> Don't bother with the Xformer98. If you want to try the BEST atari
> 8bit emulator around you must get "Atari800Win". You can get it from
> here: http://www.cris.com/~Twist/atari800win/
>
> I can't believe how well it works. It is the first and only emulator
> that gave me true sound and colors for all my games. Even the
> joystick support works flawless. And the best part is it is FREE!

'Nuff said...Atari800Win is the best.

I have to add one more thing. In spite of Darek's emulators and flippant attitude towards his customers, I only credit him with being the first to come out with 8-bit and ST emulators for the PC before anyone else did. From that came much better ones done by other people.

Eric Noss
a.k.a
Mr. Maddog

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2973. Re: UK Auction sites

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-17 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be70a8$a9fb7c00$4f364382@vidar>
Source record: 53883
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

How about : http://eswap.co.uk/auction.shtml

Trystan Negus <tnegus@matra.co.uk> wrote in article
<7co91rdpb1@guardian.matra.co.uk>...
> It seems that eBay is something of a goldmine for Atari bits, although
it's
> a lot of hassle if you don't live in the US! Other than 'UK Auctions',
does
> anyone know of an equivalent, or something vaguely similar, in the UK?
>
> Trystan
>
>
>

2974. Re: C cross-compilers.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-17 00:00:00 UTC
From: jce@seasip.demon.co.uk
Message-ID: <921698509.940.1.nnrp-04.c2de7091@news.demon.co.uk>
Source record: 53884
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.sinclair

NukeEmUp@ThePentagon.com (David Cantrell) wrote:
>It's probably not very useful for him. He wants to use a compiler on
>the PC to produce object code for various 8-bit formats.

It's entirely possible to run a native compiler under emulation; that's
what I wrote zxcc <http://www.seasip.demon.co.uk/Cpm/software/linux.html>
for.

>Our good friend Mr. Watson's Arnor C is also a K&R compiler, although
>it has no floating point support.

zxcc was designed around Hi-Tech C, which is an ANSI compiler and has
rather inaccurate FP support.

------------- http://www.seasip.demon.co.uk/index.html --------------------
John Elliott |BLOODNOK: "But why have you got such a long face?"
|SEAGOON: "Heavy dentures, Sir!" - The Goon Show
:---)

2975. Re: UK Auction sites

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-17 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <KMq08fAlaA82EwAw@steverosie.demon.co.uk>
Source record: 53885
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <XX0DaEADB772Ewq5@steverosie.demon.co.uk>, Steve Stupple
>Hi there are several. I have approached a couple about an Atari specific
>section, one has promised to add it several months ago, and I'm still
>waiting.
>
>Eswap is the best for the UK that I've seen. Registration is free and
>you don't need a credit card. There are some charges for listing an
>item, only if you require a certain service; red lettering = 1.99GBP,
>featured items= 1.99 GBP (I think)!
>
>I list items as standard, no fancy stuff, and that's free.
>
>If you want an Atari specific section, drop them an email and mention my
>user name (sks) and that I'm still waiting;)
>

Oh deary me:(Anyone spot the mistake!

www.eswap.co.uk

There we go;)

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk
Nick: Mocknbird Tel: (+44) 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2976. Re: 800 Game Experts!! A.N.A.L.O.G. Game called "Maze War"...know anything????

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-17 00:00:00 UTC
From: bnll4@usa.net
Message-ID: <7cp3jn$1v2$1@nnrp1.dejanews.com>
Source record: 53886

In article <KYtH2.6393$8L1.9272@newse2.tampabay.rr.com>,
"Bowling" <mbowlin1@tampabay.rr.com> wrote:
> I am searching for a multiplayer Atari 800 game called Maze War. I have
> been told (Thanks, Vidar!) that this game was not released commercially, but
> was produced by A.N.A.L.O.G.
> Although I am acquiring a copy of this game (Thanks again, Vidar!), I am
> wondering if anyone else has some familiarity and information on this game?
> Can you confirm it came from A.N.A.L.O.G.? Have you played it? Was it ever
> commercially released on a disk? If so, do you now own a copy? What
> programmer(s) wrote it? Does it suck?
> Any additional information is appreciated...
> --Mark
>
>

I played several times that game, actually It can be played in almost
every emulator around, the small graphics are funny, to be played with
another player, very quick and short game. Even I typed from the magazine
list!!!

I have that magazine yet, but aint sure if in my house or at my parents

bnll4
bnll4@usa.net

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2977. Re: C cross-compilers.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-17 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <921706602.2312.1.nnrp-09.9e98ea3a@news.demon.co.uk>
Source record: 53887
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.sinclair

David Cantrell wrote in message <36f4d8e0.83599069@thunder>...

>Our good friend Mr. Watson's Arnor C is also a K&R compiler, although
>it has no floating point support.

Actually, it has no support at all.

:-)

>Brian - IIRC, Arnor C doesn't produce a native executable, but rather
>an intermediary 'byte-code' file which is then interpreted by the
>runtime binary. If the runtime could be ported to other platforms,
>then the bytecode would run anywhere. Probably not commercially
>viable but could be interesting ...

>--
>David Cantrell, part-time Unix/perl/SQL/java techie

I knew it. He *is* posting in Latin.

--
Brian

2978. Re: Wanted: Atari 8-bit power supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-18 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7cppkl$ma8@bgtnsc03.worldnet.att.net>
Source record: 53794

Ted,

I have the Power Adapter you're looking for (Atari #CO17945) in stock. I'll
Email you with pricing and ordering instructions.

Sheldon (Computer STudio - Asheville, NC)

Ted O'Neill wrote in message <36F04547.4DC3048E@best.com>...
>I am looking for a power supply for a 1200XL. I understand that the
following
>part numbers will work:
>
>#CO 14319
>#CA 014748
>#CA 016804
>#CO 17945
>#CA 017964
>
>In exchange, I have some pretty common games, or there's always cash!
>
>-Ted O.

2979. Re: C cross-compilers.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-18 00:00:00 UTC
From: Denis Leroy <"leroy "@coware.be>
Message-ID: <7cqletans1@news3.Belgium.EU.net>
Source record: 53795
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.sinclair

David Cantrell wrote:
>
>
> Niall - I'm not sure, but gcc might be persuaded to do what you want.
> If that doesn't work, try to find compilers for the various platforms
> which all support K&R C, then the same code _should_ compile on them
> all. Hi-Soft C was available on several platforms, so would be a good
> starting point.

If you have some time to invest, there exists excellent open-source compilers out there. For example, the SUIF compiler (http://suif.stanford.edu) is an excellent open-source optimizing compiler available for research/educational purposes. It provides a full-blown optimizing compiler from C to the SUIF intermediate language (all compilers use some form of intermediate representation, including gcc).

So all you'd have to do is write a back-end from SUIF to 6502, or any 8-bit processor you want to support, which is not that difficult. The advantage is you won't have to write all the optimizations routines, since they already exist. Also the SUIF compiler is very well documented.

-denis

2980. 2600 Diag.Cart, defacto ColorBarGenerator!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-18 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <c08I2.3479$ht1.5126@newse2.tampabay.rr.com>
Source record: 53796

I was lucky to recently acquire -- in factory-sealed plastic -- the Atari 2600 Diagnostic Cart, along with accompanying joystick test plugs.
Happy to own an undeniably very rare cart, I at the same time longed for the Color Bar Generator, which has attained almost mythical status.
As I meticulously removed the Diag Cart from its factory-sealed plastic envelope, in the back of my head ruminated the thought, "Wouldn't it be great if Atari incorporated into this Diagnostic Cart a Color Bar test screen?"
Voilah!!! In addition to all its various test screen/displays, when I simultaneously placed both the difficulty switches on my 2600 to the "Expert" setting, there appeared a veritable spectrum of Colors, all arranged in horizontal (not vertical) uniform bars (18 in all) covering the spectrum of Atari 2600 graphical hues! A defacto Color Bar, from which one can tune one's television set to the appropriate shades of Atari-color!!!
Although treasured for its rareness, my not knowing if this cart would put on much of a "show" upon its insertion, dulled somewhat my satisfaction with this acquisition. But after reviewing all its test features (including the defacto Color Bars, AND an audible tone generator!), I am *quite* pleased with my acquisition :)
--Mark

2981. Atari XL,130XE verk.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-18 00:00:00 UTC
From: jan-otto happel <johappel@cs.tu-berlin.de>
Message-ID: <7cr2mqjjh1@news.cs.tu-berlin.de>
Source record: 53797

Halloechen!
2 Atari (XL,130XE) fristen in meinem Keller Ihr Dasein, nebst Datasetten.
Interesse?:XL:20,-
XE:30
Datasette:20,-
Jan (030)4224447

2982. Re: Wanted: Atari 8-bit power supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-18 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <7cr237$j4d$3@mohawk.hwcn.org>
Source record: 53798

```
: Ted O'Neill wrote in message <36F04547.4DC3048E@best.com>...
: >I am looking for a power supply for a 1200XL. I understand that the
: following
: >part numbers will work:
: >
: >#CO 14319
: >#CA 014748
: >#CA 016804
: >#CO 17945
: >#CA 017964
: >
: >In exchange, I have some pretty common games, or there's always cash!
: >
: >-Ted O.
```

Find a power supply that works with the Atari 810, or 400, or 800, or 1050......they all work. You should be able to find one in a thrift for a buck or so. I have a ton, and could probably mail you one for $10US shipping included.

Willy

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

2983. Re: Wanted: Atari 8-bit power supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-18 00:00:00 UTC
From: captainrat@inficad.com
Message-ID: <36f137e8.5987648@news.inficad.com>
Source record: 53799

the 1200xl, like the 800, takes 9 volts ac. any 9 vac transformer
rated at 20 watts (15.3 amps) should work. you could probably find the
plug at radio shack. since it's ac, polarity doesn't matter.
the 810 disk drives take the same setup, but require about 43 watts.

On Wed, 17 Mar 1999 16:13:59 -0800, Ted O'Neill <toneill@best.com>
wrote:

>I am looking for a power supply for a 1200XL.
>
>-Ted O.

captain rat
...http://www.inficad.com/~captainrat
...(the cosmic cabdrivers' guide to phoenix)
~~~~captainrat@inficad.com
~~~~

2984. Re: C cross-compilers.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-18 00:00:00 UTC
From: Paul Hill <paul@lagernet.clara.co.uk>
Message-ID: <1154.745T1239T11624232paul@lagernet.clara.co.uk>
Source record: 53800
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.sinclair

Denis Leroy wrote Re: C cross-compilers.:
>David Cantrell wrote:
>>
>>
>> Niall - I'm not sure, but gcc might be persuaded to do what you want.
>> If that doesn't work, try to find compilers for the various platforms
>> which all support K&R C, then the same code _should_ compile on them
>> all. Hi-Soft C was available on several platforms, so would be a good
>> starting point.

>If you have some time to invest, there exists excellent open-source
>compilers out there. For example, the SUIF compiler
>(http://suif.stanford.edu) is an excellent open-source optimizing
>compiler available for research/educational purposes. It provides a
>full-blown optimizing compiler from C to the SUIF intermediate language
>(all compilers use some form of intermediate representation, including
>gcc).

>So all you'd have to do is write a back-end from SUIF to 6502, or any
>8-bit processor you want to support, which is not that difficult. The
>advantage is you won't have to write all the optimizations routines,
>since they already exist. Also the SUIF compiler is very well
>documented.

Or write a back-end for GCC. There's already a 6809 one.

--
Paul

2985. Re: Atari pictures....

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-18 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7crg42$jr2$5@news4.svr.pol.co.uk>
Source record: 53801

Hi,

>If you want more information, take a look at

Thanks, I'll take a look - sounds very interesting.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

2986. Re: Atari pictures....

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-18 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7crg42$jr2$6@news4.svr.pol.co.uk>
Source record: 53802

Hi Steven,

>Oh and don't forget, it may be the best $20 you ever spend :)

I can believe it, I grew up with my Atari 400 and later the 800XL so I have a real soft spot for Atari (still have my original 400 in fact, boxed and everything).

First real computer I had after battling with the limitations of my Sinclair ZX80 and 81.... :-(

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

2987. Re: C cross-compilers.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-18 00:00:00 UTC
From: Cameron Kaiser <cdkaiser@delete.these.four.words.concentric.net>
Message-ID: <7crl00$i3t@journal.concentric.net>
Source record: 53803
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.sinclair

"Paul Hill" <paul@lagernet.clara.co.uk> writes:

>Or write a back-end for GCC. There's already a 6809 one.

Where? This sounds like a plan, could pipe it to xa or dasm for assembling.

--
Cameron Kaiser * cdkaiser.cris@com * powered by eight bits * operating on faith
-- supporting the Commodore 64/128: http://www.armory.com/~spectre/cwi/ --
head moderator comp.binaries.cbm * cbm special forces unit $ea31 (tincsf)
personal page http://calvin.ptloma.edu/~spectre/ * "when in doubt, take a pawn"

2988. 9 Volt Power Supply for sale! $5.99/ Or Best Offer + Shipping

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-18 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <36f16cc0.108843524@news.erols.com>
Source record: 53804
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Hello,

I have a good Atari #CO17945 1050 Disk Drive 9 Volt Power
Supply for sale:

ONLY $5.99 /Or Best Offer

+ Shipping U.S.P.S.

It's specifications allow it to be used for these other devices as
well:

400,800,810,822,850,1010,1200XL,1020,1050,XF551

E-mail me if you are interested.

Ronald Powalisz
ronwizbot@juno.com

2989. Re: C cross-compilers.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-18 00:00:00 UTC
From: Paul Hill <paul@lagernet.clara.co.uk>
Message-ID: <481.746T233T293606paul@lagernet.clara.co.uk>
Source record: 53805
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.sinclair

Cameron Kaiser wrote Re: C cross-compilers.:
>"Paul Hill" <paul@lagerXXX.clara.co.uk> writes:

>>Or write a back-end for GCC. There's already a 6809 one.

>Where? This sounds like a plan, could pipe it to xa or dasm for assembling.

I guess so. I think the 6809 version used a seperate assembler.

The last URL I have is:

http://www7.informatik.uni-erlangen.de/~msdoerfe/6809/

There was a new version released recently, I think I saw the announcement
on Freshmeat.

--
Paul

2990. Re: Wanted: Atari 1450XL/D, 1400, 1200XL, 830, 835, 850

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-18 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <36F17D3E.EFDF1DCF@holyoak.com>
Source record: 53806

Not so rare, huh? If you can find the first two items on the list, I'd
love to hear about it.

- Trevor Holyoak

Tfxwtby wrote:
>
> hi outthere,
>
> a friend of mine is looking for these (not so) rare Atari items, especially on
> the American market:
>
> Atari 1450XL/D
> Atari 1400
> Atari 1200XL
> Atari 830
> Atari 835
> Atari 850
>
> Please contact me until end of march, everything else is too late 'cause then I
> will leave the US.
>
> greetz, sven.
>
> (please reply to my email: sven.gleich@mb1.tu-chemnitz.de)

2991. Re: Wanted: Atari 8-bit power supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-18 00:00:00 UTC
From: Ted O'Neill <toneill@best.com>
Message-ID: <36F1854E.760C8BB7@best.com>
Source record: 53807

Thanks to all who have responded. I have now purchased 2 power supplies and am all set! And I'll post my cartridge/hardware trade list soon!

-Ted

Ted O'Neill wrote:
>
> I am looking for a power supply for a 1200XL. I understand that the following
> part numbers will work:
>
> #CO 14319
> #CA 014748
> #CA 016804
> #CO 17945
> #CA 017964
>
> In exchange, I have some pretty common games, or there's always cash!
>
> -Ted O.

2992. Re: ok what do I need to hook up my atari to the pc so I can dump my old files?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-18 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <36F1A0E3.167835F0@ix.netcom.com>
Source record: 53808

I recommend Steven Tucker's APE program and the associated cable.

I don't remember the APE Homepage URL, but Steven hangs out here, I'm sure
he'll follow up...

Jeff

Gareee wrote:

> do I need a 850 interface? and special cables??
>
> a website with info would do just fine.
>
> Gary Tabar Jr,
> @ Da Mouzzz...
> EMAIL: gareeeNOSPAM@worldnet.att.net
> INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
> HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
> Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
> http://www.fortunecity.com/tattooine/ellison/86/index.html

2993. Re: Wanted: Atari 8-bit power supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-18 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <7csjvf$p0o$1@nw003t.infi.net>
Source record: 53809

15.3 amps at 9volts is about (calculator clicking) 137.7 watts
20 watts at 9 volts would be more like 2.2 amps.

captain rat wrote in message <36f137e8.5987648@news.inficad.com>...
>the 1200xl, like the 800, takes 9 volts ac. any 9 vac transformer
>rated at 20 watts (15.3 amps) should work. you could probably find the
>plug at radio shack. since it's ac, polarity doesn't matter.
>the 810 disk drives take the same setup, but require about 43 watts.
>
>On Wed, 17 Mar 1999 16:13:59 -0800, Ted O'Neill <toneill@best.com>
>wrote:
>
>>I am looking for a power supply for a 1200XL.
>>
>>-Ted O.
>
>captain rat
>...http://www.inficad.com/~captainrat
>...(the cosmic cabdrivers' guide to phoenix)
>~~~~captainrat@inficad.com

2994. 5200 chroma/luma modification ... questions??

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-18 00:00:00 UTC
From: Jimbo <jimbo_116@hotmail.com>
Message-ID: <uLQNhScc#GA.307@upnetnews05>
Source record: 53810

Has anyone modified their Atari 5200 with the luma/chroma/audio
modification, e.g. to play on a Commodore 1702 or 1084S monitor? The URL is:
www.atarihq.com/5200/5200faq/04_13.html
There it lists the schematic for this project , but I have several questions
about it, and I am unable to get a response from its author.

I can Email you my set of questions if you are familiar with this
modification.

Thanks!

James

2995. ATARI adoption agency! Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-18 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7csmj0obl1@user2.teleport.com>
Source record: 53811
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,pnw.forsale,pnw.wanted

Please direct all replies through E-Mail to bensmith@teleport.com or
atari@benjamin.net instead of NewsGroups as I do not regularly read
NewsGroups.

For those reading this, I'm trying to limit this to Oregon and it's
neighboring states.

Atari adoption agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
or atari@benjamin.net
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

2996. Atari F/S

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-18 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <36F194BE.67323486@sisna.com>
Source record: 53812

1 ea Atari 800XL, computer with Power supply and Video cable Shipped
$25.00

1.ea Atari 1050 Disk Drive with SIO cable and power supply $20.00
shipped

1ea Atari 130XE 128k Power Supply and Video cable shipping included
$35.00

Anyone intrested in an Atari System, computer, ect..with BBS program
installed on a
20mg hard drive set up ready to run. comes with compute interface hard
drive 850 modem interface with cables ect..Make reasonable offer. Will
set it up so all you have to do is have a phone line to plug in and turn
on the system and it will take over..also docs included.

bob

2997. FA: Atari 850 interface and 830 modem

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-19 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <7csd4l$e9i$2@geraldo.cc.utexas.edu>
Source record: 53813

Min bid is $1, no reserve. For a picture or to bid, please follow this link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=79228606

This auction includes an Atari 850 Interface Module with original power supply, serial cable, and Interface Module Operator's Manual. The Manual is an original, but is not bound anymore - there are wholes punched on the left binding, but it will be shipped loose. Also included is an 830 Modem with original power supply A-MP cable that I think goes with it (it fits).

--
Alex Bilstein
BA in Art History, University of Texas
Are you a fan of the Atari 2600? Then check out the Atari 2600 Nexus:
http://ccwf.cc.utexas.edu/~bilstein/atari2600nexus/index.html

2998. FA: boxed and loose software LOT (Atari 8-Bit)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-19 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <7csd7b$e9i$3@geraldo.cc.utexas.edu>
Source record: 53814

Min bid is $1, no reserve. For a picture or to bid, please follow this link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=79241823

This lot includes a bunch of Atari 8-Bit software, utilities and educational titles mostly. The following titles are all complete in the box:

SynCalc
SynFile+
Snooper Troops
Kids on Keys
Mickey in the Great Outdoors
Matchmaker
Magic Spells
Moptown Hotel
Success With Math: Addition and Subtraction
Success With Math: Multiplication and Division
Math Maze
Frenzy and Flip Flop
Snake-o-nyms and Word Flip
Mac/65
Action! (includes disk and cartridge)

Also included are the following programs (all original also): OSA+ with manual, Atariwriter Printer Drivers with Atariwriter manuals, Caverns of Mars, Home Filing Manager, Data Management System, Family Finances I, Family Finances II.

All software is original and on disk except for Action!.

--
Alex Bilstein
BA in Art History, University of Texas
Are you a fan of the Atari 2600? Then check out the Atari 2600 Nexus:
http://ccwf.cc.utexas.edu/~bilstein/atari2600nexus/index.html

2999. FA: Atari 600XL & 1010 program recorder

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-19 00:00:00 UTC
From: ccb@floydianslip.com
Message-ID: <36f1cfb3@news.together.net>
Source record: 53815

Now up for bid at eBay (http://www.ebay.com):

Atari 600XL computer with the 1010 program recorder

View images and place your bid at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=80112212

This is a complete package with lots of extras. Here's what you get:

Atari 600XL computer
All required power packs, cables, switch boxes, etc.
Atari 1010 cassette program recorder/player
Data cord to connect player to computer and power cable
Original manuals for computer and cassette player
PointMaster joystick made by Discwasher
Three (3) Maxell 15-minute computer cassette tapes, brand new in the original wrappers
Three (3) Maxell 15-minute computer cassette tapes, used, containing a variety of programs
"Atari BASIC" booklet
"31 New Atari Computer Programs for Home, School Office" book, 96-pages, $8.95 cover price
"Your Atari Computer" book, 458 pages

--
Floydian Slip(tm), The Pink Floyd Experience
Random Precision Productions(tm)
P.O. Box 4207, Burlington, Vt. 05406-4207 USA
Sundays, 7-8 p.m., Champ 101.3 FM, Colchester, Vt.
ccb@floydianslip.com ~~ http://www.floydianslip.com

3000. Trade: C-64/128 hardware for Atari hardware.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-19 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7csl17$rve@freenet-news.carleton.ca>
Source record: 53816
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

I have a huge surplus of C64 type hardware I would like to trade
even-up for Atari Computer items.

If you have Atari stuff to trade please e-mail :) I have
drives, computers and peripherals. I even have some Amiga items.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3001. Re: Wanted: Atari 1450XL/D, 1400, 1200XL, 830, 835, 850

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-19 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <TdII2.774$931.1771@news.flash.net>
Source record: 53817

if you find the first to items i'll buy them NAME your PRICE

In article <36F17D3E.EFDF1DCF@holyoak.com>, Trevor Holyoak
<trevor@holyoak.com> wrote:

> Not so rare, huh? If you can find the first two items on the list, I'd
> love to hear about it.
>
> - Trevor Holyoak
>
> Tfxwtby wrote:
>>
>> hi outthere,
>>
>> a friend of mine is looking for these (not so) rare Atari items, especially
on
>> the American market:
>>
>> Atari 1450XL/D
>> Atari 1400
>> Atari 1200XL
>> Atari 830
>> Atari 835
>> Atari 850
>>
>> Please contact me until end of march, everything else is too late 'cause then
I
>> will leave the US.
>>
>> greetz, sven.
>>
>> (please reply to my email: sven.gleich@mb1.tu-chemnitz.de)

3002. En castellano

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-19 00:00:00 UTC
From: "Jaime Medina F." <medfor@itn.cl>
Message-ID: <7csgnv$1l8$1@news.rdc.cl>
Source record: 53818

Si hay alguien hispanoparlante que desee intercambiar informaci�n sobre emuladores de atari 8bits y emuladores en general, por h�ganlo saber.
medfor@itn.cl

medfor@hotmail.com

3003. Tried to fix my 800XL...

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-19 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7ct1mo$esd@enews2.newsguy.com>
Source record: 53819

I was out and about checking out a couple of thrift stores the other day (for some classic video game carts etc.) and stumbled on the most beat up, dirty, left for dead 800XL I'd ever seen. The crud on this thing turned the once cream colored case top to a dingy yellowish brown. Nasty stuff!

It was all by itself, under some old china plates. I asked the guy about it, and he said, "oh, you want the old Atari huh?". Then went on to explain how he didn't understand why it had "letters" (ie KEYS!) on it, and why anyone would want it etc. I didn't even bother to attempt an explanation. Anyway, he wanted $15, but I talked him down to $5 since it looked beyond dead, and had no power supply - or anything else for that matter!

And even though I already have 2 working 800XLs at home, I wanted to get this one to part out in an attempt to fix my original (bought in 1984) 800XL that's had green screen disease since about 1986. So, I brought the poor neglected XL home, and I figured I might as well plug it in and power it up just to see if there was any life left inside, though I seriously doubted the power LED would even work. Well what do you know, it fired right up and passed all the self tests! Amazing! But, I did buy it for parts [I told myself], and it's sort of a weird sentimental reason I have for wanting to fix my original 800XL (don't ask!) so I began the procedure.

I opened up my ORIGINAL 800XL - something which I've done before to transplant it's keyboard into one of my other 800XLs - and checked out the board, and didn't see any burned chips or anything bad. And I noted that all the chips were socketed. All good so far.

Then I opened up the dirty/thrifted 800XL, only to discover that (in addition to the fact that it apparently served as a home to a family of small spiders at one time) all of it's chips were SOLDERED into place! Oh man! There go my chip transplanting plans...

Well, still wanting my old friend [original 800XL] to live again, I decided to use it's clean case, and transfered the "guts" of the thrifted XL into it.

So now, my original 800XL lives on in 2 separate 800XLs - one has it's keyboard, the other has it's case. And old original will sit idle again, in a nasty stained case until I can find another XL that has socketed chips. Then perhaps my old firend will come to life again, with fond memories of late nights fighting evil in EXODUS: Ultima III...

:^)

-Paul

--

Paul Nurminen (aka Nurmix)

_/ Red Light 6 Studio - El Segundo, California

* SPAM ALERT!
* (If it's there) remove "NO_SPAM_ME" before e-mailing!

3004. Re: /|\ Atari 8-bit TELNETABLE BBS!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-19 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-dejanews.com>
Message-ID: <7ctcq7lbp1@nnrp1.dejanews.com>
Source record: 53820

Mika Lindblad wrote in message ...
>Seems like I missed something.. Could someone tell me the telnet
>address for "Closer to Home BBS"?
>
>~~~ SkyReader/Linux v1.00

Here's the URL-

telnet://cth.tzo.com

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3005. RARE COMBAT

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-19 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <aesl2.4359$ht1.5507@newse2.tampabay.rr.com>
Source record: 53821

Want a laugh? You just gotta check this guy's offerings on eBay:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=78544230

3006. The XL Boss V1.0

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-19 00:00:00 UTC
From: Paul Grammens <pgrammen@sonic.net>
Message-ID: <36F299AA.1604@sonic.net>
Source record: 53822

I just picked up a second 800XL. My first one starts up in BASIC, but this one comes up to a screen that says "The XL Boss V1.0". What is that? I can type text to the screen, but that seems to be it. I have a BASIC cartridge, which does bring the 800XL up in BASIC.
-Paul

3007. SpartDOS-X

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-19 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-DHqdDvjuDdTM@draco>
Source record: 53823

I am looking for a sparta-X 4.22 ROM image. Can anyone help?

Ken

3008. Re: RARE COMBAT

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-19 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36f3b3ce.64914578@news.earthlink.net>
Source record: 53824

On Fri, 19 Mar 1999 13:24:22 GMT, "Bowling" <mbowlin1@tampabay.rr.com>
wrote:

>Want a laugh? You just gotta check this guy's offerings on eBay:
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=78544230
>

Hehe. Yeah I checked it out. "RARE" hehehe. I also decided to look
at his other auctions to see if they were funny too, and yep, they
were! Everything is RARE. Funny he's getting such lame bids then.

Hehehe.

3009. Re: ok what do I need to hook up my atari to the pc so I can dump my old files?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-19 00:00:00 UTC
From: mrz@connect.ab.ca
Message-ID: <36f184de@skylite.connect.ab.ca>
Source record: 53825

In article <7cprrs$1gj$1@mtinsc01.worldnet.att.net>, "Gareee"
<gareee@worldnet.att.net> wrote:

I did it for ascii files using the a nul modem cable which requires the 850
and communication software at both ends (I think e-mail should also work).

Other files will probably not work because software will not be compatable.

Albert

>do I need a 850 interface? and special cables??
>
>a website with info would do just fine.
>
>Gary Tabar Jr,
>@ Da Mouzzz...
>EMAIL: gareeeNOSPAM@worldnet.att.net
>INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
>HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
>Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
>http://www.fortunecity.com/tattooine/ellison/86/index.html
>
>
>

Men do less than they ought, unless they
do all they can.

3010. A800 --> PC Link

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-19 00:00:00 UTC
From: maloney@merlin.albany.net
Message-ID: <7cujea$l0s$1@news.monmouth.com>
Source record: 53826

Hi all!
I'm sure this has been covered a 100 times before,
but I don't lurk in this group very often. I have an 800
with an Indus GT drive and I want to make disk images for
Atari800Win, etc.
Is there a way (via laplink type cable) to link these
and do this easily?
-Patrick

3011. FS: WARGAME CONSTRUCTION $10

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-19 00:00:00 UTC
From: markreed@ptd.net
Message-ID: <O3BI2.148$EW.800@nnrp1.ptd.net>
Source record: 53827

I have one copy (5.25 disk) in original box with manual of Strategic Simulations, Inc. "Wargame Construction Set". 48K req. Also includes Scenario disk. For sale only $10.00 plud 3.00 shipping. If interested, contact me at : markreed@postoffice.ptd.net
Thank you, Mark.

3012. Re: "RARE" Items on ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-20 00:00:00 UTC
From: Dav_and_Frances_Vandenbroucke@compuserve.com
Message-ID: <36f3d519.80308721@news.compuserve.com>
Source record: 53738

On 20 Mar 1999 11:21:51 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>look for old stuff (as I am). But the number
>of items listed as "RARE", "Ultra RARE",
>really twists my tail. I sometimes will send

Yes, this is a common complaint in many of the newsgroups that have collectors of one sort or another. Auctions of any sort are very much a "caveat emptor" situation. You have to know what you're looking for and not rely on the sellers' assessment of value or rarity.

Dav Vandenbroucke
dav_and_frances_vandenbroucke@compuserve.com

3013. Does Zombies work?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-20 00:00:00 UTC
From: Justin McElhanon <thorin99@hotmail.com>
Message-ID: <7d0vi9$cn8$2@news.tamu.edu>
Source record: 53739

Does anyone know how to get zombies from the Games005.atr working on the XL-it emulator? Whenever I try it it loads for a while, a few characters flash on the screen then it goes to the blue screen and stops loading. I've tried loading it in basic with the same results. Anyone know if you can get zombies working with the XL-it emuluator? What about with the Pokey emulator? What about a zombies atr that isn't part of a megaatr (and where could I find one?) Anyway thanks for the help. I told my older brother I'd help him get it working. BTW Joust on games001 also doesn't work, so if you have any idea on that...

--
Justin McElhanon.....thorin99@hotmail.com

3014. Re: ICD

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be7312$974464c0$9e364382@vidar>
Source record: 53740

Try Bob Klaas. He was last time I tried at : bobkla19@sisna.com

Cabell Clarke <cabell@richmond.infi.net> wrote in article
<7d0hn5$4ga$1@nw003t.infi.net>...
> Does anyone know if ICD still supports the 8-bit MIO? If not, who
repairs
> them?
>
> --
> Cabell Clarke
> cabell@richmSPAMNOond.infi.net
> http://www.geocities.com/~amf_band
>
>
>

3015. Rescue on Fractalus Cartridge - New/Sealed - Ebay Auction

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-20 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <7d1mik$4u0$1@nntp2.uunet.ca>
Source record: 53741
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Hello there,

I have my last copy of Atari 8 bit Rescue on Fractalus for auction on Ebay.
The cartridge is still in it's original, sealed package:

The address is:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=78902701

Thanks,

Richard.

~~~~~~
Richard Smith
Barrie, Ontario, Canada
email: rsmith@planeteer.com
Homepage: http://toronto.planeteer.com/~rsmith
Atari Warehouse: http://toronto.planeteer.com/~rsmith/atari.htm
~~~~~~

3016. atari 410 tape drive problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-20 00:00:00 UTC
From: Robert Collet <Collet@worldnet.att.net>
Message-ID: <7cur71$4hu@bgtnsc01.worldnet.att.net>
Source record: 53828

I found an atari 410 tape drive a couple days ago, but I dont have a working 8 bit computer to use it on, so I cant test it out. However, when I plug it in it can rewind and fast forward, but the play button doesnt do anything. Anyway, is there any way to fix this? If you can fix it, I'd be willing to trade it for something, especially anything for the Mattel Aquarius. Thanks.

3017. Re: Wizards Crown Help?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-20 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <7cursa$kdk2@news.ajou.ac.kr>
Source record: 53829

On 15 Mar 1999 19:31:25 , Keith Scroggins wrote:
>Anyone know where I could find a help file for Wizards Crown on the net?
>I remember waaaaaaaayyyyyyyy back that Compuserve had a semi walk thru for
>the game. I'd kinda like to finish the game since these days there seems
>to be a giant lack of good old fashion RPGs.
>
>Another question, did the sequal to Wizards Crown come to the 8-bit? I
>seem to remember it was called Eternal Dagger and was far easier than
>Wizards Crown (well not simple, but Wizards Crown is a nice challenge).
>
>Thanks for the replies!
>
>---Keith

Wizards Crown is one of my favorite Atari 8-bit RPGs.
Alternate Reality (The City) and (The Dungeon)
are my all time favorites. Finished The Dungeon and
I believe I finished The City too. Hard to tell with
that one, not sure if there was a ending with The City.
There is a ending to The Dungeon.

I completed Wizards Crown some years back and still have several
pages of notes that I made while playing it.

If you have any specific question(s) about something in the game,
then I may be able to help.

Yes, Eternal Dagger did make it to the Atari 8-bits.
I got about half way through the game years back and
didn't finish it for some reason. Maybe someday I'll
pickup where I left off. ;)

I remember having a very hard time finding Eternal Dagger
for sale.
phantomm@eastky.net

3018. NES cart "fix" Question...?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-20 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <w4DI2.1047$rE6.419@newse2.tampabay.rr.com>
Source record: 53830

I have a copy of Caveman Games that always gives me vertical stripes
(grey/white narrow stripes, extending uniformly all across the screen). The
game plays normally, just the stripes screw up the enjoyment. No amount of
cleaning seems to fix the problem -- I have cleaned several times.
Is my cart ruined permanently? Or, does anyone know of a "fix"? Have you
had similar problems, and fixed them?
--Mark

3019. Re: MIO docs

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-20 00:00:00 UTC
From: brunergs@pcisys.net
Message-ID: <7cv6ndcni1@newman.pcisys.net>
Source record: 53831

In article <BTU3GVv.rldetlefsen@delphi.com>, rldetlefsen@delphi.com wrote:
>"Cabell Clarke" <cabell@richmond.infi.net> writes:
>
>>Anyone have a schematic diagram for an ATR 8000?
>
>To my knowledge, SWP never released any tecnical data to the public-i.e.
>schematics and vectors.(too bad). Docs in general are available.
>
>Rick D.

Ahh...let me inform you. I have schematics for the ATR8000. But just the ATR. I don't have any for the hard drive interface, Co-power 88, or the Co-power daughter board. But I will have some searching to do.

Glenn Bruner
brunergs@pcisys.net

3020. Re: atari 410 tape drive problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7cvle9$dru@freenet-news.carleton.ca>
Source record: 53832

"Robert Collet" (Collet@worldnet.att.net) writes:
> I found an atari 410 tape drive a couple days ago, but I dont have a working
> 8 bit computer to use it on, so I cant test it out. However, when I plug it
> in it can rewind and fast forward, but the play button doesnt do anything.
> Anyway, is there any way to fix this? If you can fix it, I'd be willing to
> trade it for something, especially anything for the Mattel Aquarius. Thanks.

The 'play' function wont work until the Atari asserts the 'motor control'
line. In other words it will never play until an Atari computer
tells it to.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3021. Compuserve VIDTEX Disk?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7cvlhu$dsg@freenet-news.carleton.ca>
Source record: 53833

I recently stumbled across an original Compuserve Vidtex access
disk. Does anyone know if this software is anything other than
just a regular terminal program?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3022. Re: "RARE" Items on ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-20 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990320062151.15349.00000297@ng-fa1.aol.com>
Source record: 53834

Ebay is really neat if you are inclined to
look for old stuff (as I am). But the number
of items listed as "RARE", "Ultra RARE",
really twists my tail. I sometimes will send
a question to a seller asking why they
have listed something as RARE. Some of
the answers are most interesting.
Larry

3023. Re: ok what do I need to hook up my atari to the pc so I can dump my old files?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-20 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <7d0f55$jla@bgtnsc03.worldnet.att.net>
Source record: 53835

thanks for the tip.. I mainly want to get all my old fun with paint
pictures, and the compiled basic games n such IO fix'd.. be nice to add em
to my website, along with my newer artwork..

and I didn't forget.. I'll be adding a new synapse wallpaper in the next
week.... ;)

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Albert A. Zwikstra wrote in message <36f184de@skylite.connect.ab.ca>...
>In article <7cprrs$1gj$1@mtinsc01.worldnet.att.net>, "Gareee"
><gareee@worldnet.att.net> wrote:
>
>I did it for ascii files using the a nul modem cable which requires the 850
>and communication software at both ends (I think e-mail should also work).
>
>Other files will probably not work because software will not be compatable.
>
>Albert
>
>>do I need a 850 interface? and special cables??
>>
>>a website with info would do just fine.
>>
>>Gary Tabar Jr,
>>@ Da Mouzzz...
>>EMAIL: gareeeNOSPAM@worldnet.att.net
>>INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
>>HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
>>Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
>>http://www.fortunecity.com/tattooine/ellison/86/index.html
>>
>>
>>
>
>Men do less than they ought, unless they
>do all they can.
>

>

3024. ICD

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-20 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <7d0hn5$4ga$1@nw003t.infi.net>
Source record: 53836

Does anyone know if ICD still supports the 8-bit MIO? If not, who repairs
them?

--
Cabell Clarke
cabell@richmSPAMNOond.infi.net
http://www.geocities.com/~amf_band

3025. Multi-character RPG on Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-20 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <921951989mnewsX_velcro_X@netunlimited.net>
Source record: 53837

I know Alternate Reality set the standard, however you could only have one player. C-64 had a Bard's Tale version where you had your team of characters wage dramatic hit points battles with armies of enemies.

Were there any multi-character RPG's for Atari? Was Eternal Dagger one, and how deep is the play value?

Also Zork Zero... didn't that come out with some unusual elements on 8bit?

vs

To email me just remove the X's and underline marks from my address.

3026. Re: Multi-character RPG on Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-21 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36f769a3.42128001@news.earthlink.net>
Source record: 53742

On 20 Mar 99 11:46:29, X_velcro_X@netunlimited.net (Daniel Miller)
wrote:

>Were there any multi-character RPG's for Atari? Was Eternal Dagger one, and
>how deep is the play value?

Yeah, Ultima III & IV had multiple people in the party.

3027. Atari 800XL and 1050 FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-21 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <7d1rhhjcf1@mohawk.hwcn.org>
Source record: 53743

I have a working stock Atari 800XL and stock Atari 1050 disk drive for sale.....$50 US plus shipping from Canada.

3028. FS: ATARI 2600 Keyboard Controllers - MINT Condition in box

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-21 00:00:00 UTC
From: PEW@NOSPAM.YOU
Message-ID: <36fa7b17.4447445@news.erols.com>
Source record: 53744
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Original ATARI 2600 Keyboard Controller Sets ATARI CX50

NEW, Never used except to be tested.

Original Box - Mint Condition
2 Keyboard Controllers - Mint Condition

$25.00 a set + Shipping US Funds Only

2 sets are available.

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

3029. FS: ATARI 2600 Thickbottom (circa 1977)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-21 00:00:00 UTC
From: PEW@NOSPAM.YOU
Message-ID: <36fc7b1b.4451621@news.erols.com>
Source record: 53745
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Atari 2600 Thickbottom - 6 Switch (circa 1977)

This unit was one of the first Atari 2600 units built.
This thing is built like a tank.

Unit is in very good condition. Works great.

Unit Only $25.00 + SHIPPING US funds only.

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

3030. FS: ATARI 9VAC Power Supply - NEW in box

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-21 00:00:00 UTC
From: PEW@NOSPAM.YOU
Message-ID: <36fb7b1a.4450048@news.erols.com>
Source record: 53746
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Original Atari 9 VAC Power Supply (C017945)

New! in Original Box - Never used.

$20.00 + Shipping US Funds Only

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

3031. Re: Multi-character RPG on Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-21 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be737b$7df914c0$0d364382@vidar>
Source record: 53747

Jon Melbo <ssilicon@earthlink.net> wrote in article
<36f769a3.42128001@news.earthlink.net>...
> On 20 Mar 99 11:46:29, X_velcro_X@netunlimited.net (Daniel Miller)
> wrote:
>
> >Were there any multi-character RPG's for Atari? Was Eternal Dagger one,
and
> >how deep is the play value?
>
> Yeah, Ultima III & IV had multiple people in the party.

Also Wizards Crown, which is great (It was followed by Eternal Dagger)

3032. Wanted: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-21 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990321065445.19088.00000001@ng-fp1.aol.com>
Source record: 53748

If you have one you would like to sell,
please reply with email. Must be
working and have all manuals, disks,
etc.
Larry White

3033. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-21 00:00:00 UTC
From: atari@spam-not-ehrich.com
Message-ID: <tJ5J2.187$JS.894@news3.voicenet.com>
Source record: 53749

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Ape Face Model XLP Digital Device..... $14
Atari XMM801 printer..... $15
Atari 410 Tape Deck..... $15
Atari 1020 Printer..... SOLD
Hot Stuff Joystick (rough)..... $ 4
Joysticks (square) (3)..... $ 8 each
DVE Printer Power Supply Model DV-2412A..... $ 8
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50
Orders & Questions

Diskette Software for Atari Computers
$4 each (6 for $16)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
SOLD - Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
SOLD - DeBug by Childware
SOLD - Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
SOLD - Reading Skills
Sesame Street Astro-Glover (3-6)
SOLD - Sesame Street Print Kit for Atari & Commodore
Spinnakers Alphabet Zoo (3-8)
Spinnakers Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)

Spinnakers Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
SOLD - Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)
Orders & Questions

Diskette Software for Atari Computers
$2.50 each (7 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Astro Grover
Cardware High Tech Expressions
SOLD - Compute Disk October-December 1986
SOLD - Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Match Up
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell
Moon Shuttle
My First Alphabet
Paint Master Diskette
Sea Bandit
Shape Up
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Computer Crosswords for Atari or Commodore
Orders & Questions

Antic Diskettes from Atari
$2 each (5 for $8) (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
Orders & Questions

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)

Orders & Questions

Tape Software for Atari Computers
$3 each (4 for $8) (10 for $16)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Program Exchange - Counter (3-8)
Canyon Climber for Atari 400/800 (16k)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
SOLD - Gulp!!
Hangman
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)

Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
Orders & Questions

Atari Books $5 each (6 for $20)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

3034. Re: Does Zombies work?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-21 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <36f4c73e.613016@news.demon.co.uk>
Source record: 53750

The other Day Justin McElhanon <thorin99@hotmail.com> wrote:

> Does anyone know how to get zombies from the Games005.atr working
>on the XL-it emulator? Whenever I try it it loads for a while, a few
>characters flash on the screen then it goes to the blue screen and stops
>loading. I've tried loading it in basic with the same results. Anyone
>know if you can get zombies working with the XL-it emuluator? What about
>with the Pokey emulator? What about a zombies atr that isn't part of a
>megaatr (and where could I find one?) Anyway thanks for the help. I told
>my older brother I'd help him get it working. BTW Joust on games001 also
>doesn't work, so if you have any idea on that...

You have 2 problems, 1 you are using XL-it and 2 Zombies isn't worth
trying.

Xl-it was a very good emu in its day but is now way behind the likes of
Atari800win or A800DOS so get either of those two from your local emu
site and enjoy. Personally I recommend the win version but either will
work superbly.

As for Zombies, well, get Realm of Impossibility as that's the full
version of Zombies. If you do get Zombies to work on that atr (sounded
like you were running with basic) you will see that there is only you in
the maze......Slightly tedious I think you will find :)

Have fun....
--
Paul..

Emulator megafan, Retro gamer and all round fountain of knowledge.

ICQ No: 105793

3035. Atari 8-bits & Millenium bug

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-21 00:00:00 UTC
From: rgorexxx@aol.com
Message-ID: <19990321103019.09104.00000031@ng67.aol.com>
Source record: 53751

Its my first post for a while, so please be
gentle if this has already been covered.

Does anybody know if, how, what, why,
where or when any of the Millenium Bug
issues will affect the Atari 8-bit machines.

My guess is they will work fine because
they have no internal track of the date or
time. Any opinions?

But what about the R-Time 8 cartridge,
SpartaDOS or the other programs that can
use these date functions?

DOS XE works when the date is set to 2000,
files are saved with 00 as the year. Is this
1900 or 2000? Perhaps it doesn't really matter
in this case?

Richard Gore
RGorexxx@aol.com
richard@rgore.freeserve.co.uk

3036. atari1050 Floppy

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-21 00:00:00 UTC
From: Jan-Otto Happel <johappel@cs.tu-berlin.de>
Message-ID: <7d3iibsf1@news.cs.tu-berlin.de>
Source record: 53752

```
1050 leider ohne Ser. Kabel 100,-
```

3037. Suche Netzteil Atari 1027

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-21 00:00:00 UTC
From: Manfred Bagola <mbagola@cityweb.de>
Message-ID: <JtcJ2.4035$_5.24348@news2.cityweb.de>
Source record: 53753

Hallo,

suche Netzteil f&#65533;r Typenraddrucker 1027.

Angebot bitte an : mbagola@cityweb.de

3038. Atari 2600 joystick > PC converter?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-21 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <7d3m7d$cc7$1@geraldo.cc.utexas.edu>
Source record: 53754
Cross-posted to: rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit

Does anyone sell a converter for the standard 9-pin 2600 compatible joystick to a modern PC joyport? I've seen some pages with schematics, but I'm looking for any company or person who sells a ready-made converter. I searched around but haven't found anything, although I seem to recall post(s) by someone who does. Any help appreciated.

Thanks!

--
Alex Bilstein
BA in Art History, University of Texas
Are you a fan of the Atari 2600? Then check out the Atari 2600 Nexus:
http://ccwf.cc.utexas.edu/~bilstein/atari2600nexus/index.html

3039. Re: Atari 2600 joystick > PC converter?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-21 00:00:00 UTC
From: Aaron Christopher Finney <aaron.finney@highlander-deerhounds.com>
Message-ID: <36F58C92.65A8551C@highlander-deerhounds.com>
Source record: 53755
Cross-posted to: rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit

Alexander Bilstein wrote:
>
> Does anyone sell a converter for the standard 9-pin 2600 compatible joystick to
> a modern PC joyport? I've seen some pages with schematics, but I'm looking for
> any company or person who sells a ready-made converter. I searched around but
> haven't found anything, although I seem to recall post(s) by someone who does.
> Any help appreciated.

I haven't seen anyone who does these ready made. I did one, but it
doesn't calibrate well on the PC(poor quality resistors, I think). I
bought a stand-up machine joystick from Happ Controls, along with
full-size arcade fire buttons/player select buttons, that I mounted in a
custom box. I made the adapter so I can use it with my 8-bits as well as
Atari800/MAME, etc.

Anyway, it is about the easiest thing in the world to make. Even if
you've never touched a soldering iron, you could probably use crimp
connectors or something to make one that works OK...

Aaron

3040. Re: 1MB Ram Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-21 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <36F5832F.E6A2BF0C@postoffice.pacbell.net>
Source record: 53756

You can't beat a 512Kx8 SRAM chip for memory upgrades.... You can put in a 512K memory (total - 576K) with just two chips and a modified PAL, the memory chip and an HC00. You can also add a Dallas 1210 and a battery for permanent storage. Makes a very nice package. You want to solder up all those chips?? Better to use a SIMM, even.

SRAM is $13, HC00 is $0.30, new PAL is $3,, piece of cake.

Bob
(not what you asked for, was it?? sorry)

Steven J. Tucker wrote:

> Are there any designs out there for upgrades with 1mb ram chips? I recently
> came across a big stash of these and it would be nice to put them
> to use.
>
> Steve

3041. Re: "RARE" Items on ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-21 00:00:00 UTC
From: Tim Irvin <ziggy29@netgate.net>
Message-ID: <ziggy29-210319991751017257@pm3-32.netgate.net>
Source record: 53757

In article <19990320062151.15349.00000297@ng-fa1.aol.com>, LWhite6497
<lwhite6497@aol.com> wrote:

> Ebay is really neat if you are inclined to
> look for old stuff (as I am). But the number
> of items listed as "RARE", "Ultra RARE",
> really twists my tail.

I've seen Star Raiders called "Rare." That's Star Raiders, NOT Star
Raiders II -- the Combat of the Atari 8-bit world. I've seen people
setting a $5 minimum bid on a Combat cart, by the way. *Combat!*

You want rare? Try *working* 5200 joysticks. :)

I have won legitimately *rare* items, though, such as a ColecoVision
Slurpy cart (for nearly 50 bucks). Real collectors aren't stupid; we
can separate the wheat from the chaff.

>I sometimes will send
> a question to a seller asking why they
> have listed something as RARE. Some of
> the answers are most interesting.

It's rare because I've never seen one before, see...

The problem is that with collectibles, "rare" is relative to the demand
for the item. If there are 1000 widgets in existence when a million
people would like to have them, the widget is rare. If there are only
100 widgets but only 10 people want them, the widget *isn't* rare in
the context of collectibles.

As a coin collector, I draw a parallel to a "common" ancient Greek coin
and a 1909-S VDB cent; the Greek coin probably has only 1/10 as many
examples available as the Lincoln cent, but can be found for under $50
while the cent sells for 10 times that amount or more.

The Atari 8-bit market is fairly small, so few items are "rare" in the
context of a small market. Offer a 1450XLD, on the other hand... :)

--
Tim Irvin, ziggy29@netgate.net ::::: http://u1.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

3042. Re: Compuserve VIDTEX Disk?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-21 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <36f5a758.0@news.iglou.com>
Source record: 53758

On 1999-03-20 ai123@FreeNet.Carleton.CA(StevenJ.Tucker) said:
>I recently stumbled across an original Compuserve Vidtex access
>disk. Does anyone know if this software is anything other than
>just a regular terminal program?
>Steve
If I remember correctly, Vidtex had some special features like a
proprietary download protocol and the ability to view RLE pictures on
line. Vidtex programs for other computers, such as the IBM-PC, could view
GIFs online, but I don't think there was ever a terminal with that
ability on the Atari 8-bits.

Net-Tamer V 1.08X - Test Drive

3043. Re: ICD

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-21 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <36f5a75c.0@news.iglou.com>
Source record: 53759

On 1999-03-20 cabell@richmond.infi.net said:
>Does anyone know if ICD still supports the 8-bit MIO? If not, who
>repairs them?
ICD sold all their 8-bit hardware and software years ago. Bob Klaas, who often reads this newsgroup, might be able to repair them or know someone who can.

Net-Tamer V 1.08X - Test Drive

3044. Re: SIO pins

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-21 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <36f5a75f.0@news.iglou.com>
Source record: 53760

On 1999-03-17 Thomas.Rachel@gmx.de said:
>Can someone tell me the usage of the pins on the SIO bus ? I just
>have a SIO2PC interface and want to add an interface to be able to
>load from my tape deck instead of te ATARI cassette player. So I
>need the pins for motor and audio.
>BTW: Is it right that the ATARI and not the cassette player
>analyzes the audio signals from the cassette ? (If not, I won't do
>it.)

Although the Atari sends audio to the cassette, the cassette player decodes the signal before sending it back. In the early 1980s, Popular Electronics magazine published a circuit to decode the tape signal. I built one once and it worked, but once I got a disk drive I never went back to tape.

Net-Tamer V 1.08X - Test Drive

3045. Re: Any official Atari, Inc. archives?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-22 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36F58FFD.CBC48263@worldnet.att.net>
Source record: 53761

Hi Derek,

Although not quite "Official", but fairly close to being as deals are being worked out as I type, the Atari Historical Society is one of the best starting points to help assist any and all individuals looking to learn more about Atari and its history. We are currently working on a deal with Atari Games Corp to put on-line a technical library or all coin-op manuals from 1972-1982 and hopefully if successful, this Officially sanctioned database will grow to encompass all technical manuals of the coin-ops. As for the home video game consoles and computers we are currently talking with Hasbro at this time, no word as of yet. To quickly answer your question regarding how the numbering system when on the computers:

The Atari 400 was originally going to have 4K so it was designated 400, the 410 was designed to worked with the 400 (and also the 800) so it was numbered so. The Atari 800 was to originally have 8K and it got designated 800, all of the 800 periperhals were designated 810 (10 series for storage), the 820, 822 and 825 (20 series for printers) 830 and 835 (30 series for communication) the 40 series was not used, 850 (Expansion series).

The XL series stood for eXtended Line and started with the 1200 (400 + 800 = 1200), originally the 600XL was to be the 400 replacement (400 being 1/2 of 800, 600 being 1/2 of 1200) but came out later with the 800XL (the 800 replacement, but more like the 1200XL replacement since it was a flop). 1400XL was chosen since it added voice and internal modem, 1450XLD was chosen to designate 50 (XL 50 series for storage, others which were not released were the 1053 true Dual Density and 1055 3.5" disk drive {can be seen on www.atarihq.com}) and D for Disk Drive.

Other unreleased were the 1600XL (800XL plus 8088 processor for IBM compatibility) and the Atari 1650XLD with built in disk drive in an Atari 1450XLD case. The Atari 1850XL which was to be the Atari 68000 system utilizing the Amiga Chipset Atari financed in 1983 and Commodore snatched up during the changing of ownership of Atari from Warner Comm. to Tramiel Technologies Limited which was renamed Atari Corp.

So, hope this helps a little bit, take care...

Curt Vendel
The Atari Historical Society
http://www.atari-history.com

Derek Peschel wrote:

> Hi, everybody,
>
> I've always wondered exactly what Atari produced -- they had so many designs

> and some of them slipped through the cracks. Are there any authoritative
> internal Atari production documents out there? What I have in mind are
> lists of things like these:
>
> - The model-numbering systems -- both old (as in 400, 410, 800,
> 130XE, 1040ST) and new (as in XF551, XC212). Those new part-
> number examples are supposed to exist but don't bother me if
> I goofed up... they're just to show the format of part numbers.
>
> - ROM revisions of OSs, BASIC, disk drives
>
> - Source listings (even for the latest revisions)
>
> - Manuals and tech refs, schematics, etc.
>
> - International versions of machines (that Arabic Atari mentioned
> here was pretty cool!)
>
> - All the chips Atari ever designed
>
> - Probably other things (use your imagination)
>
> Does this kind of OFFICIAL information exist anywhere? Or was Atari just
> not that organized?
>
> Thanks,
>
> -- Derek

3046. FS/T: Atari 8-bit computer items [03/22/1999]

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-22 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <36ffaa69.12095202@news.nls.net>
Source record: 53762

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 03/22/1999

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection list for this system is currently on-line!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

{1} = requires 32K.
{2} = requires 48K.
{3} = requires 48K and printer.

Used diskette(s), with box and manual:
$ 2.50 Home Filing Manager, The (Atari)
$ 2.50 Print Shop, The (Br0derbund) {3}

$ 2.50 SynFile+ (synapse) {2} -- also includes Reference Card
$ 2.50 Timewise (Atari) {1}
$ 2.50 Touchdown Football (Electronic Arts) {2}
$ 2.50 VisiCalc (VisiCorp) {1} -- also includes Pocket Reference
Guide -- $5 shipping, due to weight, counts as 1st item

Loose cartridges, no box or manual:
$ 3.00 3-D Tic-Tac-Toe
$ 3.00 Alphabet Zoo [Spinnaker] -- no label
$ 3.00 Atariwriter
$ 3.00 BASIC -- for use with Atari 400 and Atari 800
$ 2.50 Centipede
$ 3.00 Dig Dug
$ 3.00 E.T. Phone Home!
$ 3.00 Frogger [Parker Brothers]
$ 5.00 Gateway to Apshai [Epyx]
$ 1.25 Missile Command
$ 2.50 Pac-Man
$ 3.00 Qix
$ 1.25 Space Invaders
$ 2.50 Star Raiders
$ 2.50 Super Breakout

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive does not include the power supply, or Molex
connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will
not boot up. Sold as non-working item, possibly repairable, for
parts only!

$ 4.00

*****

LOT #2

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 9.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
#1) VideoGameAdvantage@DittosRush.com -- for quickest response
#2) VGA2000@io.com -- *backup* e-mail account, please use #1
#3) dw901@cleveland.freenet.edu -- *backup* e-mail account, ditto

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs and VCDs too), Video Game Advantage
almost everything ever made, including 6861 Anthony Lane
Nintendo, Sony, Sega, Atari, 3DO, and Parma Hts., OH 44130
many more (also older computers) for over 1-440-843-8815 Voice
5 years on the Internet! Visit us on the
WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

3047. Re: En castellano

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-22 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <36f6e857.4525541@news.ind.mh.se>
Source record: 53763

On Fri, 19 Mar 1999 00:30:52 -0500, "Jaime Medina F." <medfor@itn.cl> wrote:

>Si hay alguien hispanoparlante que desee intercambiar informaciï¿½n sobre
>emuladores de atari 8bits y emuladores en general, por hï¿½ganlo saber.
>medfor@itn.cl
>
>medfor@hotmail.com
>
>
Por que no te metes a la lista

atari8-l@zwieracz.ideefixe.nom.pl

Aunque la lista es en ingles puedes encontrar alli
a mas gente que hable castellano...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

3048. Re: The XL Boss V1.0

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-22 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <7d514r$md4$1@news.storm.ca>
Source record: 53764

XL Boss was a replacement OS for the XLs. I think it provided 400/800 compatibility, but hosed the PBI.

Feel free to correct this; it's been quite some time since I worried about OSes.

--
David P.
Paul Grammens <pgrammen@sonic.net> wrote in message news:36F299AA.1604@sonic.net...
> I just picked up a second 800XL. My first one starts up in BASIC, but
> this one comes up to a screen that says "The XL Boss V1.0". What is
> that? I can type text to the screen, but that seems to be it. I have a
> BASIC cartridge, which does bring the 800XL up in BASIC.
> -Paul

3049. Re: NTSC & PAL Carts? What'll Work?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-22 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-PFOnbxSjsgxH@di06-ks.cth.com.au>
Source record: 53765

On Tue, 16 Mar 1999 06:22:38, "Scott Bass" <scottbass@access1.net>
wrote:

> Bowling wrote in message <_ldG2.1224$eW.1239455@newse3.tampabay.rr.com>...
> >I have an acquaintance in the United Kingdom with some DESIRABLE Carts for
> >Atari 800. He says they are PAL. Are they useless for my Atari 800 here in
> >the United States?
> >--Mark
>
> I have no problem playing most PAL games that I've come across
> on my NTSC (american) atari 8-bit. You will probably need to hook
> up to a tv or monitor that has a horizontal hold knob since the two
> systems put out different numbers of horizontal lines, PAL games
> will "jump" on american tvs unless you adjust the HH. Also, since
> the color palettes are different, you will not experience the true
> intended colors of the games, but it will be good enough!

This is a new one on me! or am i missing something here.
All 8bit software written for ntsc machines will work on PAL
computers. the same is true most of the time the other way round. the
only hurdal is if a programmer uses up all the time avilable for one
full screen scan on a PAL system, ie PAL machines have more time to
display one screen, so therefor more code can be run in that time.
take that to a ntsc system, and things loose sync at best or not work
at all at worst.

>
> Anyone that wants to trade backups of NTSC or PAL cassette
> games for the Atari 8-bit, please get in touch.

3050. Re: 1MB Ram Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-22 00:00:00 UTC
From: <>
Message-ID: <7d58er$b8t$1@news.cyberhighway.net>
Source record: 53766

In article <36F5832F.E6A2BF0C@postoffice.pacbell.net>,
rwoolley@postoffice.pacbell.net wrote:

>You can't beat a 512Kx8 SRAM chip for memory upgrades.... You can put in a 512K
>memory (total - 576K) with just two chips and a modified PAL, the memory chip and
>an HC00. You can also add a Dallas 1210 and a battery for permanent storage. Makes
>a very nice package. You want to solder up all those chips?? Better to use a SIMM,
>even.
>
>SRAM is $13, HC00 is $0.30, new PAL is $3,, piece of cake.
>
>
>Bob
>(not what you asked for, was it?? sorry)
>

drool; Something like this and a camcorder battery and you could make a
portable out of a 600XL...

Brent

3051. GALAHAD AND THE HOLY GRAIL.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-22 00:00:00 UTC
From: mark <webmaster@turborater.com>
Message-ID: <7d5ia6spb1@nnrp02.primenet.com>
Source record: 53767

this was my all time favorite atari game.

i am desperately seeking a copy of the docs, and disk. or if anyone knows
where the image is, that would be great too.

does anyone know of any other games that are similar to this one?

3052. [FA eBay] Atari 2600 PAL Carts MIB including HES "My Golf."

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-22 00:00:00 UTC
From: sergiob@my-dejanews.com
Message-ID: <7d5l2hkom1@nnrp1.dejanews.com>
Source record: 53768

Hi, 4 new items at www.ebay.com:

In excellent condition and complete with case and instructions, the following
PAL Atari 2600 Games Cartridges.

eBay Item # 80242010 Atari 2600 Cartridge Title Match (PAL) MIB
eBay Item # 80240734 Atari 2600 Cartridge Tomcat F-14. (PAL) MIB
eBay Item # 80239472 Atari 2600 Cartridge HES My Golf (PAL) MIB
eBay Item # 80237252 Atari 2600 Cartridge River Raid II (PAL) MIB

Thank you for your time.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3053. Re: GALAHAD AND THE HOLY GRAIL.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-22 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990322094215.10195.00000035@ng109.aol.com>
Source record: 53769

"mark" <webmaster@turborater.com> wrote:

<<this was my all time favorite atari game.
i am desperately seeking a copy of the docs, and disk. or if anyone knows
where the image is, that would be great too. >>

You can find the docs here:

http://www.crestviewfl.com/~richard/GALAHAD.TXT

Glad I could help a little.

-Scott Wozniak

3054. thanks / boot problem / formats

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-22 00:00:00 UTC
From: Thomas RACHEL <Thomas.Rachel@gmx.de>
Message-ID: <7d5lnf$4jo$1@hades.rz.uni-sb.de>
Source record: 53770

Hi all there,

first thanks to all who have helped me to solve my A800<->PC problems.
Now a new one:

I just want to be able to get my bootable tapes bootable from disk. I
have copied them to sector 4... , but it didn't work. How can I get it ?
Do I have to turn it into a binary file ?

And also, I would like to know the formats of

* a binary file (to be loaded from DOS with L)
* a boot file (to be loaded from cassette; the 1st sector of a disk also
has this format)
* a disk (I mean the file structure)
Here, I already know that Sect#360 is the directory, but then ?

And: Is there a difference between .OBJ and .COM ? e.g. by convention:
the one needs BASIC, the other doesn't want BASIC and must be loaded
with OPTION...

Thanks a lot in advance.

Thoma$

3055. Re: NTSC & PAL Carts? What'll Work?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-22 00:00:00 UTC
From: doctor@iwaynet.net
Message-ID: <7d5mtu$k1d$1@news.iwaynet.net>
Source record: 53771

On 1999-03-22 sup8pdct@mail.cth.com.au said:
>Newsgroups: comp.sys.atari.8bit
>On Tue, 16 Mar 1999 06:22:38, "Scott Bass" <scottbass@access1.net>
>wrote:
>> Bowling wrote in message <_ldG2.1224$eW.1239455@newse3.tampabay.
>>rr.com>... >I have an acquaintance in the United Kingdom with
>>some DESIRABLE Carts for >Atari 800. He says they are PAL. Are
>>they useless for my Atari 800 here in >the United States?
>> >--Mark
>> I have no problem playing most PAL games that I've come across
>> on my NTSC (american) atari 8-bit. You will probably need to hook
>> up to a tv or monitor that has a horizontal hold knob since the
>>two systems put out different numbers of horizontal lines, PAL
>>games will "jump" on american tvs unless you adjust the HH. Also,
>>since the color palettes are different, you will not experience
>>the true intended colors of the games, but it will be good enough!

Actually the PAL Atari has a hardware modification to adjust for PAL
Colours.So the colours should be the same.And extra lines are put at the top
of the screen so that software will still have just 24 blank lines at the
top of the screen when used on NTSC Ataris.
(of course games can and WILL probably change that)

>This is a new one on me! or am i missing something here.
>All 8bit software written for ntsc machines will work on PAL
>computers. the same is true most of the time the other way round.
>the only hurdal is if a programmer uses up all the time avilable
>for one full screen scan on a PAL system, ie PAL machines have more
>time to display one screen, so therefor more code can be run in
>that time. take that to a ntsc system, and things loose sync at
>best or not work at all at worst.

Turning off music usually fixed it for me.You might have to turn off all
sounds in extreme cases.
Net-Tamer V 1.11.2 - Test Drive

3056. Re: SIO pins

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-22 00:00:00 UTC
From: doctor@iwaynet.net
Message-ID: <7d5mu0$k1d$2@news.iwaynet.net>
Source record: 53772

On 1999-03-21 bmarcum@iglou.com said:
>NNTP-Posting-Host: lou-ts9-78.iglou.com
>X-NNTP-Posting-Host: lou-ts9-78.iglou.com
>Date: 21 Mar 1999 21:13:51 -0500
>X-Trace: 21 Mar 1999 21:13:51 -0500, lou-ts9-78.iglou.com
>Lines: 17
>X-NNTP-Posting-Host: news-incoming.iglou.com
>Organization: IgLou Internet Services, Inc.
>Path: news.iwaynet.net!odin.oar.net!malgudi.oar.net!news.cis.
>ohio-state.edu!news.maxwell.syr.edu!howland.erols.net!news-out.dige
>Xref: news.iwaynet.net comp.sys.atari.8bit:56190
>On 1999-03-17 Thomas.Rachel@gmx.de said:
>>Can someone tell me the usage of the pins on the SIO bus ? I just
>>have a SIO2PC interface and want to add an interface to be able to
>>load from my tape deck instead of te ATARI cassette player. So I
>>need the pins for motor and audio.
>>BTW: Is it right that the ATARI and not the cassette player
>>analyzes the audio signals from the cassette ? (If not, I won't do
>>it.)
>Although the Atari sends audio to the cassette, the cassette player
>decodes the signal before sending it back. In the early 1980s,
>Popular Electronics magazine published a circuit to decode the tape
>signal. I built one once and it worked, but once I got a disk
>drive I never went back to tape.

Actually the POKEY chip functions as a MODEM when using the tape drive.
Instead of using TTL voltage levels it sends two different tones for the
different bit states.(true and false)
That's how you can do DTMF tone dialing with the 1030 MODEM even though it
only supports pulse dialing.
(and the audio in of the SIO port takes the place of a MODEM speaker)
Net-Tamer V 1.11.2 - Test Drive

3057. Re: The XL Boss V1.0

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-22 00:00:00 UTC
From: Paul Grammens <pgrammen@sonic.net>
Message-ID: <36F67761.27B7@sonic.net>
Source record: 53773

David A. Paterson wrote:
>
> XL Boss was a replacement OS for the XLs. I think it provided 400/800
> compatibility, but hosed the PBI.
>

Do you have any idea what sort of commands it responds to? It doesn't give any error messages or respond when I type, other than printing the characters on the screen.

-Paul

3058. SHAMUS for GameBoy Color! Woo-Hoo!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-22 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990322131241.20282.00000069@ng-fa1.aol.com>
Source record: 53774

It seems that one of my all-time favorite games is being ported to the GameBoy Color! I hope a publisher picks this one up ASAP. Show your support. Check out the link here:

http://www.junglevision.com/shamus/index.html

Hopefully we'll get a port of Shamus: Case II as well. Is anybody else excited about this as much as I am? I mean...what could be better than playing Shamus while sitting on the john? lol

3059. Basic XL/XE books FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-22 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <7d5un8$k7q$2@mohawk.hwcn.org>
Source record: 53775

I have the OSS Manual for Basic XL, Basic XE, and The Basic XL Tookkit.
They are the books only. Nothing else is included.

$10 plus shipping from Canada, or $5 each plus shipping. Prices are in US
funds.

3060. Atari1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-22 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <7d66mj$59r$1@barcode.tesco.net>
Source record: 53776

Wanted to buy, 1200xl manual, prefer original, consider good quality copy

Richard

3061. Re: SIO pins

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-22 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <36f6a589.1603183@news.wxs.nl>
Source record: 53777

On 21 Mar 1999 21:13:51 -0500, bmarcum@iglou.com wrote:

>
>On 1999-03-17 Thomas.Rachel@gmx.de said:
> >Can someone tell me the usage of the pins on the SIO bus ? I just
> >have a SIO2PC interface and want to add an interface to be able to
> >load from my tape deck instead of te ATARI cassette player. So I
> >need the pins for motor and audio.
> >BTW: Is it right that the ATARI and not the cassette player
> >analyzes the audio signals from the cassette ? (If not, I won't do
> >it.)
>
>Although the Atari sends audio to the cassette, the cassette player
>decodes the signal before sending it back. In the early 1980s, Popular
>Electronics magazine published a circuit to decode the tape signal. I
>built one once and it worked, but once I got a disk drive I never
>went back to tape.
I suppose you don't have that magazine anymore do you?
I have spent a lot of time researching the tape stuff on the Atari.
Hope to release my cassette .cas file to wave file converter
program soon. I really hate tape drives, so that is probably
why everything related to tapes is interesting to me...

3062. Re: Wanted: Atari 8-bit power supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-22 00:00:00 UTC
From: Ted O'Neill <toneill@best.com>
Message-ID: <36F6A5E8.325382E4@best.com>
Source record: 53778

Another follow-up to my own message. One of the power supplies I found was indeed the correct one I needed for the 1200XL. But the other is just slightly different and I'm trying to figure out what it's for! I don't have the part number with me, but it's 9.5 V AC, something around 4 A, and has a slightly larger output jack (both outer and inner diameter) than the more standard version. Any ideas?

Ted O'Neill wrote:
>
> Thanks to all who have responded. I have now purchased 2 power supplies and am
> all set! And I'll post my cartridge/hardware trade list soon!
>
> -Ted
>
> Ted O'Neill wrote:
> >
> > I am looking for a power supply for a 1200XL. I understand that the following
> > part numbers will work:
> >
> > #CO 14319
> > #CA 014748
> > #CA 016804
> > #CO 17945
> > #CA 017964
> >
> > In exchange, I have some pretty common games, or there's always cash!
> >
> > -Ted O.

3063. WTB: 130XE, 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-22 00:00:00 UTC
From: chrisNOSPAM@beyondmedia.com
Message-ID: <36f6c3b2.5483256@netnews.netreach.net>
Source record: 53779

I would like to buy a 130XE and a 1050 Disk Drive (one with a Happy
Board would b a plus)

Please e-mail offers or leads to chrisNOSPAM@gix.com
REMOVE "NOSPAM" FROM ADDRESS.

Thanks,
Chris

3064. boulderdash

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-22 00:00:00 UTC
From: Joseph Mcguire <mcguire@iinc.com>
Message-ID: <36f6ed0a.0@news.iinc.com>
Source record: 53780

Does anyone remember a game called boulderdash for the atari 800xl. I used to play the game all the time and was wondering if it was or is possible to emulate it somehow to play on the computer. thanks

JOE

3065. Re: Wanted: Atari 8-bit power supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-22 00:00:00 UTC
From: Aaron Christopher Finney <aaron.finney@highlander-deerhounds.com>
Message-ID: <36F743D0.B53A886B@highlander-deerhounds.com>
Source record: 53781

Ted O'Neill wrote:
>
> Another follow-up to my own message. One of the power supplies I found was
> indeed the correct one I needed for the 1200XL. But the other is just slightly
> different and I'm trying to figure out what it's for! I don't have the part
> number with me, but it's 9.5 V AC, something around 4 A, and has a slightly
> larger output jack (both outer and inner diameter) than the more standard
> version. Any ideas?

It's probably the PS for the 1027 printer.

Aaron

3066. Re: A800 --> PC Link

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-22 00:00:00 UTC
From: Thomas RACHEL <Thomas.Rachel@gmx.de>
Message-ID: <7d8toeaql1@hades.rz.uni-sb.de>
Source record: 53782

Patrick Maloney schrieb in Nachricht <7cujea$l0s$1@news.monmouth.com>...
>Hi all!
> I'm sure this has been covered a 100 times before,
>but I don't lurk in this group very often. I have an 800
>with an Indus GT drive and I want to make disk images for
>Atari800Win, etc.
> Is there a way (via laplink type cable) to link these
>and do this easily?

Yes. Start at www.cswnet.com/~nkennedy/ and click the Atari links to search for SIO2PC. Or, if you are not familiar to soldering and building circuits, go to www.atari-computer.de and search for the complete interface. You can get it for 50 DEM (about $30).

Thoma$

3067. Re: Atari 8-bits & Millenium bug

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-23 00:00:00 UTC
From: brunergs@pcisys.net
Message-ID: <7d8r2l$2ab$1@newman.pcisys.net>
Source record: 53638

In article <19990321103019.09104.00000031@ng67.aol.com>, rgorexxx@aol.com (RGorexxx)
wrote:
>Its my first post for a while, so please be
>gentle if this has already been covered.
>
>Does anybody know if, how, what, why,
>where or when any of the Millenium Bug
>issues will affect the Atari 8-bit machines.
>
>My guess is they will work fine because
>they have no internal track of the date or
>time. Any opinions?
>
>But what about the R-Time 8 cartridge,
>SpartaDOS or the other programs that can
>use these date functions?
>
>DOS XE works when the date is set to 2000,
>files are saved with 00 as the year. Is this
>1900 or 2000? Perhaps it doesn't really matter
>in this case?
>
>Richard Gore
>RGorexxx@aol.com
>richard@rgore.freeserve.co.uk
>

Rich,

Here is what I see with Y2K and 8bits.

Like you stated before, the computer doesn't really
have a actual clock chip inside. So it really doesn't
know or care what day/year/decade/millenium it is.

Now. When you boot up something like SpartaDos
which sets the time/day/month/year that's where
the date issue comes into play. I can't say for sure
what restrictions Spartados has on the year. But
whenever I use it, I never bother setting it. The DOS
defaults to 1985 for the year. The only problem that
creates for me is I won't know when I created that
partcular file. Oh well...

Now, this may be a issue with someone who might
still be operating a BBS or using some of the business

application software that was written years ago. Anything that may sort stuff by year.

As long as there are enough spare parts, your Atari should last you for many years to come. In my opinion, this whole Y2K issue, for the most part, is a big HOAX. Created by people who are seizing a opportunity to make some good money. That are some legitimate problems out there. But most of what the media keeps saying is their excuse for reporting something!! And for beauracrats to get some attention.

Let me get down of this box of Tide now....

Glenn Bruner
brunergs@pcisys.net

3068. Re: Atari 2600 joystick > PC converter?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-23 00:00:00 UTC
From: "Bret L. Kellihan" <blk3z@virginia.edu>
Message-ID: <7d97ae$6qi$4@murdoch.acc.Virginia.EDU>
Source record: 53639
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I have seen a ready made converter... The ones I've seen on the net would take Atari 2600, Genesis, Nitendo, Super Nintendo and Nintendo64 type plugs...they were about 50 bucks. I'm not sure who made them or where I saw them. I'll see if I can find the info again. You might try searching for joystick converter? maybe...

hope this helps.. Atleast you know they exist now.

-Bret

>From: bilstein@mail.utexas.edu (Alexander Bilstein)
>Newsgroups: rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit
>Subject: Atari 2600 joystick > PC converter?
>Date: Sun, Mar 21, 1999, 3:53 PM
>

>Does anyone sell a converter for the standard 9-pin 2600 compatible joystick to
>a modern PC joyport? I've seen some pages with schematics, but I'm looking for
>any company or person who sells a ready-made converter. I searched around but
>haven't found anything, although I seem to recall post(s) by someone who does.
> Any help appreciated.
>
>Thanks!
>
>--
>Alex Bilstein
>BA in Art History, University of Texas
>Are you a fan of the Atari 2600? Then check out the Atari 2600 Nexus:
>http://ccwf.cc.utexas.edu/~bilstein/atari2600nexus/index.html
>

3069. Re: Atari 2600 joystick > PC converter?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-23 00:00:00 UTC
From: "Bret L. Kellihan" <blk3z@virginia.edu>
Message-ID: <7d97cl$6qi$6@murdoch.acc.Virginia.EDU>
Source record: 53640
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I checked...

the name I come up with is Console Cables...

website: www.consolecables.com.au

hope this helps some...

-Bret

In article <7d3m7d$cc7$1@geraldo.cc.utexas.edu>, bilstein@mail.utexas.edu
(Alexander Bilstein) wrote:

>Does anyone sell a converter for the standard 9-pin 2600 compatible joystick to
>a modern PC joyport? I've seen some pages with schematics, but I'm looking for
>any company or person who sells a ready-made converter. I searched around but
>haven't found anything, although I seem to recall post(s) by someone who does.
> Any help appreciated.
>
>Thanks!
>
>--
>Alex Bilstein
>BA in Art History, University of Texas
>Are you a fan of the Atari 2600? Then check out the Atari 2600 Nexus:
>http://ccwf.cc.utexas.edu/~bilstein/atari2600nexus/index.html
>

3070. FS: Atari XDM 121 Letter-quality printer

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-23 00:00:00 UTC
From: Eric Sokolowsky <esok@seal.cs.byu.edu>
Message-ID: <Pine.SGI.4.05.9903231728240.8071-100000@seal.cs.byu.edu>
Source record: 53641

I have a working XDM 121 letter quality printer that I don't want to store any more. It comes with a partially used ribbon, and ribbons are available in many office stores. Please make offers. Buyer pays shipping from Utah. It comes with the power supply but no I/O connector.

3071. 3DO system (FZ-10) with 6 Games and 3 Controllers Going Cheap $71.00 on Auction

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-23 00:00:00 UTC
From: Me <ravi@wysitech.com>
Message-ID: <7d9dk8$qk4$1@news.erinet.com>
Source record: 53642
Cross-posted to: alt.atari.2600,alt.atari-jaguar.discussion,alt.games.myst,alt.games.video.sega-saturn,alt.sega.genesis,comp.emulators.game-consoles,comp.sys.atari.8bit,comp.sys.atari.programmer,rec.games.video,rec.games.video.arcade

```
Going on now at $71.00
Closes in few hours

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=80971282
```

3072. Re: Atari 2600 joystick > PC converter?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-23 00:00:00 UTC
From: cadimus@tds.net
Message-ID: <1dp51sl.ci9eqg16vixc4N@mimiusr0-a90.mill.tds.net>
Source record: 53643
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Bret L. Kellihan <blk3z@virginia.edu> wrote:

> I have seen a ready made converter... The ones I've seen on the net would
> take Atari 2600, Genesis, Nitendo, Super Nintendo and Nintendo64 type
> plugs...they were about 50 bucks. I'm not sure who made them or where I saw
> them. I'll see if I can find the info again. You might try searching for
> joystick converter? maybe...

It's at http://srch.outpost.com/search/proddesc.cfm?item=80535 but you'd
need a Macintosh with ADB port, not the newer Macintosh like iMac.

They are $49 each but I have not ordered one so I cannot vouch for their
service or product quality.

3073. FA: (eBay) Atari Portfolio Handheld Computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-23 00:00:00 UTC
From: Justin Jernigan <jus10j@worldnet.att.net>
Message-ID: <01be74c0$68e789e0$cd00430c@default>
Source record: 53783

Atari Portfolio Computer with Serial and Parallel Interfaces - 100%
Functional

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=81125557

Thanks for reading!

3074. Re: C cross-compilers.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-23 00:00:00 UTC
From: Mark Keates <mark@mkeates.force9.co.uk>
Message-ID: <jsHJ2.12703$vC2.2080@wards>
Source record: 53784
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.sinclair

Worth a look at is:

http://www.von-bassewitz.de/uz/cc65

The group have taken the old CC65 for the Atari and rewritten
most of it but with libraries only for CBM machines (64 etc).

I've compiled it under the CYGWIN port of GCC under Windows
and I have started to form the beginnings of an Atari 8-bit library.

Unlike the original CC65 this version can't compile itself to run on
the intended platform, but who needs this these days.

Mark.

3075. Atari XEGS for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-23 00:00:00 UTC
From: Rich Smaldone <nooget@earthlink.net>
Message-ID: <36F76E80.26C55533@earthlink.net>
Source record: 53785

Hello! I've got a complete working Atari XE GS system for sale on Ebay,
I thought someone here might want to take a look at stuff like that.
Thanks for your time!

Complete atari XE GS computer system w/ games

Rich Smaldone
nooget@earthlink.net

3076. WANTED: boxes and docs

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-23 00:00:00 UTC
From: csumner@brooksdata.net
Message-ID: <36f791c7.15170775@news.apex2000.net>
Source record: 53786

for the following:

XE Game System Atari XEGS 1987

Asteroids Atari CXL4013 1981
Defender Atari CXL4025 1982
Hardball Atari RX8084 1987
Pac Man Atari CXL4022 1982
Star Raiders Atari CXL4011 1980

also grey XEGS joystick and lightgun to complete my XEGS a little
better than it is :)

please email me with offers INCLUDING shipping.
Also I prefer to by as many as I can from one person.But, I'm not
married to it :)

3077. Atari 130xe and Traitex/ Word processing

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-23 00:00:00 UTC
From: Anne-Marie <brandy@hawk.igs.net>
Message-ID: <7d8mhjomi1@news.igs.net>
Source record: 53787

Would anyone know the "start" command for the above software. I'm trying to help a neighbour who has'nt used his computer in years and lost that information. Any information would be appreciated. Thx.

3078. Re: FS: ATARI 2600 Thickbottom (circa 1977)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-24 00:00:00 UTC
From: wallacezuu@aol.com
Message-ID: <19990323201456.19678.00000871@ng121.aol.com>
Source record: 53644

Greetings. I don't know why your selling this grand marvel of human technology, but I'm a gonna buy it. My life goal since I was 9 was to find an atari with some of the original games like blue print & frogger & those kind of games. The one I had broke & was unfixable & I NEED this .
Sincerly,
Wallacezuu

3079. Re: Atari 2600 joystick > PC converter?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-24 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <7d9dpknjl1@geraldo.cc.utexas.edu>
Source record: 53645
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <7d97cl$6qi$6@murdoch.acc.Virginia.EDU>, blk3z@virginia.edu says...
>
>I checked...
>
>the name I come up with is Console Cables...
>
>website: www.consolecables.com.au
>
>hope this helps some...

I found them when searching, but when I go to their web site, I'm redirected
here:

http://web.one.net.au/~npt/

Which says "Forbidden: You don't have permission...."

?

--
Alex Bilstein
BA in Art History, University of Texas
Are you a fan of the Atari 2600? Then check out the Atari 2600 Nexus:
http://ccwf.cc.utexas.edu/~bilstein/atari2600nexus/index.html

3080. FA: Atari 8-Bit books, 13 titles, two days left

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-24 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <7d9urq$4tn$3@geraldo.cc.utexas.edu>
Source record: 53646

Current bid $24.50, no reserve. For a picture or to bid:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=80032923

Here is an instant library for the budding 8-Bit Atarian who wants to get the most out of his/her 400/800. This Lot includes 13 titles, with hundreds and hundreds of pages of great reference material. The books are as follows:

Atari BASIC, 332 pgs
Compute!'s Second Book of Atari, 250 pgs
Compute!'s Third Book of Atari, 308 pgs
Compute!'s First Book of Atari Graphics, 248 pgs
Compute!'s Second Book of Atari Graphics, 220 pgs
The Atari BASIC Source Book, 299 pgs
DOS XL, 156 pgs
Inside Atari DOS, 115 pages
Mapping the Atari, 199 pgs
Atari 400/800 Basic Reference Manual

The following are not bound. They have holes punched on the left margin for easy insertion into a binder, but are shipped loose:

Atari 400/800 Technical Reference Notes, 273 pages
Atari 400/800 Hardware Manual, about 100 pgs
Atari 400/800 Operating System Source Listing, about 140 pgs

--
Alex Bilstein
BA in Art History, University of Texas
Are you a fan of the Atari 2600? Then check out the Atari 2600 Nexus:
http://ccwf.cc.utexas.edu/~bilstein/atari2600nexus/index.html

3081. FA: Atari 1050 disk drive with cables, 2 days left

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-24 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <7d9uu3$4tn$4@geraldo.cc.utexas.edu>
Source record: 53647

Current bid at $20.50, no reserve. For a picture or to bid:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=80034650

Thanks!

--
Alex Bilstein
BA in Art History, University of Texas
Are you a fan of the Atari 2600? Then check out the Atari 2600 Nexus:
http://ccwf.cc.utexas.edu/~bilstein/atari2600nexus/index.html

3082. FA: Boxed Software and hardware

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-24 00:00:00 UTC
From: kprodzin <kprodzin@columbus.rr.com>
Message-ID: <36F88219.C4A3B86A@columbus.rr.com>
Source record: 53648

I just put up several atari computer items on ebay, please take a look..
here is what is there and a link

Hardware:
Atari 800XL computer
Ranasystems 1000 Disk Drive
TRAK dirsk Drive - not working great
Percom Disk Drive

Software:
Boxed Donkey kong
Boxed Pac man
NEW shrinkwrapped Galaxian
Boxed Pitfall
New Shrinkwrapped Star Wars death Star Battle
Boxed ET Phone home
Shrinkwrapped new Atari Assembler Editor
Shrinkwrapped new "The bookeeper"
New opened Atari Pilot with books.

Here is the link also other atari auctions..

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=kprodzin%40columbus.rr.com&include=0&since=-1&sort=2&rows=25

I need to clear out some other hardwares like tape drives, power
supplies, etc so if you are looking for anything else, please email

thanks
kp

3083. Re: boulderdash

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-24 00:00:00 UTC
From: ndary@bigfoot.com
Message-ID: <36F8B568.383120F@bigfoot.com>
Source record: 53649

you can play boulderbadsh on the atari emulator
nir

Joseph Mcguire wrote:

> Does anyone remember a game called boulderdash for the atari 800xl. I used
> to play the game all the time and was wondering if it was or is possible to
> emulate it somehow to play on the computer. thanks
>
> JOE

3084. Re: Video clean-up oin an XL?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-24 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990324082444.26151.00000807@ng145.aol.com>
Source record: 53650

I apologize for not thanking all of you for the SV upgrade info... I cannot understand why these never popped up as I check this NG a few times A DAY! (I just love AOL4.0.....)

Anyway, I just got the plans.. I'll tackle 'em asap.. thanks so much!!!!!!!!
B'rgds,
Vinnie

"Can't means don't want to!"

3085. Re: Atari 2600 joystick > PC converter?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-24 00:00:00 UTC
From: mr_maddog@my-dejanews.com
Message-ID: <7dashl$4eu$1@nnrp1.dejanews.com>
Source record: 53651
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <7d97cl$6qi$6@murdoch.acc.Virginia.EDU>,
"Bret L. Kellihan" <blk3z@virginia.edu> wrote:

> I checked...
>
> the name I come up with is Console Cables...
>
> website: www.consolecables.com.au
>
> hope this helps some...
>
> -Bret

Those people are a scam, there is no Console Cables. I wanted to use a N64 controller but I found out that the company isn't legit (I got a Gravis Xterminator so it's no biggie).

You're better off getting a cheap crappy PC game pad and soldering the wires on a DB9 port to "bridge" the game pad contacts. I seen the directions somewhere but can't remeber where...

Eric Noss
a.k.a
Mr. Maddog

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3086. Game : Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-24 00:00:00 UTC
From: GPF <gpenninkhof@kuipers.nl>
Message-ID: <7dauv5akm1@news.worldonline.nl>
Source record: 53652

I'm looking for the game Alternate Reality 4 floppy in ATR format.

Any hints or links ?

thanks in advance

3087. Re: Atari 2600 joystick > PC converter?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-24 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <36F91BA0.52F3@volcano.net>
Source record: 53653
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

mr_maddog@my-dejanews.com wrote:
>
> You're better off getting a cheap crappy PC game pad and soldering the wires
> on a DB9 port to "bridge" the game pad contacts. I seen the directions
> somewhere but can't remeber where...

Correct... this is something I am using for my "all system" universal
arcade console controller project. You can find these all over the
place for "FREE" when stores blow them out with 100% rebate offers. :-)

the Mav

--
THE SPACE AND FANTASY GAMER'S GUIDE http://www.brainiac.com/micro/sfgg/
Limited edition index to the 1980's gaming magazines Space Gamer,
Fantasy Gamer, Ares, Interplay, Nexus and VIP of Gaming.

NOW AVAILABLE! Contact themaverick@volcano.net to order your copy.

3088. Re: FA: Boxed Software and hardware

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-24 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990324173940.01058.00001115@ng-cc1.aol.com>
Source record: 53654

>
>http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems
&userid=kprodzin%40columbus.rr.com&include=0&since=-1&sort=2&rows=25

When I use this address, ebay gives me an
error message. Anybody else have the
same problem? Just curious to see if I'm the
only one.
Larry

3089. Zone Ranger

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-24 00:00:00 UTC
From: "David G. Dahlstrom" <ddahl@tiac.net>
Message-ID: <7dc62m$dqt@news-central.tiac.net>
Source record: 53655

There's an Activision game called Zone Ranger that looks a bit like a Sinistar derivative. Can anyone explain what the object of this game is?

Dave

3090. atari 410 tape drive prob

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-24 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <922476165@stackbbs.xs4all.nl>
Source record: 53656

```
>410 tape drive without play
It'll probably just run fine, since the motor inside the tape-drive will
be turned on/off by a signal provided by the Atari computer itself...

You have to do both, pressing PLAY and LOADing on the Atari to let it run.
FF/REW does work without the LOAD commands, as long it is powered...

Sysop Fox-1
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

3091. SIO pins

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-24 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <922476166@stackbbs.xs4all.nl>
Source record: 53657

>using tapedeck on Atari 8-bit
An ordinary "music" tapedeck will not work on an Atari XL/XE without an interface, cause the Atari-recorder converts the audio-waves to digital blocks before the signal reaches the Atari itself...

You'll need to add an FSK decoder to make it work, but if you already have an SIO2PC set-up, and the possibility to make WAVe-files from Atari-cassette's, you may want to try the WAV2CAS utils from Ernest Schreurs. It converts the sampled audio to an .CAS image, which can be booted or loaded with the APE software also. Works great! Exactly the same effect as you would load a program from a real Atari-tape!

Sysop Fox-1

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

3092. ATARI BBS

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-24 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <922476167@stackbbs.xs4all.nl>
Source record: 53658

For those who're interested...

THUNDERDOME is an ATARI 8-Bit BBS in the Netherlands, running on Atari
8-bit ofcourse.

Call to get an impression of how real BBS' are working. Just logon with a
terminal, use ATASCII for the best and fasted results, but ANSI, VT, or
plain ASCII is also supported, all in both 40 and 80 columns...

Several Dutch, German, and English based networked mail online, and lots
of files to download, which can be downloaded when being registrated,
which is FREE of course!

You only pay for the phone-calls...

online: 21:00 => 08:00 hrs CET

Phone: +31 416 279990

or inside the Netherlands
0416-279990

Remember: People not interested in ATARI XL/XE will only waste time and
money. The only non-Atari platform programs you'll find on the board are
some Atari computer-, or Atari peripheral emulators!

Call one of those zillion other boards if you're searching for Duke Nuke'm
5D, version 3453.45, or Internet Explosion Beta 31.3f, cause you'll not
find those over here!

Well'll meet, on 19K2 or less...

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

3093. FROM 30p ATARI s/ware/hware Jag ST 800XL 2600 etc.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-25 00:00:00 UTC
From: David LOUGHTON <CYBERPEEPS@YAHOO.COM>
Message-ID: <36F99056.B60A9E0E@YAHOO.COM>
Source record: 53659
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,atl.forsale

> > Look at http://www.cyberpeeps.freeserve.co.uk for ATARI hardware &
> > software for ST,JAG,2600,800XL from 30p. Private sale as space is
> > needed.
> >
> > e.g. STARGLIDER2 for ST ï¿½2
> > BALLBLAZER for 800XL(Disk) ï¿½2
> > BREAKOUT for 2600 ï¿½3
> > BRUTAL SPORTS FOOTBALL for Jaguar ï¿½15

3094. Re: Zone Ranger

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-25 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <WthK2.884$gq1.1494639@newse3.tampabay.rr.com>
Source record: 53660

My Zone Ranger is still shrinkwrapped in box, but here is what the back of box says:

"Over 30 separate zones of indescribable danger. Pitting you against a devastatingly evil minefield of destruction. Not to mention countless horrible enemies. Strike them and they only multiply.
Detonate the deadly mines that litter your cosmos or you'll be sorry. Find an elusive, mysterious superportal and you'll get even. It's intense multiscreen action. Which loosely translated, simply means, it's awesome fun."

Hope this helps!
--Mark

David G. Dahlstrom wrote in message <7dc62m$dqt@news-central.tiac.net>...
>There's an Activision game called Zone Ranger that looks a bit like a
>Sinistar derivative. Can anyone explain what the object of this game is?
>
>Dave
>
>

3095. Re: 1MB Ram Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-25 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-V2LzrZ8JCu8n@draco>
Source record: 53661

On Sun, 21 Mar 1999 23:39:27, rwoolley@postoffice.pacbell.net wrote:

> You can't beat a 512Kx8 SRAM chip for memory upgrades.... You can put in a 512K
> memory (total - 576K) with just two chips and a modified PAL, the memory chip and
> an HC00. You can also add a Dallas 1210 and a battery for permanent storage. Makes
> a very nice package. You want to solder up all those chips?? Better to use a SIMM,
> even.
>
> SRAM is $13, HC00 is $0.30, new PAL is $3,, piece of cake.
>
>
> Bob
> (not what you asked for, was it?? sorry)
>
>
> Steven J. Tucker wrote:
>
> > Are there any designs out there for upgrades with 1mb ram chips? I recently
> > came across a big stash of these and it would be nice to put them
> > to use.
> >
> > Steve
>
>
>

a new pal? how do you program the pal? what do you put in it? can I
have a bit more info ?

Ken

3096. Re: FA: Boxed Software and hardware

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-25 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-pJzf2wNLu2Tk@draco>
Source record: 53662

On Wed, 24 Mar 1999 22:39:40, lwhite6497@aol.com (LWhite6497) wrote:

> >
> >http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems
> &userid=kprodzin%40columbus.rr.com&include=0&since=-1&sort=2&rows=25
>
> When I use this address, ebay gives me an
> error message. Anybody else have the
> same problem? Just curious to see if I'm the
> only one.
> Larry

the link works for me.

Ken

3097. What is the Name of this Adventure?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-25 00:00:00 UTC
From: jrgentnospam@hhs.net
Message-ID: <36f9d186.9822067@news.hhs.net>
Source record: 53663

I had this Adventure game many moons ago and I just can't remember the name of it. It was an Adventure game with graphics. You started on Earth and had to find your way to the rocketship, blast off, go to the moon or one of the planets and explore. I believe the game took up both sides of a disk. Does anyone know what the name of this may have been? Thanks...

3098. 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-25 00:00:00 UTC
From: Fabrice Frances <frances@ensica.NOSPAM.fr>
Message-ID: <7dcrhkblh1@news.cict.fr>
Source record: 53664

Hello 6502 lovers, I'm pleased to pre-announce a
6502 programming contest in the spirit of the 80's.

Do you remember when programs were optimized
to fit in available memory ? Here is your chance to
feel again the atmosphere of this golden age:

THE 1KB MICROTAN PROGRAMMING CONTEST

Huh ? What's this Microtan thingy ?
Imagine a small 6502 system with 1KB ram and 1KB rom,
with discrete logics driving a video output, very few I/O ports,
and you are done. Tangerine's Microtan65 can be seen as
the 6502 version of Sinclair's ZX80...

So, with 1KB of ram (half of it being used as video memory),
will you dare writing THE incredible program ?

The programming contest rules can be read on the
Microtan65 page of http://oric.ifrance.com
along with a cycle-based emulator.

6502 programmers of all platforms (Atari, Acorn, Commodore,
Apple, Oric, etc) : please enter the hall of fame of 6502
programming and sign in this competition which will allow
all 6502 programmers to meet !!

Also, if you are not a programmer but still interested in
the programs your friends will write, you can postulate
for the international jury that will evaluate the programs !

Best regards to all,

Fabrice

PS: It seems I haven't managed to cross-post this message,
and I have duplicated it in several newsgroup
(comp.sys.acorn.announce, comp.sys.apple2, comp.sys.atari.8bit,
comp.sys.cbm, comp.sys.oric).
If someone knows how to fix this, TIA...

3099. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-25 00:00:00 UTC
From: Rubywand <rubywand@swbell.net>
Message-ID: <36F9FB46.8E10FDD0@swbell.net>
Source record: 53665
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.oric

Fabrice Frances writes ...
>
> Hello 6502 lovers, I'm pleased to pre-announce a
> 6502 programming contest in the spirit of the 80's.
>
> Do you remember when programs were optimized
> to fit in available memory ? Here is your chance to
> feel again the atmosphere of this golden age:
>
> **THE 1KB MICROTAN PROGRAMMING CONTEST**
>
....
>
> Also, if you are not a programmer but still interested in
> the programs your friends will write, you can postulate
> for the international jury that will evaluate the programs !
....

> PS: It seems I haven't managed to cross-post this message,
> and I have duplicated it in several newsgroup
> (comp.sys.acorn.announce, comp.sys.apple2, comp.sys.atari.8bit,
> comp.sys.cbm, comp.sys.oric).
> If someone knows how to fix this, TIA...

Well, since you made it Csa2, why bother with the others?

The problem may be that you included a moderated newsgroup in your list of posting targets. This sometimes means that none of your targets will get the posting until it is accepted by the moderated group. (I had a similar problem last year when trying to post to a .answers moderated newsgroup. David Empson emailed an explanation.)

Rubywand

3100. Re: FA: Boxed Software and hardware

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-25 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be76a4$58d01aa0$51364382@vidar>
Source record: 53666

I have to cut the last part :
&userid=kprodzin%40columbus.rr.com&include=0&since=-1&sort=2&rows=25
after I click the link and add it to the address line in IE 3.02. It works
fine, but it seems my reader only let one line be the link.

kenames@earthlink.net wrote in article
<f5O4dXX6MbiT-pn2-pJzf2wNLu2Tk@draco>...
> On Wed, 24 Mar 1999 22:39:40, lwhite6497@aol.com (LWhite6497) wrote:
>
> > >
> >
>http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems
> > &userid=kprodzin%40columbus.rr.com&include=0&since=-1&sort=2&rows=25
> >
> > When I use this address, ebay gives me an
> > error message. Anybody else have the
> > same problem? Just curious to see if I'm the
> > only one.
> > Larry
>
> the link works for me.
>
> Ken
>
>
>

3101. Re: What is the Name of this Adventure?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-25 00:00:00 UTC
From: Jim Mirous <jmirous@halcyon.com>
Message-ID: <36FA4086.22DFBDF9@halcyon.com>
Source record: 53667

How about Gruds in Space?

Mr Jay wrote:

> I had this Adventure game many moons ago and I just can't remember
> the name of it. It was an Adventure game with graphics. You
> started on Earth and had to find your way to the rocketship, blast
> off, go to the moon or one of the planets and explore. I believe the
> game took up both sides of a disk. Does anyone know what the name of
> this may have been? Thanks...
>

3102. 3.5" drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-25 00:00:00 UTC
From: Patrick Robbins <Pat42@uswest.net>
Message-ID: <uosK2.585$7k3.1753@news.uswest.net>
Source record: 53668

Is it possible to use my XF551 with a 3.5" drive without modifying the 551 board? I don't care about using the extra disk capacity yet. It's going to be used to make my atari-bot self contained upon boot up.

Thanks

3103. Re: Game : Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-25 00:00:00 UTC
From: mr_maddog@my-dejanews.com
Message-ID: <7ddr1q$o7s$1@nnrp1.dejanews.com>
Source record: 53669

In article <7dauv5akm1@news.worldonline.nl>,
"GPF" <gpenninkhof@kuipers.nl> wrote:

> I'm looking for the game Alternate Reality 4 floppy in ATR format.
>
> Any hints or links ?

You'll find all you need on this site:

http://www.ksk.sala.se/~rob/alternate-reality/

Just make sure you use a blank image for a character disk instead of the ones
they give you and it'll run.

Eric Noss
a.k.a
Mr. Maddog

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3104. Re: What is the Name of this Adventure?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-25 00:00:00 UTC
From: jrgentnospam@hhs.net
Message-ID: <36fa76fc.2773962@news.hhs.net>
Source record: 53670

On Thu, 25 Mar 1999 05:56:22 -0800, Jim Mirous <jmirous@halcyon.com>
wrote:

>How about Gruds in Space?
>
>Mr Jay wrote:
>
>> I had this Adventure game many moons ago and I just can't remember
>> the name of it. It was an Adventure game with graphics. You
>> started on Earth and had to find your way to the rocketship, blast
>> off, go to the moon or one of the planets and explore. I believe the
>> game took up both sides of a disk. Does anyone know what the name of
>> this may have been? Thanks...
>>
>
>

That does not sound familiar, but I will try to find it and check it
out. It seems to me that it may have had the word "Operation" or
"Mission" in the title but I'm not sure.....

3105. Re: What is the Name of this Adventure?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-25 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be76ff$00434820$1b364382@vidar>
Source record: 53671

```
> >> I had this Adventure game many moons ago and I just can't remember
> >> the name of it. It was an Adventure game with graphics. You
> >> started on Earth and had to find your way to the rocketship, blast
> >> off, go to the moon or one of the planets and explore. I believe the
> >> game took up both sides of a disk. Does anyone know what the name of
> >> this may have been? Thanks...
> >>
> >
> >
>
> That does not sound familiar, but I will try to find it and check it
> out. It seems to me that it may have had the word "Operation" or
> "Mission" in the title but I'm not sure.....

Could it be Mission Asteroid ? I haven't played it, just started it to
check that it works.
```

3106. Keyboard am PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-25 00:00:00 UTC
From: Sascha Piculjan <audiofreak@austro.net>
Message-ID: <922401124.265890@news.vbs.at>
Source record: 53672
Cross-posted to:
comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,fido.ger.atari,fido.ger.musik,fido.ger.musiker,ger.atari

Hi Leute

Hab folgendes Anliegen:

Hab mir ein 08 / 15 - Keyboard mit Midi - Schnittstelle (in / out)
ausgeborgt und m�chte es an meinem PC (233 MMX, Win95, 64MB Ram, AWE64Gold)
betreiben. Nun habe ich folgendes Problem: Ich schaffe es nicht, am PC �ber
die Soundkarte irgendeinen Ton des Keyboards zu h�ren, geschweige denn
einzuspielen. Ich m�chte Midi - Daten ins "Cubasis AV" u.�. einspielen und
dort weiterbearbeiten. Nur habe ich dabei anscheinend irgendein Treiber- und
Installationsproblem, bei dem ich anstehe. Die Verkabelung pa�t 100%ig, nur
ich kann der Soundkarte keinen Ton entlocken. Nun meine Frage: Was mu� im
Punkt "Multimedia" in der Systemsteuerung alles installiert sein, da� ich
die Midi-Daten, die ich in den PC schicke, in Musik umsetze? Was mir
aufgefallen ist: Beim Mischpult (Play Control) ist der Punkt "Ton aus" bei
Midi deaktiviert. Vielleicht weis irgendwer eine L�sung f�r blutige Anf�nger
wie mich, denn ich hab (bis jetzt noch) absolut keinen Tau, wie ich das
machen kann. Weis wer Rat? Wenn geht, bitte Antwort an meine e-mail-adresse
klaxmax123@yahoo.com

Herzlichen Dank f�r die M�he,
Sascha

3107. Re: Keyboard am PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-25 00:00:00 UTC
From: sausages <sausages@tesco.net>
Message-ID: <7degor$r19$1@barcode.tesco.net>
Source record: 53673
Cross-posted to:
comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,fido.ger.atari,fido.ger.musik,fido.ger.musiker,ger.atari

>Hab folgendes Anliegen:
>
>Hab mir ein 08 / 15 - Keyboard mit Midi - Schnittstelle (in / out)
>ausgeborgt und mï¿½chte es an meinem PC (233 MMX, Win95, 64MB Ram,
AWE64Gold)
>betreiben. Nun habe ich folgendes Problem: Ich schaffe es nicht, am PC
ï¿½ber
>die Soundkarte irgendeinen Ton des Keyboards zu hï¿½ren, geschweige denn
>einzuspielen. Ich mï¿½chte Midi - Daten ins "Cubasis AV" u.ï¿½. einspielen
und
>dort weiterbearbeiten. Nur habe ich dabei anscheinend irgendein Treiber-
und
>Installationsproblem, bei dem ich anstehe. Die Verkabelung paï¿½t 100%ig,
nur
>ich kann der Soundkarte keinen Ton entlocken. Nun meine Frage: Was muï¿½
im
>Punkt "Multimedia" in der Systemsteuerung alles installiert sein, daï¿½
ich
>die Midi-Daten, die ich in den PC schicke, in Musik umsetze? Was mir
>aufgefallen ist: Beim Mischpult (Play Control) ist der Punkt "Ton aus"
bei
>Midi deaktiviert. Vielleicht weis irgendwer eine Lï¿½sung fï¿½r blutige
Anfï¿½nger
>wie mich, denn ich hab (bis jetzt noch) absolut keinen Tau, wie ich das
>machen kann. Weis wer Rat? Wenn geht, bitte Antwort an meine
e-mail-adresse
>klaxmax123@yahoo.com
>
>Herzlichen Dank fï¿½r die Mï¿½he,
>Sascha

first of all you need to take the rear wheels off

3108. Re: What is the Name of this Adventure?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-25 00:00:00 UTC
From: mew@en.com
Message-ID: <mew-2503991944010001@10.0.0.31>
Source record: 53674

In article <36f9d186.9822067@news.hhs.net>, jrgentnospam@hhs.net (Mr Jay) wrote:

> I had this Adventure game many moons ago and I just can't remember
> the name of it. It was an Adventure game with graphics. You
> started on Earth and had to find your way to the rocketship, blast
> off, go to the moon or one of the planets and explore. I believe the
> game took up both sides of a disk. Does anyone know what the name of
> this may have been? Thanks...
>
>

Here's a question about that game:

Did that spaceship that you flew around in look like a letter "H"? I know the game you're talking about if that's the one. You flew around to various planets and had to complete missions and get items. One of the planets you had to get a diamond, one you had to get a candleabra, and there were others that I forget. AND, if you flew into a planet too fast or landed too fast, your ship crashed and a psychedelic explosion ensued. Plus, they used "Anchors Aweigh" for the flying music. Does any of this sound familiar? If you find this game, please send me an e-mail! I've been looking for it ever since I got AtariWin! Thanks.

--
Martin Witczak
mew@en.com
witczak@mindspring.com
http://www.en.com/users/mew/

3109. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-25 00:00:00 UTC
From: "White Flame (aka David Holz)" <white-flame!!!@geoRemove!!!cities.com>
Message-ID: <7deli0$454$1@barad-dur.nas.com>
Source record: 53675
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric

Fabrice Frances wrote in message <7dcrfvbij3@news.cict.fr>...

um, when's the deadline? I'm a busy guy.

White Flame (aka David Holz)
http://fly.to/theflame

3110. Re: What is the Name of this Adventure?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-25 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <29504-36FAF36E-79@newsd-224.iap.bryant.webtv.net>
Source record: 53676

martin,the game you are talking about is roklans,journey to the planets,but the graphics adventure one has me stumped,thanks, lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3111. Re: Atari Calculator -- Removing Stripped Screw???

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-25 00:00:00 UTC
From: Bob Evans <BobEvanz@sprintmail.com>
Message-ID: <7dev7m$73v$1@oak.prod.itd.earthlink.net>
Source record: 53677

Try crazy gluing a cheap throw-away screwdriver to the screw

Bowling wrote in message ...
>I own one of those small "card-sized" Atari calculators. Its battery is
>dead, and I can't remove the single, tiny screw that keeps the battery cover
>in place at the back of the calculator. The "inside" of the small Phillips
>screw is TOTALLY rounded out, and -- since the screw is so tiny -- it is
>seemingly impossible to remove. I don't want to damage the plastic battery
>cover at all...so does anyone have any "tricks" up their sleeve that would
>give me a shot at removing this tiny, stripped screw? If there were some way
>I could "crack" the screw, maybe it would come out. I'm sure there's some
>"professional" trick that would remove it without damaging its surrounding
>plastic cover, but I am clueless as to what it might be. Any ideas? (As a
>last resort, I am considering going to a jeweler, but I hate to shell out
>any money if there's a "home" method of removal).
>--Mark
>
>
>

3112. Re: 3.5" drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-25 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <36FAFE27.58A62042@postoffice.pacbell.net>
Source record: 53678

you can almost make it work.... worst problem is the seek time constant. A 3.5 uses a much lower value than the 5.25.

why bother? the bulk of the work is just the mechanical attachment of the 3.5 mechanism! Changing the ROM is a drop-in. seems silly to not do it.

Bob

Patrick Robbins wrote:

> Is it possible to use my XF551 with a 3.5" drive without modifying the 551
> board? I don't care about using the extra disk capacity yet. It's going to
> be used to make my atari-bot self contained upon boot up.
>
> Thanks

3113. Re: 1MB Ram Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-25 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <36FAFCFE.4BD29324@postoffice.pacbell.net>
Source record: 53679

well, actually, the PAL in your Atari is a one-shot deal. You can't change it. You just use a blank PAL or a GAL and burn new logic in it on a programmer. It is really pretty simple and only takes a minute. For the memory upgrade, I deleted the BASIC cartridge selection and used its I/O pins to select the ramdisk (and de-select memory) when we are addressing $4000-$7FFF and PB4 is low. Since the SRAM chips do not multiplex their address lines, you don't need the additional 158s or refresh that the DRAM upgrades have to have.

The most difficult part of reprogramming the PAL is reading the Atari part and decoding its functions. After you get that done, you can pretty much do anything you want - move the cartridge space to $4000, put the OS at $1000, enable the PBI ROMs,,,, anything.

Bob

kenames@earthlink.net wrote:

> >
>
> a new pal? how do you program the pal? what do you put in it? can I
> have a bit more info ?
>
> Ken

3114. Atari Calculator -- Removing Stripped Screw???

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-26 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <QjBK2.1018$gq1.2172152@newse3.tampabay.rr.com>
Source record: 53680

I own one of those small "card-sized" Atari calculators. Its battery is dead, and I can't remove the single, tiny screw that keeps the battery cover in place at the back of the calculator. The "inside" of the small Phillips screw is TOTALLY rounded out, and -- since the screw is so tiny -- it is seemingly impossible to remove. I don't want to damage the plastic battery cover at all...so does anyone have any "tricks" up their sleeve that would give me a shot at removing this tiny, stripped screw? If there were some way I could "crack" the screw, maybe it would come out. I'm sure there's some "professional" trick that would remove it without damaging its surrounding plastic cover, but I am clueless as to what it might be. Any ideas? (As a last resort, I am considering going to a jeweler, but I hate to shell out any money if there's a "home" method of removal).
--Mark

3115. Re: Atari Calculator -- Removing Stripped Screw???

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-26 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7deprkksf1@alexander.INS.CWRU.Edu>
Source record: 53681

(removing phillips screw with rounded socket area)
Get a Dremel and cut a slot in the screw, so you can remove
it with a small flat-type screwdriver. Use either a tiny
dentist-type bit or a thin cut-off wheel to make the slot.
Russg

3116. WTB: Diamond OS for Atari 8-bit Systems.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-26 00:00:00 UTC
From: merlancia@aol.com
Message-ID: <19990326055307.03367.00000324@ng14.aol.com>
Source record: 53682

Wanted to Buy: Diamond OS for the Atari 8-bit line of computers.

Thanks,
Merlancia@aol.com
Merlancia@aol.com

3117. Re: What is the Name of this Adventure?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-26 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <36FB8862.5E057777@erols.comX>
Source record: 53683

Your talking about Captins Stickys Adventure #6 (I believe its #6, never saw any others though). That was a great game. Good graphics and playability. I have it on disk but not ATR

--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Martin Witczak wrote:

> In article <36f9d186.9822067@news.hhs.net>, jrgentnospam@hhs.net (Mr Jay) wrote:
>
> > I had this Adventure game many moons ago and I just can't remember
> > the name of it. It was an Adventure game with graphics. You
> > started on Earth and had to find your way to the rocketship, blast
> > off, go to the moon or one of the planets and explore. I believe the
> > game took up both sides of a disk. Does anyone know what the name of
> > this may have been? Thanks...
> >
> >
>
> Here's a question about that game:
>
> Did that spaceship that you flew around in look like a letter "H"? I know
> the game you're talking about if that's the one. You flew around to
> various planets and had to complete missions and get items. One of the
> planets you had to get a diamond, one you had to get a candleabra, and
> there were others that I forget. AND, if you flew into a planet too fast
> or landed too fast, your ship crashed and a psychedelic explosion ensued.
> Plus, they used "Anchors Aweigh" for the flying music. Does any of this
> sound familiar? If you find this game, please send me an e-mail! I've
> been looking for it ever since I got AtariWin! Thanks.
>
> --
> Martin Witczak
> mew@en.com
> witczak@mindspring.com
> http://www.en.com/users/mew/

3118. Re: 3.5" drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-26 00:00:00 UTC
From: Patrick Robbins <Pat42@uswest.net>
Message-ID: <1RMK2.921$7k3.2988@news.uswest.net>
Source record: 53684

Okay. Where can I get the new rom?

rwoolley@postoffice.pacbell.net wrote in message
<36FAFE27.58A62042@postoffice.pacbell.net>...
>you can almost make it work.... worst problem is the seek time constant. A
3.5
>uses a much lower value than the 5.25.
>
>why bother? the bulk of the work is just the mechanical attachment of the
3.5
>mechanism! Changing the ROM is a drop-in. seems silly to not do it.
>
>Bob
>
>Patrick Robbins wrote:
>
>> Is it possible to use my XF551 with a 3.5" drive without modifying the
551
>> board? I don't care about using the extra disk capacity yet. It's going
to
>> be used to make my atari-bot self contained upon boot up.
>>
>> Thanks
>
>
>

3119. FA - 1977 Atari Video Pinball - ends 3/27

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-26 00:00:00 UTC
From: Suz <redwood@mail.comNOSPAM>
Message-ID: <u5OK2.395$Et3.2432@news6.ispnews.com>
Source record: 53685

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=81706346

3120. Re: Atari Calculator -- Removing Stripped Screw???

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-26 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <YdOK2.1159$gq1.2621320@newse3.tampabay.rr.com>
Source record: 53686

Thanks for the advice! The combination of drilling/crazy-gluing/screw
insertion worked!
My Atari calculator is on its feet once again!!
--Mark

Bowling wrote in message ...
>I own one of those small "card-sized" Atari calculators. Its battery is
>dead, and I can't remove the single, tiny screw that keeps the battery
cover
>in place at the back of the calculator. The "inside" of the small Phillips
>screw is TOTALLY rounded out, and -- since the screw is so tiny -- it is
>seemingly impossible to remove. I don't want to damage the plastic battery
>cover at all...so does anyone have any "tricks" up their sleeve that would
>give me a shot at removing this tiny, stripped screw? If there were some
way
>I could "crack" the screw, maybe it would come out. I'm sure there's some
>"professional" trick that would remove it without damaging its surrounding
>plastic cover, but I am clueless as to what it might be. Any ideas? (As a
>last resort, I am considering going to a jeweler, but I hate to shell out
>any money if there's a "home" method of removal).
>--Mark
>
>
>

3121. Ataricentral message forum finally reopens

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-26 00:00:00 UTC
From: Paul Gutches <pixelrocket@earthlink.net>
Message-ID: <36FBB8E5.7CAE3171@earthlink.net>
Source record: 53687

Atari Enthusiasts!

This is a quick announcement about the recent reopening of the Atari
Central message forums. It's taken some time to work out the kinks with
interNic, but the boards are back, and many of the old messages are
still there and
are now searchable. There's a new Lynx message forum as well. If you
liked the old site, we feel you're going to like the new one even more.
Hope you stop by. http://www.ataricentral.com

Paul G
webmaster@ataricentral.com

3122. Re: 1MB Ram Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-26 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990326162534.16099.00000407@ng41.aol.com>
Source record: 53688

Hi Bob-
Are you going to publish this in AC......
(long, long, long pause).... someday?
Larry

3123. Announce: PC-Gateway released

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-26 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-dejanews.com>
Message-ID: <7dh3ab$l2l$1@nnrp1.dejanews.com>
Source record: 53689

PC-Gateway allows you to connect your 8-bit to the internet, through your PC. It does this by using a null modem cable between your 8-bit and PC. It also works for dumb terminals and other PC's as well. Too many people and not enough computers in your house that are connected to the net? PC-Gateway turns your system in to a multi-user system. Read all about it at-

http://cth.tzo.com/pro/pc-gateway1.html

==========
telnet://cth.tzo.com

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3124. ATARI adoption agency! Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-26 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7dho83$h33$1@user2.teleport.com>
Source record: 53690
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,pnw.forsale,pnw.wanted

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with the NewsGroups.

For those reading this, I sell/ship Atari anywhere the law (& customs)
allow. As far as receiving Atari goods, I'm trying to limit it locally
to Oregon and it's neighboring states for now.

Atari adoption agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
or atari@benjamin.net
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

3125. Re: Keyboard am PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-26 00:00:00 UTC
From: peter@soemtron.de
Message-ID: <7DdI0ceKzHB@peter.soemtron.handshake.de>
Source record: 53691

Howdy !

Am 27.03.99 , prï¿½zise um 00:32 , schrieb Sascha zu diesem Thema
folgenden "netten Text" , den ich nun im einzelnen zitieren werde .

> Hi Leute

Hallo Du "Audiofreak" ..

please don't post this crap in atari-related newsgroups, and please try to
write in english ... and with some school-english it could be done.

and yes, they don't expect correct expression in sentence. (as myself, but
hopefully somebody TRIES to understand me :-))

> klaxmax123@yahoo.com
>
> Herzlichen Dank fï¿½r die Mï¿½he,
> Sascha

wrong newsgroup.

-thomas

request my public key. ....Sturz des Zaren!
--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

3126. Modem Cables

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-27 00:00:00 UTC
From: ogopogo@aztec.asu.edu
Message-ID: <7dh7tckch1@news.asu.edu>
Source record: 53692

Hi! Can anyone send me some info on how to modify a modem cable so it will work on an Atari 8-bit? (i.e. - 850 interface tpo a modem.

Thanks in advance.
John Collins

3127. Help

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-27 00:00:00 UTC
From: merlin_001@usa.net
Message-ID: <7dh7s1maq1@news-2.news.gte.net>
Source record: 53693

I have an Atari 800 w/ Floppy drive and I was wondering how I could go about backing up and restoring my disks to my PC. Also, is it possible to format to Atari format on my PC?

Thank you kindly,
Merlin

3128. Atari 800xl ram upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-27 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <19990326212441.22104.00000641@ng118.aol.com>
Source record: 53694

Could Anyone tell me were I might purchase a 256k/512k or 1meg upgrade for my 800xl and where I might have it put in since I don't have any sodering skills and don't want to ruin my computer?

3129. Re: 1MB Ram Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-27 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7dhm9a$aav@freenet-news.carleton.ca>
Source record: 53695

(rwoolley@postoffice.pacbell.net) writes:
> The most difficult part of reprogramming the PAL is reading the Atari part and decoding
> its functions. After you get that done, you can pretty much do anything you want - move
> the cartridge space to $4000, put the OS at $1000, enable the PBI ROMs,,,, anything.
>
> Bob

Bob,

Do you have the equations for the original Atari pal?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3130. Re: Atari Calculator -- Removing Stripped Screw???

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-27 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <36ff59e7.342931400@news.earthlink.net>
Source record: 53696

On Fri, 26 Mar 1999 01:22:56 GMT, "Bowling" <mbowlin1@tampabay.rr.com>
wrote:

>I own one of those small "card-sized" Atari calculators. Its battery is
>dead, and I can't remove the single, tiny screw that keeps the battery cover
>in place at the back of the calculator. The "inside" of the small Phillips
>screw is TOTALLY rounded out, and -- since the screw is so tiny -- it is
>seemingly impossible to remove. I don't want to damage the plastic battery
>cover at all...so does anyone have any "tricks" up their sleeve that would
>give me a shot at removing this tiny, stripped screw? If there were some way
>I could "crack" the screw, maybe it would come out. I'm sure there's some
>"professional" trick that would remove it without damaging its surrounding
>plastic cover, but I am clueless as to what it might be. Any ideas? (As a
>last resort, I am considering going to a jeweler, but I hate to shell out
>any money if there's a "home" method of removal).

Try making it into a 'slotted' screw by cutting a slot in it. Then
use the appropriate size flat bladed mini screw driver to remove it.

3131. FS - Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-27 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <36FCF022.7F637BF8@midamer.net>
Source record: 53697
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
Mint Portfolio with box
Card drive with interface in box
includes disks and docs

$125.00 shipped.

e-mail me direct
Lmartin@midamer.nret
```

3132. Merit Archives

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-27 00:00:00 UTC
From: ogopogo@aztec.asu.edu
Message-ID: <7djh25obu1@news.asu.edu>
Source record: 53698

Some questions about the Merit Archives (umich). I am very
limited as to what I can access on the Internet at this time
and would like to know how reliable it is to request a file
via e-mail. Is this an automated process or is it done by
a volunteer? How quick is the turn-around? Or will my request
be floating somewhere in the ozone?

J. Collins

3133. Re: Help

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-27 00:00:00 UTC
From: Jens.Hecht@t-online.de
Message-ID: <7djidi$jg2$1@news00.btx.dtag.de>
Source record: 53699

-----Ursprï¿½ngliche Nachricht-----
Von: Merlin <merlin_001@usa.net>
Newsgroups: comp.sys.atari.8bit
Datum: Samstag, 27. Mï¿½rz 1999 01:36
Betreff: Help

>I have an Atari 800 w/ Floppy drive and I was wondering how I could go
>about backing up and restoring my disks to my PC. Also, is it
>possible to format to Atari format on my PC?
>
>Thank you kindly,
>Merlin

I canï¿½t write in the Newsgroup because I canï¿½t find the right Website to
link ataridsk.exe

If you have an drive which can format Double Density Disks on The atari like
the Floppy XF551 or any 1050 with happy or Speedy
AND an PC 5,25 Drive can I send You the Program "ATARIDSK.EXE" .This Program
read and write DD-Disks Formatet on Atari 8-Bit.Only for Com,Exe,bas,...
Files but for BOOT-Disks
But Binary Progs are not good for Newsgroups.Mail me and i will send you the
Program per E-Mail.

You can also use SIO2PC Interface to emulate Drive 2-4 on the PC and simply
Copy Disks (*.atr Format)
This Program (ver.4.19i)can also copy and Store " Boot Disks on PC.
Search for sio419.zip or ask :

Nick Kennedy
300 South Vancouver Ave.
Russellville, AR 72801
501-967-3843

email: NKENNEDY@CSWNET.COM

For Program and Interface and Price

Spike
Jens.Hecht@t-online.de

3134. Re: Help

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-27 00:00:00 UTC
From: Jens.Hecht@t-online.de
Message-ID: <7djiv6jis1@news00.btx.dtag.de>
Source record: 53700

```
Sorry but "ATARIDSK.EXE can not handle Boot Disks .
Only Files are allowed.
```

3135. For Sale or Trade: Upgraded 8bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-27 00:00:00 UTC
From: jamesk@kingtechsvcs.com
Message-ID: <7djst0$2vf$1@news.xmission.com>
Source record: 53701

I have the following hardware items for sale or trade. Serious inquiries only please!

1x 576k 130xe w/UltraSpeed OS (Bob Puff special, toggleable OS's), MUX OS, SuperVideo, SuperAudio
1x 3.5inch 720k floppy drive
2x US Doubled 1050 Disk drive
5x XEP80 80 column device
1x ATR8000 with all manuals, cables
1x Complete MUX system, including cables, manuals and ROMS
1x SpartaDos X 4.22
3x RTime8 clock carts
4x Hayes 9600 Ultra Modems
2x CSS Black Box
1x Double Syquest 44mb SCSI removable drives (2 drives mounted, provides power to XL/XE computer)
1x Single Syquest 44mb SCSI removable drive (1 drive mounted, provides power to XL/XE computer)
3x Commodore Composite color monitor
50x IO Cables
2x XF551 disk drives

And more items.. You name it, I probably have it..

--jamesk@kingtechsvcs.com

3136. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-28 00:00:00 UTC
From: atari@spam-not.ehrich.com
Message-ID: <KOfL2.1290$1H4.2440@news2.voicenet.com>
Source record: 53702

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Ape Face Model XLP Digital Device..... $14
Atari XMM801 printer..... $15
Atari 410 Tape Deck..... $15
Atari 1020 Printer..... SOLD
Hot Stuff Joystick (rough)..... $ 4
Joysticks (square) (3)..... $ 8 each
DVE Printer Power Supply Model DV-2412A..... $ 8
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50
Orders & Questions

Diskette Software for Atari Computers
$4 each (6 for $16)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
SOLD - Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
SOLD - DeBug by Childware
SOLD - Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
SOLD - Reading Skills
Sesame Street Astro-Glover (3-6)
SOLD - Sesame Street Print Kit for Atari & Commodore
Spinnakers Alphabet Zoo (3-8)
Spinnakers Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)

Spinnakers Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
SOLD - Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)
Orders & Questions

Diskette Software for Atari Computers
$2.50 each (7 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Astro Grover
Cardware High Tech Expressions
SOLD - Compute Disk October-December 1986
SOLD - Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Match Up
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell
Moon Shuttle
My First Alphabet
Paint Master Diskette
Sea Bandit
Shape Up
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Computer Crosswords for Atari or Commodore
Orders & Questions

Antic Diskettes from Atari
$2 each (5 for $8) (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
Orders & Questions

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)

Orders & Questions

Tape Software for Atari Computers
$3 each (4 for $8) (10 for $16)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Program Exchange - Counter (3-8)
Canyon Climber for Atari 400/800 (16k)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
SOLD - Gulp!!
Hangman
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)

Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
Orders & Questions

Atari Books $5 each (6 for $20)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

3137. Re: For Sale or Trade: Upgraded 8bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-28 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <36FDB180.711CF676@worldnet.att.net>
Source record: 53703

Hi James,

I'm interested in the following:

> 1x Complete MUX system, including cables, manuals and ROMS
> 1x SpartaDos X 4.22
> 1x RTime8 clock carts
> 1x Commodore Composite color monitor
> 1x XF551 disk drives
>

I will offer you $ 150 for the above items.

Curt

3138. Re: Atari 800xl ram upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-28 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <36feb34e.12913173@news.ind.mh.se>
Source record: 53704

On 27 Mar 1999 02:24:41 GMT, nach4321@aol.com (Nach4321) wrote:

>Could Anyone tell me were I might purchase a 256k/512k or 1meg upgrade for my
>800xl and where I might have it put in since I don't have any sodering skills
>and don't want to ruin my computer?

Well, if your 800XL is socketed, you don't need to do much soldering
to make the Buchholz upgrade... Let me check for the URL (I remember
it's at The British Underground page, but I don't remember it
right now)
--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

3139. Re: 3.5" drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-28 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <36ffb3d8.13051073@news.ind.mh.se>
Source record: 53705

On Fri, 26 Mar 1999 07:29:59 -0700, "Patrick Robbins" <Pat42@uswest.net> wrote:

>Okay. Where can I get the new rom?
>
>rwoolley@postoffice.pacbell.net wrote in message
><36FAFE27.58A62042@postoffice.pacbell.net>...
>>you can almost make it work.... worst problem is the seek time constant. A
>3.5
>>uses a much lower value than the 5.25.
>>
>>why bother? the bulk of the work is just the mechanical attachment of the
>3.5
>>mechanism! Changing the ROM is a drop-in. seems silly to not do it.
>>
>>Bob
>>
>>Patrick Robbins wrote:
>>
>>> Is it possible to use my XF551 with a 3.5" drive without modifying the
>551
>>> board? I don't care about using the extra disk capacity yet. It's going
>to
>>> be used to make my atari-bot self contained upon boot up.
>>>
>>> Thanks
>>
>>
>>
>
The ROM contents is dumped somewhere. I believe I downloaded
it once... haven't used it yet, though...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

3140. Re: 3.5" drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-28 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990328071217.01013.00001302@ng-fp1.aol.com>
Source record: 53706

>The ROM contents is dumped somewhere. I believe I downloaded
>it once... haven't used it yet, though...

There are two patches to the original ROM
code. The first is listed in the Bob Woolley
article that was widely published, including
Antic. The second, as I recall, had to do
with the XF's density selection errors. It was
mentioned here about a year ago, and I
thought that I copied the post to a text file,
but unfortunately can't find it. So if someone
did copy the second patch down (it was just
a few bytes) and they could post it again...

There is another interesting aspect to this.
I used the Super Archiver to look at the
interleve provided by the XF, since it has
been mentioned in several articles/posts
that the interleve is "high speed" (but not
Ultra Speed). The examination revealed
that the interleve was identical in both single
density and double-sided, double density,
so the difference in the effective transfer
rate results from transferring twice as many
bytes with the high speed SIO code. And
since it is not yet optimal, formatting with
Ultra Skew provides about another 1/3 or
so increase in speed.
Larry

3141. PL65/Noahsoft

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-28 00:00:00 UTC
From: j.glenwright@ndirect.co.uk
Message-ID: <7dlv1b$fa2$1@nnrp1.dejanews.com>
Source record: 53707

Anyone know if there's a copy of this language for download anywhere on the net?

Or does anyone have a copy they could let me have?

Thanks
JG

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3142. WTB: Atari 1090

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-28 00:00:00 UTC
From: msmith@aol.com
Message-ID: <19990328134636.04342.00001267@ng-cd1.aol.com>
Source record: 53708

I am looking to buy this vintage Atari peripheral. I am motivated to buy right away. Please provide your price up front.

Thanks,
Mark Smith
MSmith@aol.com
or
M.W.Smith@lmco.com

3143. Additional 8bit Items for Sale/Trade

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-28 00:00:00 UTC
From: jamesk@kingtechsvcs.com
Message-ID: <7dm0qsqjn1@news.xmission.com>
Source record: 53709

Almost an entire collection of Antic, Analog, Atari Explorer magazines.

Also have *almost* the entire InfoCom adventure series, still in the box.
Have just about every piece of 8bit software ever created. Name the title, I
probably have the original diskette plus manual.

3144. FA: Broderbund Mask of the Sun

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-28 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <36FEB3C3.515BC50F@nh.ultranet.com>
Source record: 53710

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=84039712

Any questions email me...

--
B r i a n S t u r k E.E./Soft Eng. 8-Bit Computer Geek
http://www.nh.ultranet.com/~bsturk

"Whatever happened to Pong??!" Frank Black
"HOL, The Hardware Obstruction Layer" The NTChrist

3145. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-29 00:00:00 UTC
From: Fabrice Frances <frances@ensica.NOSPAM.fr>
Message-ID: <7dngvc$3q6$1@news.cict.fr>
Source record: 53711
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

White Flame (aka David Holz) a écrit dans le message
<7deli0$454$1@barad-dur.nas.com>...
>um, when's the deadline? I'm a busy guy.

The initial post was a pre-announce, meaning that I wished to have
an idea of how many active 6502 people there are nowadays.
I guess a two months delay is good enough for writing 0.5 KB of
code, so I should announce the start of the contest on the beginning
of April, with submissions due for the end of May... any comments ?

Anyway, I have no idea at all of whether 6502 programming is dead or not
in the comp.sys.apple2, comp.sys.atari.8bit, comp.sys.cbm and
comp.sys.acorn.programmer groups...
I've only had one answer from the acorn guys who find the microtan
a nice machine even simpler than the Atom, but nothing else...
So, to the people interested, please raise your fingers and tell
your intention to participate ... 8-)

Best regards to all,

Fabrice

3146. Star Raider(s) question

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-29 00:00:00 UTC
From: csumner@brooksdata.net
Message-ID: <36ff6d07.10142863@news.apex2000.net>
Source record: 53712

I have a cartridge that has Star Raider on the label. When booted it says Star Raiders. And when I was looking on ebay, I found a cartridge with the label Star Raiders. Is mine rarer than the others? Is there a story behind mine?

Thanks
Chuck

3147. New Episode of Back In Time radio

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-29 00:00:00 UTC
From: mstulir@geocities.com
Message-ID: <7do5on$9rd$1@nnrp1.dejanews.com>
Source record: 53713
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

The new episode of Back In Time has been posted. This episode features an extensive interview with Curt Vendel, curator of the Atari Historical society. Curt and I discuss all aspects of Atari history. This is the longest show to date. (Just over 40 minutes.)

To stream the show through the Internet, click on the GT2K option on the Back In Time web site.

Due to multiple requests, I have also set up an archive of all of the shows, including the new episode. These may be downloaded for offline listening. To access these shows, click on the "Radio Show Archive" option at the Back In Time web site.

All aspects of audio quality have been improved on this new show. The Real Audio player is required to hear the shows.

The next episode will feature Dana Henry, Public Relations Director for Hasbro Interactive. That episode should be posted sometime around Sunday April 11th. We will discuss Hasbro's plans for the Atari properties, the BattleSphere situation, and their recent classic game updates such as Frogger and Centipede.

The Back In Time mailing list has been set up. Be sure to sign up, and have the latest classic gaming/computing news and information sent directly to you via E- Mail.

The Back In Time website has been through some changes in the last few days to fix some font and color issues with Netscape Navigator. If you are using Navigator, the site should look better now.

Mike Stulir
Back In Time -- Updated news and complete coverage of ALL things Atari.
http://www.emuclassics.com/backintime
http://www.emulnews.com/backintime (mirror)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3148. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-29 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <36FF3B89.CCB30346@netmagic.net>
Source record: 53714
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

```
Fabrice Frances wrote:
<snip>
> I've only had one answer from the acorn guys who find the microtan
> a nice machine even simpler than the Atom, but nothing else...
> So, to the people interested, please raise your fingers and tell
> your intention to participate ... 8-)
>
> Best regards to all,
>
> Fabrice
Do you have an english version of the system description? I couldn't
find one on your web site.
```

3149. DGS Homepage - New photos added

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-29 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01be7a1c$c17fbe40$ae4e08c3@comgar-w95-001>
Source record: 53715

Just to let you all know that I have just aquired a scanner, and I'm in the process of scanning old photos from the UK AMS shows from 1990 and 1992. I already have some up on the site, with more to come. I am also going to scan some UK magazine covers and 'Atari User' Show program covers, and some UK Atari catalogues, and anything else of interest. Take a look at what's there now and keep checking back for when I add more. http://www.dgs.clara.net

Dean Garraghty

3150. In use ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-29 00:00:00 UTC
From: GILVAN4 <GILVAN4@prodigy.net>
Message-ID: <7dottt$4vbq$1@newssvr04-int.news.prodigy.com>
Source record: 53716

Does any one out there still use their old Atari game computer?

Mail back at gilvan4@prodigy.net

3151. Re: In use ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-29 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be7a34$0acf5300$ab364382@vidar>
Source record: 53717

Yepp! I hate emulators. Doesn't get the feel and atmosphere!

GILVAN4 <GILVAN4@prodigy.net> wrote in article
<7dottt$4vbq$1@newssvr04-int.news.prodigy.com>...
> Does any one out there still use their old Atari game computer?
>
> Mail back at gilvan4@prodigy.net
>
>
>
>

3152. Re: In use ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-29 00:00:00 UTC
From: atari@bright.net
Message-ID: <7dovc3$i95$1@cletus.bright.net>
Source record: 53718

```
On 29 Mar 1999 16:20:04 , "GILVAN4" wrote:
>Does any one out there still use their old Atari game computer?
>
>Mail back at gilvan4@prodigy.net

Well I still use all my Atari hardware but if you are not gonna come
back here to find that out... then I guess you'll never know.

-----------------------------------------------------------------
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
```

3153. FS: ATARI 2600 Keyboard Controllers - MINT Condition in box

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-29 00:00:00 UTC
From: PEW@NOSPAM.YOU
Message-ID: <3700081f.69130494@news.erols.com>
Source record: 53719
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Original ATARI 2600 Keyboard Controller Sets ATARI CX50

NEW, Never used except to be tested.

Original Box - Mint Condition
2 Keyboard Controllers - Mint Condition

$20.00 a set + Shipping US Funds Only

2 sets are available.

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

3154. FS: ATARI 9VAC Power Supply - NEW in box

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-29 00:00:00 UTC
From: PEW@NOSPAM.YOU
Message-ID: <37010831.69148269@news.erols.com>
Source record: 53720
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Original Atari 9 VAC Power Supply (C017945)

New! in Original Box - Never used.

$10.00 + Shipping US Funds Only

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

3155. FS: ATARI 2600 Thickbottom (circa 1977)

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-29 00:00:00 UTC
From: PEW@NOSPAM.YOU
Message-ID: <3702083b.69158314@news.erols.com>
Source record: 53721
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Atari 2600 Thickbottom - 6 Switch (circa 1977)

This unit was one of the first Atari 2600 units built.
This thing is built like a tank.

Unit is in very good condition. Works great.

Unit Only - No Joysticks or Power Supply

$25.00 + SHIPPING US funds only.

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

3156. XF551 Upgrade Problems

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-29 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7dp0tp$7sr@freenet-news.carleton.ca>
Source record: 53722

I'm trying to install a 720k floppy mech into my XF551 according to
the directions posted recently without luck.

I upgraded the rom, no problem. The drive is happy with that, but it
refuses to use the 720k drive mech.

The drive just spits out errors for every operation.

When the drive accesses it, the mech will spin but the light will
not come on. I used to see this on PC's when the drive was
attached to the wrong port on the cable. 'after the twist'.

Is there some modification I need to make to the XF551 cable to get
it to properly select the drive? I've tried it with 3 720k drives
which all work fine when attached to a PC.

Any ideas?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3157. Re: In use ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-29 00:00:00 UTC
From: charter@dellos.demon.co.uk
Message-ID: <37160789.1760335@news.demon.co.uk>
Source record: 53723

The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>Yepp! I hate emulators. Doesn't get the feel and atmosphere!
>
Nothing beats the real thing (130XE, 800XL owner) but the emulators are
bloody marvelous :)
--
Paul..

* Duty Charter *

ICQ No: 105793

3158. ORC attack

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-29 00:00:00 UTC
From: Rich Smaldone <nooget@earthlink.net>
Message-ID: <37001699.91FC11C9@earthlink.net>
Source record: 53724

Does anybody know where I could find an online price guide for Atari 8-bit computer cartridges? Actually, I found an ORC attack cartridge, and would like to know what it's worth, if anything. Thanks!

Rich Smaldone
nooget@earthlink.net

3159. Re: 1MB Ram Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-29 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <370045FC.AB7BC6D9@postoffice.pacbell.net>
Source record: 53725

yep, I do now.

Steven J. Tucker wrote:

> (rwoolley@postoffice.pacbell.net) writes:
> > The most difficult part of reprogramming the PAL is reading the Atari part and decoding
> > its functions. After you get that done, you can pretty much do anything you want - move
> > the cartridge space to $4000, put the OS at $1000, enable the PBI ROMs,,,, anything.
> >
> > Bob
>
> Bob,
>
> Do you have the equations for the original Atari pal?
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3160. CO61619 PAL

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-29 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <37004955.8ED804B9@postoffice.pacbell.net>
Source record: 53726

This is the logic in your MMU PAL for the XL machines. The 1200XL is essentially the same except for the two OS ROMs and no BASIC.

```
Bob
Name 800XL MMU;
Partno CO61618;
Date 02/25/99;
Revision 00;
Designer Bob Woolley;
Company Atari Rulz!!;
Assembly 1200XL;
Location U14;
Device P16L8;

/*****************************************************************/
/* Stock Atari XL/XE MMU */
/* */
/* */
/*****************************************************************/
/* Allowable Target Device Types: 16L8 */
/*****************************************************************/

/** Inputs **/

Pin 01 = A11 ; /* address bit 11 */
Pin 02 = A12 ; /* address bit 12 */
Pin 03 = A13 ; /* address bit 13 */
Pin 04 = A14 ; /* address bit 14 */
Pin 05 = A15 ; /* address bit 15 */
Pin 06 = MAP ; /* PB7 diagnostic bit */
Pin 07 = RD4 ; /* right cart. @ $8000-$9FFF */
Pin 08 = RD5 ; /* left cart. @ $A000-$BFFF */
Pin 09 = REN ; /* PB0 OS ram enable */
Pin 11 = REF ; /* DRAM refresh */
Pin 14 = MPD ; /* Math Pack Disable */
Pin 18 = BE ; /* Basic Enable */

/** Outputs **/

Pin 12 = !S5 ; /* left cart. select */
Pin 13 = !BASIC ; /* Basic ROM select */
Pin 15 = !OS ; /* OS code select */
Pin 16 = !CI ; /* DRAM CAS inhibit */
Pin 17 = !IO ; /* I/O select @ $D000-$D7FF */
Pin 19 = !S4 ; /* right cart. select */
```

```
/** Logic Equations **/

S4 = !A13 & !A14 & A15 & RD4 & REF /* RD4 and addresses
$8000-$9FFF */
;
the above reads as: NOT A13 AND NOT A14 AND A15 AND RD4 AND REF ... # is
a logical OR.... bob

IO = A12 & !A11 & !A13 & A14 & A15 & REF /* address $D000-$D7FF
*/
;

CI = !A13 & !A14 & A15 & RD4 & REF /* right cart. */
# A13 & !A14 & A15 & RD5 & REF /* left cart. */
# A13 & !BE & !A14 & A15 & !RD5 & REF /* BE and $A000-$BFFF */

# OS /* OS addresses */
# A12 & !A11 & !A13 & A14 & A15 & REF /* I/O addresses */
# !REF /* memory refresh */
;

OS = A13 & A14 & A15 & REN & REF /* addresses $E000-$FFFF */
# !A12 & !A13 & A14 & A15 & REN & REF /* addresses $C000-$CFFF
*/
# A12 & A11 & !A13 & A14 & A15 & MPD & REN & REF /* addresses
$D800-$DFFF */
# A12 & !A11 & !A13 & A14 & !A15 & !MAP & REN & REF /* addresses
$5000-$5800 - mapped */
;

BASIC = A13 & !BE & !A14 & A15 & !RD5 & REF /* BE and $A000-$BFFF */

;

S5 = A13 & !A14 & A15 & RD5 & REF /* RD5 and addresses
$A000-$BFFF */
;
```

3161. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-29 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <37007194.733610D3@netmagic.net>
Source record: 53727
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

Fabrice Frances wrote:
>
> Richard Cortese a ï¿½crit dans le message <36FF3B89.CCB30346@netmagic.net>...
> >Do you have an english version of the system description? I couldn't
> >find one on your web site.
>
> Huh ? there's only an English description on the site...
> I guess you are talking about the initial page, please just select the
> english flag, this will bring you to
> http://oric.ifrance.com/oric/index_english.html
> and then up to the Microtan 65 page.
> The system description is in Microtan User's Manual,
> have fun...
>
> Best regards,
>
> Fabrice
No, I don't think so. All your links to "The Story so Far" go to the
French version.

I mean the links are listed in english, i.e. "The Story so Far", but
they go to French language pages.

I am a RTFM kind of guy. After the first 4-5 links were in French, I was
out of there.

3162. FS: Atari 1027 Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <7drg1l$2tm$1@news-1.news.gte.net>
Source record: 53588

```
9.5 V AC 40VA
Power supply for Atari 1027 printer.
$5 + shipping takes it.
Tested and guaranteed to work.

jschnitt@gte.net
```

3163. Re: Keyboard am PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: Marty@bigfoot.de
Message-ID: <372947af.40774790@news.nacamar.de>
Source record: 53589
Cross-posted to:
comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,fido.ger.atari,fido.ger.musik,fido.ger.musiker,ger.atari

On Thu, 25 Mar 1999 23:31:55 +0100, "Sascha Piculjan"
<audiofreak@austro.net> wrote:

>Hi Leute

Hi Sascha!

>Hab folgendes Anliegen:
>
>Hab mir ein 08 / 15 - Keyboard mit Midi - Schnittstelle (in / out)
>ausgeborgt und mï¿½chte es an meinem PC (233 MMX, Win95, 64MB Ram, AWE64Gold)
>betreiben. Nun habe ich folgendes Problem: Ich schaffe es nicht, am PC ï¿½ber
>die Soundkarte irgendeinen Ton des Keyboards zu hï¿½ren, geschweige denn
>einzuspielen. Ich mï¿½chte Midi - Daten ins "Cubasis AV" u.ï¿½. einspielen und
>dort weiterbearbeiten. Nur habe ich dabei anscheinend irgendein Treiber- und
>Installationsproblem, bei dem ich anstehe. Die Verkabelung paï¿½t 100%ig, nur
>ich kann der Soundkarte keinen Ton entlocken. Nun meine Frage: Was muï¿½ im
>Punkt "Multimedia" in der Systemsteuerung alles installiert sein, daï¿½ ich
>die Midi-Daten, die ich in den PC schicke, in Musik umsetze? Was mir
>aufgefallen ist: Beim Mischpult (Play Control) ist der Punkt "Ton aus" bei
>Midi deaktiviert. Vielleicht weis irgendwer eine Lï¿½sung fï¿½r blutige Anfï¿½nger
>wie mich, denn ich hab (bis jetzt noch) absolut keinen Tau, wie ich das
>machen kann. Weis wer Rat? Wenn geht, bitte Antwort an meine e-mail-adresse
>klaxmax123@yahoo.com

Hast Du einen 08/15-Midi-Adapter von Karstadt oder einem anderen Kaufhaus
gekauft? Daran *kï¿½nnte* es liegen, da bei mir ein solcher Midi-Adapter
ebenfalls nicht funktioniert: Weder bei meiner jetzigen Diamond Sonic
Impact S90 sonst bei der Soundkarte davor - Soundblaster AWE 16.

Gruï¿½

Martin
--
Meine Homepage unter dem Motto "Music is my life" mit Demo-Songs
von mir, einer Film-Ecke sowie Hï¿½rproben einiger meiner Lieblingssongs:
browse.to/Marty oder home.centernet.de/~karrasch

3164. More Pics and Scans on the DGS Website

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01be7af8$f01c09c0$254e08c3@comgar-w95-001>
Source record: 53590

I now have more show photos and some scans of magazine covers and other stuff on our website. Check out http://www.dgs.clara.net

Dean Garraghty

3165. Re: Can you tell me if I could hook up atari 800XL to internet &How????!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <37014A83.CE9A6E19@worldnet.att.net>
Source record: 53591

PC-Gateway allows you to connect your 8-bit to the internet, through your PC. It does this by using a null modem cable between your 8-bit and PC. It also works for dumb terminals and other PC's as well. Too many people and not enough computers in your house that are connected to the net? PC-Gateway turns your system in to a multi-user system. Read all about it at-

http://cth.tzo.com/pro/pc-gateway1.html

==========
telnet://cth.tzo.com

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

Andy Luecke wrote:

> I was wondering if you could tell me if I could hook up my faithful atari
> 800xl to the internet and how? Also is there a place where I could find the
> software and modem etc..
>
> Thanks,
> Andy

3166. Re: In use ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <37014513.53BBD484@cyou.com>
Source record: 53592

2nd that! Emulation is just not the same...

Vidar \"Hawk\" Olavesen wrote:
>
> Yepp! I hate emulators. Doesn't get the feel and atmosphere!
>
> GILVAN4 <GILVAN4@prodigy.net> wrote in article
> <7dottt$4vbq$1@newssvr04-int.news.prodigy.com>...
> > Does any one out there still use their old Atari game computer?
> >
> > Mail back at gilvan4@prodigy.net
> >
> >
> >
> >

--
Larry Richardson
larryr@cyou.com

3167. Looking for Jumpman for the 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: Jillian Challoner <augustus@pathcom.com>
Message-ID: <370149C6.CA96838F@pathcom.com>
Source record: 53593

Hi 8-bit folks!

I've got a few 800XLs stockpiled for the coming apocalypse, and I have
just about every game
I remember from my teenage days save for Jumpman. I get a Device Done
Error because one
sunny day in 1986 I overwrote my high scores onto my game disk. Oops.

If anyone knows where I can get a copy: trade or buy, please let me
know.

Thanks!

David Hedley

capataz@iname.com

3168. FS: 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: John Schnittker <jschnitt@gte.net>
Message-ID: <7dric9oco1@news-2.news.gte.net>
Source record: 53594

Stock 800XL with power supply and video cable.
Minor surface engraving with a serial # from the school where it once
served.
$20 shipped within the US.

jschnitt@gte.net

3169. Re: Star Raider(s) question

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: csumner@brooksdata.net
Message-ID: <37015a87.54435942@news.apex2000.net>
Source record: 53595

let me clear myself up a little. from the answers I got, what I mean is The label on my cart says Star Raider.....note, no 's' on the end. I appreciate the responses from the people I got, but it wasn't what I meant.

Thanks,
Chuck

On Mon, 29 Mar 1999 12:10:07 GMT, csumner@brooksdata.net (Chuck) wrote:

>I have a cartridge that has Star Raider on the label. When booted it
>says Star Raiders. And when I was looking on ebay, I found a cartridge
>with the label Star Raiders. Is mine rarer than the others? Is there a
>story behind mine?
>
>Thanks
> Chuck

3170. Re: Star Raider(s) question

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990330182359.10738.00000233@ng13.aol.com>
Source record: 53596

csumner@brooksdata.net (Chuck) wrote:

<<let me clear myself up a little. from the answers I got, what I mean is The label on my cart says Star Raider.....note, no 's' on the end. I appreciate the responses from the people I got, but it wasn't what I meant. >>

I have both versions as well. I posted this exact same question some time last year. I believe the answer I got was the earlier manufactured carts were "Star Raider" and then shortly after "Star Raiders". You can check Deja-News to double-check. I don't believe that it's a big rarity or anything, since a lot of these were produced.

3171. Help with 8-bit, ColecoVision and NES label variation list

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: csumner@brooksdata.net
Message-ID: <37016054.55920648@news.apex2000.net>
Source record: 53597

I have searched the net for these and havn't found any. So I am wanting to start one for each of them myself. Any help would be appreciated a bunch.

Thanks,
Chuck

3172. English Translation of Docs for 130 XE+ Makro-Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7drom4mqd1@autumn.news.rcn.net>
Source record: 53598

Ron Fetzer of The Ol' Hackers AUG has just translated the docs to Torsten Karwoth's 130 XE+ Makro-Assembler into English.

This package, which includes an assembler, linker, editor, batch enhancements for MyDos and a whole lot of other stuff, can now be used by the English-speaking Atari 8-bit community. I'm told that it's the most popular assembler in Europe. It does require a 130XE or an 800XL with a minumum 64K Ramdisk to run. I'm posting it, together with a short text file, in alt.binaries.comp.atari8bit.

The Ol' Hackers and Ron Fetzer are happy to make this available.

Alan Sharkis

3173. Re: ORC attack

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: Rich Smaldone <nooget@earthlink.net>
Message-ID: <37016B47.C6992337@earthlink.net>
Source record: 53599

It's a pretty neat game, you're this knight on top of a castle, and these little orcs try to storm
it. They each come out with a little ladder and try to get to the top, while you throw down things
to knock them down and destroy their ladders. When they finally get to the top, you get a little
sword (I think) out and start whacking them with it. It's no Donkey Kong, but it's pretty cool in
it's own way.

Rich Smaldone
nooget@earthlink.net

Daniel Miller wrote:

> Wow, that sounds most excellent! Have you played the game yet? Please play it and post a review!
>
> Orc Attack... killer!
>
> vs
>
> >
> > Does anybody know where I could find an online price guide for Atari
> > 8-bit computer cartridges? Actually, I found an ORC attack cartridge,
> > and would like to know what it's worth, if anything. Thanks!
> >
> > Rich Smaldone
> > nooget@earthlink.net
> >
>
> To email me just remove the X's and underline marks from my address.

3174. Re: ORC attack

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: Rich Smaldone <nooget@earthlink.net>
Message-ID: <37016B84.7CB01006@earthlink.net>
Source record: 53600

Oh yeah, I was hoping to trade it for Gyruss for the 2600.

Rich Smaldone
nooget@earthlink.net

3175. Re: What is the Name of this Adventure?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <922846983mnewsX_velcro_X@netunlimited.net>
Source record: 53601

A lot of games were released first on disk and then cart, like Fractalus and
Flight Simulator. And Eastern Front.

> > > It could be "Journey to the Planets." Was that only cart-based? It was
> > > stupid game in my opinion with crude graphics.
> >
> > That sounds a bit harsh. The graphics were nothing to write home
> > I quite like it. The ending could have done with improving though.
>
> It is a great puzzle game. The graphics doesn't matter to much as it's the
> solving part that makes it good!
>
> And it's not the game he was asking about, he said 2 disk sides. He
> confirmed he thought it was Mission Asteroid

To email me just remove the X's and underline marks from my address.

3176. Re: ORC attack

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <922846675mnewsX_velcro_X@netunlimited.net>
Source record: 53602

There was a game like that for Amiga... I think that is a good simple game concept. Sounds like you have a real find on your hands! I have never heard of Orc Attack for the Atari 8bit, and I have heard of almost all of them I bet.

Don't get swindled out of that cart. You could post it on eBay to find out its worth.

vs

> It's a pretty neat game, you're this knight on top of a castle, and these little orcs try to storm
> it. They each come out with a little ladder and try to get to the top, while you throw down things
> to knock them down and destroy their ladders. When they finally get to the top, you get a little
> sword (I think) out and start whacking them with it. It's no Donkey Kong, but it's pretty cool in
> it's own way.
>
> Rich Smaldone

To email me just remove the X's and underline marks from my address.

3177. Atari 2600/7800 Cartridges New

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: "J.F.S." <jfsjr@primary.net>
Message-ID: <3701b219.0@news.primary.net>
Source record: 53603
Cross-posted to:
alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,ctdl.sys.atari8,ger.atari,rec.games.video.atari,reg.games.video.classic

We have over 1,000,000 new Atari 2600/7800 videogames in stock, please visit our site at www.oshealtd.com your cost is $.80 each + shipping we currently have over 40 titles.

Thank You

Jim Shea

3178. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <3701D43F.519B3B4C@netmagic.net>
Source record: 53604
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

Fabrice Frances wrote:

> Ah, now I see... the contents page of the book was an old one pointing
> to bad chapter links. Now this is all fixed. If you don't want to see any
> French
> at all, you can start with http://oric.ifrance.com/oric/index_english.html
> Sorry for the inconvenience.
>
> Best regards,
>
> Fabrice

Not a real problem, as you suggested just clicking on the language tab
forced it to the English language version.

I am easily confused nowadays.

3179. Re: XF551 Upgrade Problems - FIXED... but...

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7dp7kf$aqm@freenet-news.carleton.ca>
Source record: 53728

Steven J. Tucker (ai123@FreeNet.Carleton.CA) writes:
> I'm trying to install a 720k floppy mech into my XF551 according to
> the directions posted recently without luck.

Well I got the 3.5" drive to respond, I just needed to use the
drive 0 select jumper, which the manual warns never to use :)

This double drive mech also has a 1.2mb 5.25" drive that works ok
with the XF551 as well, but only as a 5.25" 720k drive. It wont
read 80k disks properly since the new mech has 80 tracks and the SD
mechs have 40 tracks.

With the 5.25" drive set to 300 RPM it reads track 1 OK, but no luck after
that since track 2 on the 80 track mech is between where tracks 1 and 2
are on the 80k formatted disk.

Anyone know how to set double stepping in the XF551 rom to make this
work ok?

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3180. Re: What is the Name of this Adventure?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: jrgentnospam@hhs.net
Message-ID: <37006632.3321589@news.hhs.net>
Source record: 53729

On Thu, 25 Mar 1999 20:32:50 GMT, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>> >> I had this Adventure game many moons ago and I just can't remember
>> >> the name of it. It was an Adventure game with graphics. You
>> >> started on Earth and had to find your way to the rocketship, blast
>> >> off, go to the moon or one of the planets and explore. I believe the
>> >> game took up both sides of a disk. Does anyone know what the name of
>> >> this may have been? Thanks...
>> >>
>> >
>> >
>>
>> That does not sound familiar, but I will try to find it and check it
>> out. It seems to me that it may have had the word "Operation" or
>> "Mission" in the title but I'm not sure.....
>
>Could it be Mission Asteroid ? I haven't played it, just started it to
>check that it works.

That really, really, really sounds like it. I think you got it.
Thanks, Vidar....

3181. Re: Zone Ranger

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: vchang@best.com
Message-ID: <37006ba7.5956719@nntp.best.com>
Source record: 53730

On Wed, 24 Mar 1999 21:10:23 -0500, "David G. Dahlstrom"
<ddahl@tiac.net> wrote:

>There's an Activision game called Zone Ranger that looks a bit like a
>Sinistar derivative. Can anyone explain what the object of this game is?
>
>Dave
>
>

The short end of it: Destroy all 16 satellites in each level (the
blue things shooting out lasers. Green lasers are harmless, red ones
kill you.)

The round things that appear after a few levels will try to repair
destroyed satellites. When the "Alert" message flashes with
accompaning sound, take the nearest portal (the thing consisting of
several colorful concentric circles) to find and destroy them.

Watch out for the boomerangs and exploders (you'll see.)

Inner sanctum: Find the maze icon somewheres in each level and touch
it. In there, go through the maze and get all the flashing dots as
you can, then leave by going through the red portals. When you come
out, touch the space police craft (it'll quickly come towards you) and
it'll kill as many satellites as you obtained dots. (Note: if you
died in the maze (by touching the red barriers), your dots become null
and void.)

That ought to be all you should need to play the game... have fun!
+------------------------------+
|Victor Chang |
|http://www.best.com/~vchang |
|E-mail: vchang@best.com |
|IRC nick (EFnet): ChgMonger |
|IRC channels: #oceanside, #rgvc|
|ICQ UIN: 335118 |
+------------------------------+
Antispam technique in place... to reply, use above
email addresses

3182. Re: 1MB Ram Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-WgCWrj3FnHXP@draco>
Source record: 53731

well Bob, can you share this with the Atari8 community?

Ken

On Tue, 30 Mar 1999 03:33:16, rwoolley@postoffice.pacbell.net wrote:

> yep, I do now.
>
> Steven J. Tucker wrote:
>
> > (rwoolley@postoffice.pacbell.net) writes:
> > > The most difficult part of reprogramming the PAL is reading the Atari part and decoding
> > > its functions. After you get that done, you can pretty much do anything you want - move
> > > the cartridge space to $4000, put the OS at $1000, enable the PBI ROMs,,,, anything.
> > >
> > > Bob
> >
> > Bob,
> >
> > Do you have the equations for the original Atari pal?
> >
> > Steve
> > --
> > * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> > * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> > * * * Ape Homepage: http://www.nacs.net/~classics * * *
> > !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!
>
>
>

3183. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: Fabrice Frances <frances@ensica.NOSPAM.fr>
Message-ID: <7dpvk2kkk1@news.cict.fr>
Source record: 53732
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

Richard Cortese a crit dans le message <36FF3B89.CCB30346@netmagic.net>...
>Do you have an english version of the system description? I couldn't
>find one on your web site.

Huh ? there's only an English description on the site...
I guess you are talking about the initial page, please just select the
english flag, this will bring you to
http://oric.ifrance.com/oric/index_english.html
and then up to the Microtan 65 page.
The system description is in Microtan User's Manual,
have fun...

Best regards,

Fabrice

3184. Re: What is the Name of this Adventure?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <922798711mnewsX_velcro_X@netunlimited.net>
Source record: 53733

It could be "Journey to the Planets." Was that only cart-based? It was a stupid game in my opinion with crude graphics.

vs

> On Thu, 25 Mar 1999 20:32:50 GMT, "Vidar \"Hawk\" Olavesen"
> <olavese@online.no> wrote:
>
> >> >> I had this Adventure game many moons ago and I just can't remember
> >> >> the name of it. It was an Adventure game with graphics. You
> >> >> started on Earth and had to find your way to the rocketship, blast
> >> >> off, go to the moon or one of the planets and explore. I believe the
> >> >> game took up both sides of a disk. Does anyone know what the name of
> >> >> this may have been? Thanks...
> >>
> >> That does not sound familiar, but I will try to find it and check it
> >> out. It seems to me that it may have had the word "Operation" or
> >> "Mission" in the title but I'm not sure.....
> >
> >Could it be Mission Asteroid ? I haven't played it, just started it to
> >check that it works.
>
> That really, really, really sounds like it. I think you got it.
> Thanks, Vidar....

To email me just remove the X's and underline marks from my address.

3185. Re: ORC attack

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <922798527mnewsX_velcro_X@netunlimited.net>
Source record: 53734

Wow, that sounds most excellent! Have you played the game yet? Please play it and post a review!

Orc Attack... killer!

vs

>
> Does anybody know where I could find an online price guide for Atari
> 8-bit computer cartridges? Actually, I found an ORC attack cartridge,
> and would like to know what it's worth, if anything. Thanks!
>
> Rich Smaldone
> nooget@earthlink.net
>

To email me just remove the X's and underline marks from my address.

3186. Re: What is the Name of this Adventure?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yzp4v595q.fsf@co.umist.ac.uk>
Source record: 53735

X_velcro_X@netunlimited.net (Daniel Miller) writes:

> It could be "Journey to the Planets." Was that only cart-based? It was a
> stupid game in my opinion with crude graphics.

That sounds a bit harsh. The graphics were nothing to write home
about, but this was an early game, on a 16K(?) cart. The game did
have an addictive quality to it though, and was pretty unique. I
remember spending many an hour playing it (and I don't think I was the
only one). It has game play, something which a lot of today's games
are lacking. Of course, not everyone like adventure style games, but
I quite like it. The ending could have done with improving though.

For anyone interested or stuck on the game, I've got a web-page about
it at:
http://www.geocities.com/SiliconValley/Lakes/7953/8bit/journey.html

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

3187. Re: What is the Name of this Adventure?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be7ad2$b5aeb880$75374382@vidar>
Source record: 53736

> > It could be "Journey to the Planets." Was that only cart-based? It was
a
> > stupid game in my opinion with crude graphics.
>
> That sounds a bit harsh. The graphics were nothing to write home
> about, but this was an early game, on a 16K(?) cart. The game did
> have an addictive quality to it though, and was pretty unique. I
> remember spending many an hour playing it (and I don't think I was the
> only one). It has game play, something which a lot of today's games
> are lacking. Of course, not everyone like adventure style games, but
> I quite like it. The ending could have done with improving though.

It is a great puzzle game. The graphics doesn't matter to much as it's the
solving part that makes it good!

And it's not the game he was asking about, he said 2 disk sides. He
confirmed he thought it was Mission Asteroid

3188. mac65

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-30 00:00:00 UTC
From: Jan-Otto Happel <johappel@cs.tu-berlin.de>
Message-ID: <7dr413$q6g$1@news.cs.tu-berlin.de>
Source record: 53737

Hi guys!
I`m searching for a Assembler for Atari (MAC65)
Does anybody have a description for ACTION! ?
Thanx,
Jan

3189. Can you tell me if I could hook up atari 800XL to internet &How????!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: Andy Luecke <luecke@netnitco.net>
Message-ID: <luecke-3103991559490001@merrillville-hyper-1-98.netnitco.net>
Source record: 53605

I was wondering if you could tell me if I could hook up my faithful atari 800xl to the internet and how? Also is there a place where I could find the software and modem etc..

Thanks,
Andy

3190. Re: Star Raider(s) question

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <37018671.13051662@news.secoast.net>
Source record: 53606

On Mon, 29 Mar 1999 12:10:07 GMT, csumner@brooksdata.net (Chuck)
wrote:

>I have a cartridge that has Star Raider on the label. When booted it
>says Star Raiders. And when I was looking on ebay, I found a cartridge
>with the label Star Raiders. Is mine rarer than the others? Is there a
>story behind mine?
>
>Thanks
> Chuck

I bought my cartridge in 1981, it says "Star Raider" on it. It was
just the earlier production run, I don't know when they started
tacking the 's' on the end. I don't think it's any rarer, I see them
all the time at this big Flea Market I go to.

dw
----
dwebster@mediaone.net

3191. Re: English Translation of Docs for 130 XE+ Makro-Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990330214343.20407.00000001@ng-fr1.aol.com>
Source record: 53607

Terrific! Tell Ron "thanks" so very much.
And thanks for letting us know, Alan!
Larry White

3192. Exus Foot Craz Activity Pad

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <8_gM2.407$6i3.3016@newse2.tampabay.rr.com>
Source record: 53608

email me with your asking price, please.
--Mark

3193. Re: Exus Foot Craz Activity Pad

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <74hM2.419$6i3.2892@newse2.tampabay.rr.com>
Source record: 53609

(I want to buy one, of course)

Bowling wrote in message <8_gM2.407$6i3.3016@newse2.tampabay.rr.com>...
>email me with your asking price, please.
>--Mark
>
>

3194. Much Atari 8 bit H/W and S/W

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: Koelling <taskathand@durab.com>
Message-ID: <3701C9ED.464359A5@durab.com>
Source record: 53610

I want to get rid of this stuff. ANY somewhat reasonable price gets it all. Prefer someone in the Houston / south/ east Texas. So much it would cost a fortune to ship. Partial list:
4 ea 800's , 2 or 3 w/ 256K mods
3 1050's , 1 w/ Super Archiver
2 ea 810 drive, 1 w/ Happy
2 ea 800XL
1 ea 1200XL
1 ea 400
2 SX212 modems
1 820 printer
2 RANA drives
Covox
Computer EYES
Wico joysticks
1 ea 1701 Commodore color monitor
Koala Pad
Atari track bal
a dozen power supplies
2 tape drives
many many books full of docs and info.
300-400 discs of games, edu, utils, word procs, spreadsheets, etc.
spare mother board, video boards, chips, Antics, etc.
Email me at tascathand@durab.com. I gotta get this stuff outta here. I haven't used it in over 2 yrs. Some in over 5 yrs. PC's are takin' over. I need room. Terry

3195. FS: SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <7dsl3penn1@korweta.task.gda.pl>
Source record: 53611

I am selling my last one:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=84739294

j131

3196. Re: ORC attack

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <F9GAoE.HpC@cix.compulink.co.uk>
Source record: 53612

In article <922846675mnewsX_velcro_X@netunlimited.net>,
X_velcro_X@netunlimited.net (Daniel Miller) wrote:

> There was a game like that for Amiga... I think that is a good simple
> game concept. Sounds like you have a real find on your hands!
I doubt it's particularly rare. I remember it being released in the UK and
it got plenty of ads in the computer mags etc. Assuming it's the Thorn EMI
one?

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

3197. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: Fabrice Frances <frances@ensica.NOSPAM.fr>
Message-ID: <7dspdf$rf5$1@news.cict.fr>
Source record: 53613
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

Richard Cortese a crit dans le message <37007194.733610D3@netmagic.net>...
>No, I don't think so. All your links to "The Story so Far" go to the
>French version.
>
>I mean the links are listed in english, i.e. "The Story so Far", but
>they go to French language pages.
>
>I am a RTFM kind of guy. After the first 4-5 links were in French, I was
>out of there.

Ah, now I see... the contents page of the book was an old one pointing
to bad chapter links. Now this is all fixed. If you don't want to see any
French
at all, you can start with http://oric.ifrance.com/oric/index_english.html
Sorry for the inconvenience.

Best regards,

Fabrice

3198. Wanted: 8bit cross-assembler for linux

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: Jan Schormann <Jan.Schormann@Informatik.Uni-Oldenburg.DE>
Message-ID: <7dsvdi$ibk@news.Informatik.Uni-Oldenburg.DE>
Source record: 53614

Hi Folks!

Only a week ago I finally managed to hook my PC to the Atari as some virtual floppies via SIO - happy me...

Now, after making some backups from the old disks and wondering what else I could do, I'm looking for an easy-to-use 6502-assembler *not* running on an 8bit-Atari, yet producing code for it. Preferrably, I'd have it running under linux (while I must say that using Bibo-Asm in the Emulator is fun...)

Have you got a pointer to such a thing?

If not, I might be inclined to make-my-own...

That would be in Emacs-Lisp, thus depending on Emacs, but featuring regex-search-replace, syntax based indentation and highlighting etc.; also I would distribute it under the GPL and it would actually run in Windoze-Emacsen, too.

Anyone interested in that? (Motivation may help...)

Hoping for response,
Jan.
=o= M-1 0 0 M-x praise-emacs =o=
Jan.Schormann(at)informatik.uni-oldenburg.de / voice: +49 441/7780806

3199. Vote for the best 8bit computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: ft@edh.ericsson.se
Message-ID: <922878614.339489@edh2>
Source record: 53615
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm

http://www.freevote.com/booth/8bit

-Frode
--
^ Frode Tenneb&#65533; | email: ft@edh.ericsson.se ^
| with Standard.Disclaimer; use Standard.Disclaimer; |

3200. Re: Wanted: 8bit cross-assembler for linux

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <370206D6.7DCC2DB1@asw.cz>
Source record: 53616

Jan Schormann wrote:

> Now, after making some backups from the old disks and wondering what
> else I could do, I'm looking for an easy-to-use 6502-assembler *not*
> running on an 8bit-Atari, yet producing code for it. Preferrably, I'd
> have it running under linux (while I must say that using Bibo-Asm in
> the Emulator is fun...)

Try: http://www.tu-chemnitz.de/~fachat/8bit/cross/xa/index.html

It is compilable under Amiga and MS-DOS (DJGPP). I think it should
compile anywhere under GCC.

Bye,
Jindroush (http://www.asw.cz/~kubecj)

3201. Re: What is the Name of this Adventure?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be7b99$a7ed1da0$a5364382@vidar>
Source record: 53617

Daniel Miller <X_velcro_X@netunlimited.net> wrote in article
<922846983mnewsX_velcro_X@netunlimited.net>...
> A lot of games were released first on disk and then cart, like Fractalus
and
> Flight Simulator. And Eastern Front.

Yes, but a 16K on 2 disk sides ??? Doesn't make sense!

3202. Re: Taking Atari Computers & Stuff Donations.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <EWsM2.656$6i3.3808@newse2.tampabay.rr.com>
Source record: 53618

Darn! And I was just about to send you a nice 1702 monitor, which I have already packaged up with a couple of new Bounty Bob carts, an 850 interface, a Black Box, a Happy Drive, and some Wico Ball joysticks....but, since you can't accept the monitor (and I'm too lazy to re-box the setup), I guess I'll just have to hunt for someone else to "donate" to...
--the Good Samaritan

Andy Luecke wrote in message ...
>Hello,
> I am only 12 yrs. old and interested in the world of atari computing and
>video games. I will take donations on computers, games, disk drives, tape
>drives, etc.. Please NO MONITORS!! If I got one of them my parents would
>have a fit. I currently have an ATARI 800XL. All donations are apreciated.
>
>
> Thanks,
> Andy L.
>
>luecke@netnitco.net

3203. Re: What is the Name of this Adventure?

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: jrgentnospam@hhs.net
Message-ID: <37027365.2816169@news.hhs.net>
Source record: 53619

On Wed, 31 Mar 1999 17:09:52 GMT, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>Daniel Miller <X_velcro_X@netunlimited.net> wrote in article
><922846983mnewsX_velcro_X@netunlimited.net>...
>> A lot of games were released first on disk and then cart, like Fractalus
>and
>> Flight Simulator. And Eastern Front.
>
>Yes, but a 16K on 2 disk sides ??? Doesn't make sense!

After the help in remembering the name of the game I was able able to
come up with this link that does descibe the game.

http://www.ac.wwu.edu/~mmurray/Games/Asteroid.html

3204. FS: Atari 8-bit Software & Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <7dtv1j$36v$1@ramp2.tir.com>
Source record: 53620

```
Joystick Description Price
------------------------------------------------------------ -----
4-Button Joystick $2.00
Atari Paddles $3.50
SVI Quickshot I Joystick $3.00

Software Description Price
------------------------------------------------------------ -----
Analog Movie Themes Cassette (requires Atari Music Composer) $2.00
APX Software Menu $2.00
Quick As A Wick!
Twelve Daze of X-Mas
Spy Who Came In From The Code Cassette
Atari 3D Tic-Tac-Toe Cart. $3.00
Atari Assembler Editor Computing Language Cart. $4.00
Atari Atari Artist Cart. $3.00
Atari BASIC Cart. $2.00
Atari BASIC Cart. (w/ orig. box) $3.00
Atari Basketball Cart. $3.00
Atari Biorhythm Cassette $2.00
Atari Blackjack Cassette $2.00
Atari Bug Hunt Cart. $3.00
Atari Bug Hunt Cart. (w/o case) $1.00
Atari Centipede Cart. $3.00
Atari Computer Chess Cart. $3.00
Atari Defender Cart. $3.00
Atari Dig Dug Cart. $3.00
Atari E.T. Phone Home Cart. (unopened) $4.00
Atari Eastern Front (1941) Cart. $3.00
Atari Flight Simulator II Cart. $5.00
Atari Football Cart. $4.00
Atari Graph It Cassettes $2.00
Atari Introduction to Sound & Graphics Cassettes $2.00
Atari Kingdom Cassette $2.00
Atari Logo Computing Language Cart. $5.00
Atari Missile Command Cart. $3.00
Atari Music Composer Cart. $3.00
Atari Pac-Man Cart. $3.00
Atari Pilot Computing Language Cart. $5.00
Atari Pilot Language Tutorial Cassettes $3.00
Atari Space Invaders Cart. $3.00
Atari Star Raiders Cart. $3.00
Atari States & Capitals Cassette $2.00
Atari Super Breakout Cart. $3.00
```

Atari Video Easel Cart. $3.00
Atari Writing Programs I & II Cassettes $3.00
Datasoft Zaxxon Cassette $3.00
EA One On One Cart. $5.00
EA One On One Disk (w/manual) $7.00
Synapse Protector II Cassette $3.00

Buyer is responsible for all shipping charges & insurance.

3205. Re: Taking Atari Computers & Stuff Donations.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <922914109.12389.0.muttley.d4ee0f47@news.demon.nl>
Source record: 53621

When he doesn't accept your offer I will ......

Sysop*TXG

Mail me: Sysop*TXG@underground.demon.nl

>Darn! And I was just about to send you a nice 1702 monitor, which I have
>already packaged up with a couple of new Bounty Bob carts, an 850
interface,
>a Black Box, a Happy Drive, and some Wico Ball joysticks....but, since you
>can't accept the monitor (and I'm too lazy to re-box the setup), I guess
>I'll just have to hunt for someone else to "donate" to...
>--the Good Samaritan
>
>
>
>
>Andy Luecke wrote in message ...
>>Hello,
>> I am only 12 yrs. old and interested in the world of atari computing and
>>video games. I will take donations on computers, games, disk drives, tape
>>drives, etc.. Please NO MONITORS!! If I got one of them my parents would
>>have a fit. I currently have an ATARI 800XL. All donations are apreciated.
>>
>>
>> Thanks,
>> Andy L.
>>
>>luecke@netnitco.net
>
>

3206. Re: Taking Atari Computers & Stuff Donations.

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: Shawn Brezny <shawn.brezny@lawson.com>
Message-ID: <7dte7k$3hj$1@news.mr.net>
Source record: 53622

I would be interested in the whole bundle. Let me know if you are
interested.

--
Shawn

3207. Atari Donations

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <Q5xM2.857$qL2.685@news.flash.net>
Source record: 53623

I know alot of you have not used your atari's in forever I'm looking for
donations of hardware software working or not that I can repair and give
to some of the kids here in Arkansas to promote Older Computer awareness
since I'm making nothing off of this and repairing out of the goodness of my
heart all I can pay is shipping or I can even pick up inside Arkansas or
close states
thank you
Edward Williams
tchermok@flash.net

3208. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_922892331@rtfm.mit.edu>
Source record: 53624
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 13, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/
--A major revision has been done recently by mailto:clu-da-bard@geocities.com (Doctor Clu)

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

3209. Re: Much Atari 8 bit H/W and S/W

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: Brant Sears <bsears@swbell.net>
Message-ID: <3702AD06.5F1F65CF@swbell.net>
Source record: 53625

I live in Houston and would love to take some or all of this off your hands
for a reasonable price.

I tried emailing you directly, but it comes back "use unknown". Email me
and we'll work something out.

Brant Sears
bsears@physix.com

Koelling wrote:

> I want to get rid of this stuff. ANY somewhat reasonable price gets it
> all. Prefer someone in the Houston / south/ east Texas. So much it would
> cost a fortune to ship. Partial list:
> 4 ea 800's , 2 or 3 w/ 256K mods
> 3 1050's , 1 w/ Super Archiver
> 2 ea 810 drive, 1 w/ Happy
> 2 ea 800XL
> 1 ea 1200XL
> 1 ea 400
> 2 SX212 modems
> 1 820 printer
> 2 RANA drives
> Covox
> Computer EYES
> Wico joysticks
> 1 ea 1701 Commodore color monitor
> Koala Pad
> Atari track bal
> a dozen power supplies
> 2 tape drives
> many many books full of docs and info.
> 300-400 discs of games, edu, utils, word procs, spreadsheets, etc.
> spare mother board, video boards, chips, Antics, etc.
> Email me at tascathand@durab.com. I gotta get this stuff outta here. I
> haven't used it in over 2 yrs. Some in over 5 yrs. PC's are takin' over.
> I need room. Terry

3210. Magnavox RGB80 vs 1902 monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: nospam@nospam.net
Message-ID: <3702b15b.8628833@news.supernews.com>
Source record: 53626

A note for Steve Tucker. Regarding your opinion a few weeks back that the RGB80 is the best monitor because of the green mode etc., I have to agree. A note is that this monitor (magnavox rgb 80) is identical to the commodore 1902. The board inside is the same and the picture tube is the same. The 1902 also has Switch for COMB defeat and a second input (lin RGB) Both of these can be added to the rgb80 by soldering in the switch, connector, and a few resistors which there are openings for on the board.

-Brad

3211. Re: 3.5" drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: Patrick Robbins <Pat42@uswest.net>
Message-ID: <7kAM2.185$4P6.1198@news.uswest.net>
Source record: 53627

...Where was I? Ok, where can I get the rom from? Wasn't there some company that sold them, or can someone burn them for me for a nominal fee?

Thanks,

Patrick

3212. Re: Atari Donations

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <922933879mnewsX_velcro_X@netunlimited.net>
Source record: 53628

It's great to hear from a good guy like you who worries about kids, when
there are sharpies out there who might just resell the stuff on eBay!

vs

> I know alot of you have not used your atari's in forever I'm looking for
> donations of hardware software working or not that I can repair and give
> to some of the kids here in Arkansas to promote Older Computer awareness
> since I'm making nothing off of this and repairing out of the goodness of my
> heart all I can pay is shipping or I can even pick up inside Arkansas or
> close states
> thank you
> Edward Williams
> tchermok@flash.net

To email me just remove the X's and underline marks from my address.

3213. Re: Vote for the best 8bit computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-03-31 00:00:00 UTC
From: Daniel Edwards <daniel@ab441lp.demon.co.uk>
Message-ID: <42xj1EAdjpA3Uwxt@ab441lp.demon.co.uk>
Source record: 53629
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm

In article <922878614.339489@edh2>, Frode Tenneboe <ft@edh.ericsson.se>
writes
>http://www.freevote.com/booth/8bit
>
> -Frode
>--
>^ Frode Tennebï¿½ | email: ft@edh.ericsson.se ^
>| with Standard.Disclaimer; use Standard.Disclaimer; |

I think this will prove nothing. I'd suspect C64 owners vote C64, Speccy
votes Speccy, CPC votes CPC, Vic 20 votes Vic 20, etc... The only thing
it will prove, due to loyalty, will be what percentage of people owned
that type of computer system. If you put this up for debate on the
'best' computer (including PC, Mac, Amiga, etc...) then you'd probably
find the PC is the 'best' coz more people own it, when we know the Mac
and Amiga have distinct technical advantages. The PC got lucky and had a
tonne of money put behind it's software and hardware development, so
it's only natural more people with have widely available PC's. The C64
will win this vote because it was the cheapest system - that's not to
say that it's a bad machine, on the contrary - it's alright. Who
knows... if the CPC had a built in TV modulator, 8-bit history could be
considerably different.

Sorry about knocking the wind out of your sails.
--
Daniel Edwards

3214. Re: Atari Donations

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990401000102.01974.00000920@ng61.aol.com>
Source record: 53538

ogopogo@aztec.asu.edu (JOHN COLLINS) wrote:

<<Heh, heh, heh! Just visit <www.freeyellow.com/members2/zsystem>!
Did a little investigating and lo and behold, this company sells
various systems and parts, including Atari 8-bit (at an unusually
high price). The owner of this site/company??? Make a wild
guess! >>

Don't tell me... Terry Ortman? If this is the case he has fallen to a new
low. What a piece of shit.

3215. FA: Atari 400 System + Software

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: "Bret L. Kellihan" <blk3z@virginia.edu>
Message-ID: <7dv4sudtg1@murdoch.acc.Virginia.EDU>
Source record: 53539

I have an Atari 400 System and Software for Auction on eBay. Bidding starts
at $9.00. Below is a description of the items for sale. You can view the
auction at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=85521809

Here's a copy of the item list:

Hardware:
Atari 400 - 16 K RAM (appears to work fine... I've plugged in a few
carts and come up fine)
(it's missing one of screws in the case).
Atari 410 - Datasette Recorder (works fine recording and reading new
programs,
but has problems reading some old tapes)
Atari 400/800 power supply (fuse has been bypassed, required taping case,
works great)
Manual Switch box (spade plug replaced with wire... works fine)
XM301 Modem (300 baud, direct connect modem... guess this one's more for
nostalgia)
(I have not personally tested the modem, it's condition is
unknown)

Cartridges:
BASIC
Joust
Star Raiders

Tapes: (the programs appear to be intact, but I they have problems with the
410
included... I think it has to do with the age of the 410 and
not the tapes themselves)
Frogger
Quantitative Comparisons
Darts (Thorn EMI)
Thorn EMI Computer 4
Hockey (Gamma Software)
Sound Editor
European Scene Jogsaw Puzzles Vol. 1
Blackjack (Atari)
SCRAM (Atari) (nuclear power plant simulation)
Sargon II
Drawpix (Artworx)
Nukewar

Manuals:
Compute's First Book of Atari
Atari 400 Basic Reference Manual
Atari 410 Program Recorder Operator's Manual
Atari 400 Owner's Guide
Atari BASIC
Atari for Kids from 8 to 80

(game/software manuals)
Sargon II
Darts
Soccer
River Rescue
Crypts of Terror
Radius
Blackjack
Drawpic
Sound Editor
Instedit
SCRAM (nuclear power plant simulator)
Nukewar

3216. Re: An Admonition to Atari people was: "RARE" Items on ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: sixosix
Message-ID: <36f5bb06.11294645@news1.ibm.net>
Source record: 53540

20 Mar 1999 11:21:51 GMT, lwhite6497@aol.com (LWhite6497)
wrote:

>Ebay is really neat if you are inclined to
>look for old stuff (as I am). But the number
>of items listed as "RARE", "Ultra RARE",
>really twists my tail. I sometimes will send
>a question to a seller asking why they
>have listed something as RARE. Some of
>the answers are most interesting.
>Larry

I agree and everyone should realize how dangerous it can be to be caught up in this nostalgic fever. I usually buy from people who are just looking to sell their old systems and not a dealer. Ok, the dealers are great sources for stuff you will not find in town, but, I have seen some unscrupulous deals occur on Ebay. What I mean by unscrupulous is over-valuing Atari systems, creating demand where there was none, etc.

We should all be on guard against this.

Peace,
Sixosix

3217. Re: boulderdash

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: sixosix
Message-ID: <36f81f20.3575488@news1.ibm.net>
Source record: 53541

On Mon, 22 Mar 1999 20:28:20 -0500, "Joseph Mcguire"
<mcguire@iinc.com> wrote:

>Does anyone remember a game called boulderdash for the atari 800xl. I used
>to play the game all the time and was wondering if it was or is possible to
>emulate it somehow to play on the computer. thanks
>
>JOE
>
>
Hi,
Yes, Boulderdash is available on the 'Net! in ATR format.
You can find it here:
http://www.dbyte.com/wysk/b.htm

Peace,
Sixosix

3218. Re: Atari Donations

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: ogopogo@aztec.asu.edu
Message-ID: <7dv7duasj1@news.asu.edu>
Source record: 53542

```
<<<<Heh, heh, heh! Just visit <www.freeyellow.com/members2/zsystem>!
<<Did a little investigating and lo and behold, this company sells
<<various systems and parts, including Atari 8-bit (at an unusually
<<high price). The owner of this site/company??? Make a wild
<<guess! >>
<<
<Don't tell me... Terry Ortman? If this is the case he has fallen to a new
<low. What a piece of shit.
<

No! Not Ortman, but Mr.Williams, the guy mentioned in
this thread. Beware, he may be telling the truth, but
then again...

--
```

3219. Donations

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: Rich Smaldone <nooget@earthlink.net>
Message-ID: <37032A49.454CF7C8@earthlink.net>
Source record: 53543

Hello friendly non-suspicious people! I am an 8 year old boy (my name is Bobby) and I like the Atari stuff. If you have any extra Atari stuff that you don't want (preferably any thing rated ER or better) please send it to me. I would send money for shipping, but I would have to break my piggy bank.

Bobby

ps. also I am an orphan.

3220. Re: Donations

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be7c24$b41cb640$6f374382@vidar>
Source record: 53544

Wasn't this very much like the other 12 year olds post ? I wonder ...

Rich Smaldone <nooget@earthlink.net> wrote in article
<37032A49.454CF7C8@earthlink.net>...
> Hello friendly non-suspicious people! I am an 8 year old boy (my name
> is Bobby) and I like the Atari stuff. If you have any extra Atari stuff
> that you don't want (preferably any thing rated ER or better) please
> send it to me. I would send money for shipping, but I would have to
> break my piggy bank.
>
> Bobby
>
> ps. also I am an orphan.
>
>
>

3221. Re: Donations

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: charter@dellos.demon.co.uk
Message-ID: <370a545a.3276584@news.demon.co.uk>
Source record: 53545

The other Day Rich Smaldone <nooget@earthlink.net> wrote:

>Hello friendly non-suspicious people! I am an 8 year old boy (my name
>is Bobby) and I like the Atari stuff. If you have any extra Atari stuff
>that you don't want (preferably any thing rated ER or better) please
>send it to me. I would send money for shipping, but I would have to
>break my piggy bank.
>
>Bobby
>
>ps. also I am an orphan.
>
Lifes a pisser isn't it!!

At least you will only want 1 joystick tho :)

Alternatively I am a 37yr old greedy git who wants all your working
Atari bits, I won't send you money for shipping nor will I even thank
you for it..

Any offers???

:) <------------
--
Paul..

* Duty Charter *

ICQ No: 105793

3222. Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990401074008.15626.00000616@ng-cf1.aol.com>
Source record: 53546

I've just read over a dozen posts... orphans, Arkansas, etc.... all of a sudden.... did I miss a post here or what? Did Ebay really put up a book... plant a seed... give some idea... sell an infomercial, do a seminar... or what.... that everyone's jumping on the bandwagon????

What IS this sh*t??? Some of you guys flamed 'em...

btw....I'll take that 1702 also!! ;-) How many have you got left?
B'rgds,
Vinnie

"Can't means don't want to!"

3223. Re: Atari Donations

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <37037213.EEC3E442@ix.netcom.com>
Source record: 53547

JOHN COLLINS wrote:
>
> <<<<Heh, heh, heh! Just visit <www.freeyellow.com/members2/zsystem>!
> <<Did a little investigating and lo and behold, this company sells
> <<various systems and parts, including Atari 8-bit (at an unusually
> <<high price). The owner of this site/company??? Make a wild
> <<guess! >>
> <<
> <Don't tell me... Terry Ortman? If this is the case he has fallen to a new
> <low. What a piece of shit.
> <
>
> No! Not Ortman, but Mr.Williams, the guy mentioned in
> this thread. Beware, he may be telling the truth, but
> then again...
>
> --

Ya know, it's sad to think that the world has come to this. We use to
trade stuff here all the time w/o a second thought. eBay sure has made a
bad name for real trading. Just my 2 cents.
--
Robert S Ely
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

3224. Re: Donations

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: Rich Smaldone <nooget@earthlink.net>
Message-ID: <37036AC5.2CF328FC@earthlink.net>
Source record: 53548

Geez, you caught me. I am neither an 8 year old boy nor an orphan. Also, my name isn't Bobby. Gasp! If it weren't for you meddling kids, my master scheme would have worked! Now I'll have to resort to plan B - Selling common cartridges on Ebay, but marking them ***RARE!!!*** so people will think they're worth a lot. It's so clever!

Rich (Not Bobby the 8 year old orphan) Smaldone

Paul Irvine / Duty Charter wrote:

> The other Day Rich Smaldone <nooget@earthlink.net> wrote:
>
> >Hello friendly non-suspicious people! I am an 8 year old boy (my name
> >is Bobby) and I like the Atari stuff. If you have any extra Atari stuff
> >that you don't want (preferably any thing rated ER or better) please
> >send it to me. I would send money for shipping, but I would have to
> >break my piggy bank.
> >
> >Bobby
> >
> >ps. also I am an orphan.
> >
> Lifes a pisser isn't it!!
>
> At least you will only want 1 joystick tho :)
>
> Alternatively I am a 37yr old greedy git who wants all your working
> Atari bits, I won't send you money for shipping nor will I even thank
> you for it..
>
> Any offers???
>
> :) <------------
> --
> Paul..
>
> * Duty Charter *
>
> ICQ No: 105793

3225. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <X7KM2.139$Y35.49490@newse2.tampabay.rr.com>
Source record: 53549

Vinnie,

Darn! I just mailed off that 1702 with Bounty Bob cart, the Black Box, Wico sticks, etc. to a homeless quadraplegic orphan Eskimo boy stranded in remote Northern Angola. It seems that after he went snow-blind, he was kidnapped and taken there by nomadic pirates who had used him as a slave laborer as they made their perilous journey back to Northern Angola. After living on nothing but rat-meat during the length of their trip, the blind orphan-boy was left to die, but somehow managed to construct a make-shift sand-hut and stealthily rig his secreted 1000-foot extension cord to the nearest power outlet at the Angolan Kool-Aid stand/Cyber-cafe (a newly-acquired Bill Gates' enterprise). Thirsting for Atari pleasure, the poor quadraplegic orphan-boy learned to use his tongue and mouth to manipulate both keyboard and cartridges which he found while stumbling through the refuse heap of the thriving desert Kool-Aid stand. Yet, somehow, someday, somewhere...he longed for an Atari system of his own (complete with 1702 monitor)...
So, you see, who was I to deprive him of the meager Atari hardware offerings which I had packaged up, ready to donate??? I only hope they bring him the profound pleasure that we, more privileged Atarians hold so dear to our hearts!! :)

--Mark

VINNIE5757 wrote in message
<19990401074008.15626.00000616@ng-cf1.aol.com>...
>I've just read over a dozen posts... orphans, Arkansas, etc.... all of a
>sudden.... did I miss a post here or what? Did Ebay really put up a
book...
>plant a seed... give some idea... sell an infomercial, do a seminar... or
>what.... that everyone's jumping on the bandwagon????
>
>What IS this sh*t??? Some of you guys flamed 'em...
>
>btw....I'll take that 1702 also!! ;-) How many have you got left?
>B'rgds,
>Vinnie
>
>"Can't means don't want to!"

3226. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990401082927.21290.00000661@ng94.aol.com>
Source record: 53550

>a homeless quadraplegic orphan Eskimo boy stranded in remote
>Northern Angola. It seems that after he went snow-blind, he was kidnapped
>and taken there by nomadic pirates who had used him as a slave laborer as
>they made their perilous journey back to Northern Angola. After living on
>nothing but rat-meat during the length of their trip, the blind orphan-boy
>was left to die, but somehow managed to construct a make-shift sand-hut

Did you? I needed one fo my long lost nephew who had those problems.. and
more.. he's deaf and is missing a testicle...

Damn... how am I going to break this to him...I'm sure he'll settle for a 1084s
(stereo)... along with a Gumby set up...
B'rgds,
Vinnie

"Can't means don't want to!"

3227. Q: 2600 Sports! Baseball, Football, Soccer, Karate/KungFu, etc???

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <kAKM2.144$Y35.49883@newse2.tampabay.rr.com>
Source record: 53551

Since I don't have ALL the Atari "2600" sports titles, can some collector (who either owns all of them, or has knowledge of all of them) please list exactly how many DIFFERENT versions of Baseball, Football, Soccer, and Karate/Kung Fu that exist for this system, and which TITLES were merely duplicate titles by other manufacturers (in other words, WHICH Atari sports titles have been DUPLICATED by more than one manufacturer, under a different -- or even identical -- title?)
It would make an excellent topic for a FAQ -- I'm sure many people are confused by the multiple and varied titles, involving the same sport. In addition, how many of these were "bumped-up" to be ported to the Atari 400/800? (for example, I know Realsports Football was).
--Mark

3228. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7dvto1lfb1@autumn.news.rcn.net>
Source record: 53552

Did you guys check today's date before posting ? :)

VINNIE5757 wrote in message <19990401082927.21290.00000661@ng94.aol.com>...
>>a homeless quadraplegic orphan Eskimo boy stranded in remote
>>Northern Angola. It seems that after he went snow-blind, he was kidnapped
>>and taken there by nomadic pirates who had used him as a slave laborer as
>>they made their perilous journey back to Northern Angola. After living on
>>nothing but rat-meat during the length of their trip, the blind orphan-boy
>>was left to die, but somehow managed to construct a make-shift sand-hut
>
>
>Did you? I needed one fo my long lost nephew who had those problems.. and
>more.. he's deaf and is missing a testicle...
>
>Damn... how am I going to break this to him...I'm sure he'll settle for a
1084s
>(stereo)... along with a Gumby set up...
>B'rgds,
>Vinnie
>
>"Can't means don't want to!"

3229. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990401091820.21288.00000714@ng94.aol.com>
Source record: 53553

>
>Did you guys check today's date before posting ? :)

You're right!!!!!!!!!
B'rgds,
Vinnie

"Can't means don't want to!"

3230. Re: Atari Donations

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <cvMM2.342$qL5.373@news.flash.net>
Source record: 53554

I DO SELL 8-Bit Atari equipment I also Sell MAC PC AMIGA and others to those willing to pay the high prices but those high prices let me Donate the things that are donated to me.
if you have any questions CALL me I'll be happy to answer any questions you may have to the legitimacy of my actions......

Thanks
Edward Williams

In article <7dutdaafb1@news.asu.edu>, ogopogo@aztec.asu.edu (JOHN COLLINS) wrote:

>
> Heh, heh, heh! Just visit <www.freeyellow.com/members2/zsystem>!
> Did a little investigating and lo and behold, this company sells
> various systems and parts, including Atari 8-bit (at an unusually
> high price). The owner of this site/company??? Make a wild
> guess!
>
> Goose/cooked!
> --

3231. Re: Atari Donations

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <7xMM2.344$qL5.533@news.flash.net>
Source record: 53555

Don't know who Terry Ortman is but it's not me
I DO Donate what is Donated to me Thanks
Edward Williams
(501) 952-3918
I've been a member of AUNT (Atari Users of North Texas) for years
ask anyone from that group Thanks
tchermok@flash.net

In article <19990401000102.01974.00000920@ng61.aol.com>,
swozniak@aol.comeGETsome (Swozniak) wrote:

> ogopogo@aztec.asu.edu (JOHN COLLINS) wrote:
>
> <<Heh, heh, heh! Just visit <www.freeyellow.com/members2/zsystem>!
> Did a little investigating and lo and behold, this company sells
> various systems and parts, including Atari 8-bit (at an unusually
> high price). The owner of this site/company??? Make a wild
> guess! >>
>
> Don't tell me... Terry Ortman? If this is the case he has fallen to a new
> low. What a piece of shit.
>

3232. Re: Atari Donations

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <jzMM2.155$Y35.52406@newse2.tampabay.rr.com>
Source record: 53556

(I believe your stated purposes are legitimate, Edward; my previous posts
are an attempt to make light of the more "suspect" posts from purported
children themselves...).
--Mark

Edward Williams wrote in message <7xMM2.344$qL5.533@news.flash.net>...
>Don't know who Terry Ortman is but it's not me
>I DO Donate what is Donated to me Thanks
>Edward Williams
>(501) 952-3918
>I've been a member of AUNT (Atari Users of North Texas) for years
>ask anyone from that group Thanks
>tchermok@flash.net
>
>
>----------
>In article <19990401000102.01974.00000920@ng61.aol.com>,
>swozniak@aol.comeGETsome (Swozniak) wrote:
>
>
>> ogopogo@aztec.asu.edu (JOHN COLLINS) wrote:
>>
>> <<Heh, heh, heh! Just visit <www.freeyellow.com/members2/zsystem>!
>> Did a little investigating and lo and behold, this company sells
>> various systems and parts, including Atari 8-bit (at an unusually
>> high price). The owner of this site/company??? Make a wild
>> guess! >>
>>
>> Don't tell me... Terry Ortman? If this is the case he has fallen to a
new
>> low. What a piece of shit.
>>

3233. Re: Atari Donations

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <jDMM2.158$Y35.52435@newse2.tampabay.rr.com>
Source record: 53557

Huh????!!! What???!! There's OTHER things besides video games???!!
Get outta here!!
--Mark

Edward Williams wrote in message ...
>Thanks
>I like to hear a good word every one in a while
>I like to help kids by showing them there's much more to Atari than
>video games and The PC wasn't the first or the best
>it lets me give to the community in a way that does good
>help the kids to learn and to have fun over the years I've donated well
over
>200 systems to families that can't afford anything else.
>Thanks Again
>Edward
>
>----------
>In article <922933879mnewsX_velcro_X@netunlimited.net>,
>X_velcro_X@netunlimited.net (Daniel Miller) wrote:
>
>
>> It's great to hear from a good guy like you who worries about kids, when
>> there are sharpies out there who might just resell the stuff on eBay!
>>
>> vs
>>
>>
>>> I know alot of you have not used your atari's in forever I'm looking for
>>> donations of hardware software working or not that I can repair and give
>>> to some of the kids here in Arkansas to promote Older Computer awareness
>>> since I'm making nothing off of this and repairing out of the goodness
of my
>>> heart all I can pay is shipping or I can even pick up inside Arkansas or
>>> close states
>>> thank you
>>> Edward Williams
>>> tchermok@flash.net
>>
>> To email me just remove the X's and underline marks from my address.
>>
>>

3234. Re: Atari Donations

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990401105843.20401.00000769@ng-fr1.aol.com>
Source record: 53558
Body handling: HTML body converted to readable text

"Edward Williams" wrote:

<>

I'm not trying to say that you're full of it, but if the stuff is donated to you for free and you give it away for free, why do you charge high prices for the Atari stuff that you sell? I can understand maybe covering your gas money and whatnot...but it shouldn't be costing you much money if you're getting the stuff for free. Can you explain?

3235. Orpan Boy Wants Atari Donation

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <nSMM2.164$Y35.52812@newse2.tampabay.rr.com>
Source record: 53559

I am a poor widdle orphan-boy. In order to keep me warm at night, I would like to have donated to me an Exus Foot Craz Activity Pad. I have figured out how to modify this particular item to produce a superior heat pad. Although I know they have some other use as a game controller, I can assure you that I will only use it for its warmth-inducing properties, to keep me from freezing to death.
signed,
"the-poor-widdle-orphan-boy"

3236. "2600" Children's Titles??

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <_vNM2.167$Y35.53183@newse2.tampabay.rr.com>
Source record: 53560

I intend to (eventually) collect "most" all of the US-released Atari 2600 carts. I choose to exclude both "porno" titles, and "children's" titles (educational, or not) from my "must-have" list.
While some titles are obviously for "children-only" (such as "Big Bird" or "Ernie" titles), there are several titles that are equally "child-only", but without an OBVIOUS "child-only" title (for example, was "Sorcerer's Apprentice" aimed at the "child-only" audience?).
Does anyone possess -- or, can someone please create -- a list of titles that were obviously intended to be directed at the "small child-only" audience?
--Mark

3237. Re: Vote for the best 8bit computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: Nuno Barros <nuno.barros@ip.pt>
Message-ID: <37039AA6.F650AD24@ip.pt>
Source record: 53561
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm

I think the prize for best 8bit computer should be given ex-equo to Sam Coupe and Commodore 65... Speccy lovers and Commie lovers should like this decision

Daniel Edwards wrote:

> In article <922878614.339489@edh2>, Frode Tenneboe <ft@edh.ericsson.se>
> writes
> >http://www.freevote.com/booth/8bit
> >
> > -Frode
> >--
> >^ Frode Tennebï¿½ | email: ft@edh.ericsson.se ^
> >| with Standard.Disclaimer; use Standard.Disclaimer; |
>
> I think this will prove nothing. I'd suspect C64 owners vote C64, Speccy
> votes Speccy, CPC votes CPC, Vic 20 votes Vic 20, etc... The only thing
> it will prove, due to loyalty, will be what percentage of people owned
> that type of computer system. If you put this up for debate on the
> 'best' computer (including PC, Mac, Amiga, etc...) then you'd probably
> find the PC is the 'best' coz more people own it, when we know the Mac
> and Amiga have distinct technical advantages. The PC got lucky and had a
> tonne of money put behind it's software and hardware development, so
> it's only natural more people with have widely available PC's. The C64
> will win this vote because it was the cheapest system - that's not to
> say that it's a bad machine, on the contrary - it's alright. Who
> knows... if the CPC had a built in TV modulator, 8-bit history could be
> considerably different.
>
> Sorry about knocking the wind out of your sails.
> --
> Daniel Edwards

--
N u n o B a r r o s [W e b D e s i g n e r]

[m a i l] nuno.barros@ip.pt [i c q] 6 4 4 8 3 8 8

[Webdesign Portfolio] http://nuno.homepage.nu
[e.topia] -in construction- http://etopia.homepage.nu
[Chaos Squad] http://gollop.homepage.nu
[L I M B O] http://ip.pt/~ip232283/limbo

3238. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990401124409.00788.00001231@ng97.aol.com>
Source record: 53562

I'm stepping out of this thread... some posts may.. and may not.. be legit...
be it April Fools, a book/practice on Ebay... what ever.. I want no part...
sooooooooo......

to the legits... sorry, I've got nothing dormant laying around...
to the pranksters... ha ha.. ya got me!...
to the schemers.... adios....
B'rgds,
Vinnie

"Can't means don't want to!"

3239. Re: Vote for the best 8bit computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: Richard Atkinson <rga24@cam.ac.uk>
Message-ID: <Pine.WNT.4.10.9904011959210.-239857@hapsby.chu.cam.ac.uk>
Source record: 53563
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm

On Wed, 31 Mar 1999, Daniel Edwards wrote:

> I think this will prove nothing. I'd suspect C64 owners vote C64, Speccy
> votes Speccy, CPC votes CPC, Vic 20 votes Vic 20, etc... The only thing
> it will prove, due to loyalty, will be what percentage of people owned
> that type of computer system. If you put this up for debate on the
> 'best' computer (including PC, Mac, Amiga, etc...) then you'd probably
> find the PC is the 'best' coz more people own it, when we know the Mac
> and Amiga have distinct technical advantages. The PC got lucky and had a
> tonne of money put behind it's software and hardware development, so
> it's only natural more people with have widely available PC's. The C64
> will win this vote because it was the cheapest system - that's not to
> say that it's a bad machine, on the contrary - it's alright. Who
> knows... if the CPC had a built in TV modulator, 8-bit history could be
> considerably different.

The Speccy was *far* cheaper than the C64, ergo by your reasoning it
should win.

By rights I should vote for the Speccy, as it was my childhood machine.
And indeed for UK gaming, during my most formative years, I think nothing
can touch it. Jet Set Willy, Skool Daze, the Magic Knight series, Monty
Mole, etc - a list of classics utterly unrivalled by other machines.

However, as a piece of hardware, the Spectrum is barely more than a Z80A
with a single I/O port used. Cheap and effective, but nothing amazing
(okay, the dual bus architecture is pretty clever, but I digress) -
certainly not a patch on the ingenuity of the ZX81. The C64, on the other
hand, was an incredible machine with potential that took years to be
realised, and many of its coolest features seem to have been designed in
by accident. I'm not saying it's an optimal piece of hardware like the
Spectrum; certainly not! (especially with the earlier ones, crammed full
of TTL logic) But as a way of bringing a *lot* of extremely hackable
hardware into very many homes, it is unrivalled.

The Atari 8 bit range has some cool features, like the display lists and
that fast (for 1978) 6502, but I think its failure to achieve substantial
market penetration, especially over here, precludes it from winning. That,
and the frustrating lack of colours in its video modes.

Machines like the Amstrads and Acorns just don't get off the starting
block as far as I'm concerned. Their hardware is unspectacular, consisting
mainly of standard parts, and they don't have sufficient 'classics' to win
on software alone. The Speccy *was* the UK software scene, for most of the
important years, and the C64 a close second, waiting for the demise of the

Speccy before it showed its true potential.

T'was my two cents...

Richard

3240. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: charter@dellos.demon.co.uk
Message-ID: <370fcd5e.12211965@news.demon.co.uk>
Source record: 53564

The other Day vinnie5757@aol.comnospam (VINNIE5757) wrote:

>I'm stepping out of this thread... some posts may.. and may not.. be legit...
>be it April Fools, a book/practice on Ebay... what ever.. I want no part...
>sooooooooo......
>
>to the legits... sorry, I've got nothing dormant laying around...
>to the pranksters... ha ha.. ya got me!...
>to the schemers.... adios....

Take your time getting up to speed Vinnie, we will wait for you :)
--
Paul..

* Duty Charter *

ICQ No: 105793

3241. Re: Atari Donations

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <xfSM2.622$qL5.497@news.flash.net>
Source record: 53565
Body handling: HTML body converted to readable text

The ITEMS I Sell do cost me money
The Items I Donate are Donated to me
how hard is that to explain?
the items I sell are NEW in Boxes with warranties either by the company or
me.....
Also even though I've received NO Donations this year I still have given
away 8 systems.....
as to the high prices if someone wants something from me the listed prices
are negotiable ..... it's supply and demand
I goto swap meets and garage sales all over the south looking for items
if i find a good deal i buy it if not i don't
Thanks
Edward Williams
tchermok@flash.net

In article <19990401105843.20401.00000769@ng-fr1.aol.com>,
swozniak@aol.comeGETsome (Swozniak) wrote:

> "Edward Williams" wrote:
>
> < willing to pay the high prices but those high prices let me Donate the
> things that are donated to me. >>
>
> I'm not trying to say that you're full of it, but if the stuff is donated to
> you for free and you give it away for free, why do you charge high prices for
> the Atari stuff that you sell? I can understand maybe covering your gas money
> and whatnot...but it shouldn't be costing you much money if you're getting the
> stuff for free. Can you explain?

3242. Re: Taking Atari Computers & Stuff Donations.

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <3703F99F.425E3172@nh.ultranet.com>
Source record: 53566

Andy Luecke wrote:

> Hello,
> I am only 12 yrs. old and interested in the world of atari computing and
> video games. I will take donations on computers, games, disk drives, tape
> drives, etc.. Please NO MONITORS!! If I got one of them my parents would
> have a fit. I currently have an ATARI 800XL. All donations are apreciated.
>
> Thanks,
> Andy L.
>
> luecke@netnitco.net

Wow, you're savvy enough to get your own internet account and pay for it, but
you can't get your hands on Atari equipment... hmmmm

--
B r i a n S t u r k E.E./Soft Eng. 8-Bit Computer Geek
http://www.nh.ultranet.com/~bsturk

"Whatever happened to Pong??!" Frank Black
"HOL, The Hardware Obstruction Layer" The NTChrist

3243. Re: Help with 8-bit, ColecoVision and NES label variation list

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: Ted O'Neill <toneill@best.com>
Message-ID: <3703F91C.F3631F0D@best.com>
Source record: 53567

Try:

http://www.execpc.com/~krieg/VidGames.htm

It's the best I've found...

Chuck wrote:
>
> I have searched the net for these and havn't found any. So I am
> wanting to start one for each of them myself. Any help would be
> appreciated a bunch.
>
> Thanks,
> Chuck

3244. Re: Q: 2600 Sports! Baseball, Football, Soccer, Karate/KungFu, etc???

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <923014455mnewsX_velcro_X@netunlimited.net>
Source record: 53568

If there is to be a 2600 sports games FAQ, it is ye who will be writing it Bucko! I don't think there were too many renamed and repackaged games, once you get past the Sears TeleSystem group. Most sports games had an original crude Atari version, then more advanced versions. The later efforts are generally the best.

Pete Rose Baseball: I have seen screen shots that make me think this really was incredible for the 2600. I have RealSports Boxing which is graphically good, interesting, and on the rare side. Another odd-ball latecomer was RealSports Volleyball which is excellent with great graphics, but the play value is not complete.

vs

> Since I don't have ALL the Atari "2600" sports titles, can some collector
> (who either owns all of them, or has knowledge of all of them) please list
> exactly how many DIFFERENT versions of Baseball, Football, Soccer, and
> Karate/Kung Fu that exist for this system, and which TITLES were merely
> duplicate titles by other manufacturers (in other words, WHICH Atari sports
> titles have been DUPLICATED by more than one manufacturer, under a
> different -- or even identical -- title?)
> It would make an excellent topic for a FAQ -- I'm sure many people are
> confused by the multiple and varied titles, involving the same sport. In
> addition, how many of these were "bumped-up" to be ported to the Atari
> 400/800? (for example, I know Realsports Football was).
> --Mark
>

To email me just remove the X's and underline marks from my address.

3245. Decompiling Atari Games?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: tetsuya@eskimo.com
Message-ID: <37043FED.1E80EB76@eskimo.com>
Source record: 53569

Does anyone know how i would go about decompiling a Atari game Mainly
just the game "Mail Order Monsters"

3246. ATARI adoption agency! Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7e1qmv$q28$1@user2.teleport.com>
Source record: 53570
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,pnw.forsale,pnw.wanted

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with the NewsGroups.

Atari adoption agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
or atari@benjamin.net

For those reading this, I sell/ship Atari anywhere the law (& customs)
allow. As far as receiving Atari goods, I'm trying to limit it locally
to Oregon and it's neighboring states for now.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

3247. Taking Atari Computers & Stuff Donations.

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: Andy Luecke <luecke@netnitco.net>
Message-ID: <luecke-0104991010340001@merrillville-hyper-1-76.netnitco.net>
Source record: 53630

Hello,
I am only 12 yrs. old and interested in the world of atari computing and video games. I will take donations on computers, games, disk drives, tape drives, etc.. Please NO MONITORS!! If I got one of them my parents would have a fit. I currently have an ATARI 800XL. All donations are apreciated.

Thanks,
Andy L.

luecke@netnitco.net

3248. Smoke smell in monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: nospam@nospam.net
Message-ID: <3702b1eb.8773283@news.supernews.com>
Source record: 53631

I recently acquired a Magnavox RGB 80 monitor for my 800xl and even
though I cleaned it inside and out it still stinks of cigarette smoke.
Does anyone have any insight on how to remove this problem???

Thanks, Brad

3249. Re: Magnavox RGB80 vs 1902 monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: Aaron Christopher Finney <A_Finney@wfi-inc.com>
Message-ID: <3702F4A2.485CA62B@wfi-inc.com>
Source record: 53632

Brad Bacik wrote:
>
> A note for Steve Tucker. Regarding your opinion a few weeks back that
> the RGB80 is the best monitor because of the green mode etc., I have
> to agree. A note is that this monitor (magnavox rgb 80) is identical
> to the commodore 1902. The board inside is the same and the picture
> tube is the same. The 1902 also has Switch for COMB defeat and a
> second input (lin RGB) Both of these can be added to the rgb80 by
> soldering in the switch, connector, and a few resistors which there
> are openings for on the board.
>
> -Brad

Doesn't the 1902 have a separate chroma input? Is this what you were
talking about?

Any chance you'd have a second to post what the mods would be, for those
of use without a 1902?

Cheers,

Aaron

3250. Re: Smoke smell in monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: Aaron Christopher Finney <A_Finney@wfi-inc.com>
Message-ID: <3702F447.12DC5536@wfi-inc.com>
Source record: 53633

Brad Bacik wrote:
>
> I recently acquired a Magnavox RGB 80 monitor for my 800xl and even
> though I cleaned it inside and out it still stinks of cigarette smoke.
> Does anyone have any insight on how to remove this problem???
>
> Thanks, Brad

I've got the same monitor, and it had the same problem...

Mine also had the price ($4.95) written on it with a Sharpie. I used this stuff called Citri-Solv (just plain old Citric-acid based solvent cleaner) on the inside and outside of the disassembled case and it took everything off. I made sure I blew the internal components off with compressed air and then I turned it on in my garage and just let it sit for a few days. When I reassembled it and brought it inside, I could barely detect the smell of smoke at all...

Good luck!

Aaron

3251. Re: Atari Donations

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: Aaron Christopher Finney <A_Finney@wfi-inc.com>
Message-ID: <3702F50D.587257B4@wfi-inc.com>
Source record: 53634

Edward Williams wrote:
>
> I know alot of you have not used your atari's in forever I'm looking for
> donations of hardware software working or not that I can repair and give
> to some of the kids here in Arkansas to promote Older Computer awareness
> since I'm making nothing off of this and repairing out of the goodness of my
> heart all I can pay is shipping or I can even pick up inside Arkansas or
> close states
> thank you
> Edward Williams
> tchermok@flash.net

Looks like someone just bought that new book "How to Work At Home By
Selling Old Computers (That You Con People Out Of) On eBay..."

3252. Re: Atari Donations

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <OHCM2.1248$qL2.481@news.flash.net>
Source record: 53635

Thanks
I like to hear a good word every one in a while
I like to help kids by showing them there's much more to Atari than
video games and The PC wasn't the first or the best
it lets me give to the community in a way that does good
help the kids to learn and to have fun over the years I've donated well over
200 systems to families that can't afford anything else.
Thanks Again
Edward

In article <922933879mnewsX_velcro_X@netunlimited.net>,
X_velcro_X@netunlimited.net (Daniel Miller) wrote:

> It's great to hear from a good guy like you who worries about kids, when
> there are sharpies out there who might just resell the stuff on eBay!
>
> vs
>
>
>> I know alot of you have not used your atari's in forever I'm looking for
>> donations of hardware software working or not that I can repair and give
>> to some of the kids here in Arkansas to promote Older Computer awareness
>> since I'm making nothing off of this and repairing out of the goodness of my
>> heart all I can pay is shipping or I can even pick up inside Arkansas or
>> close states
>> thank you
>> Edward Williams
>> tchermok@flash.net
>
> To email me just remove the X's and underline marks from my address.
>
>

3253. Re: Atari Donations

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: ogopogo@aztec.asu.edu
Message-ID: <7dutdaafb1@news.asu.edu>
Source record: 53636

Heh, heh, heh! Just visit <www.freeyellow.com/members2/zsystem>!
Did a little investigating and lo and behold, this company sells
various systems and parts, including Atari 8-bit (at an unusually
high price). The owner of this site/company??? Make a wild
guess!

Goose/cooked!
--

3254. Re: Taking Atari Computers & Stuff Donations.

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-01 00:00:00 UTC
From: Aaron Christopher Finney <A_Finney@wfi-inc.com>
Message-ID: <3702F768.FF2DE967@wfi-inc.com>
Source record: 53637

Andy Luecke wrote:
>
> Hello,
> I am only 12 yrs. old and interested in the world of atari computing and
> video games. I will take donations on computers, games, disk drives, tape
> drives, etc.. Please NO MONITORS!! If I got one of them my parents would
> have a fit. I currently have an ATARI 800XL. All donations are apreciated.
>
> Thanks,
> Andy L.
>
> luecke@netnitco.net

I'm an orphan/invalid/child - can I have some free computers?

Translation: I am a to f*cking lazy to work for a living so I will try to con generous people out their collections and then sell them back on eBay for a ridiculously inflated amount.

Tell you what, a-hole, lets save everyone time and trouble. Just post your address and we'll each send you a check for $50.

Get a clue - what twelve year old refers to himself as "only 12 years old?" When I was twelve, it was, "I'm 12 years old, dammit, and I can rip you in half..."

This kind of garbage makes me sick.

Of course, if you are 12...you still make me sick, you little mooch! Mow some damn lawns, like the rest of us did at your age...when we were buying these things *new*.

3255. Re: Q: 2600 Sports! Baseball, Football, Soccer, Karate/KungFu, etc???

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-02 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <KTUM2.234$Y35.88761@newse2.tampabay.rr.com>
Source record: 53571

(As I mentioned, I don't have all the 2600 sports titles; any FAQ that I would produce would be incomplete and inaccurate).
--Mark

Daniel Miller wrote in message <923014455mnewsX_velcro_X@netunlimited.net>...
>If there is to be a 2600 sports games FAQ, it is ye who will be writing it...

3256. Re: Vote for the best 8bit computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-02 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990401214818.21651.00000291@ng-fa1.aol.com>
Source record: 53572

>I think the prize for best 8bit computer should be given ex-equo to Sam
>Coupe and Commodore 65...

Yes, and I would not even have thought of
it. But since it was never actually sold as
more than a few hundred prototypes, I'm
not sure it would count. But definitely a
cool machine. The Apple GS was likewise
a seriously updated 8-bit, although crippled
by Apple for whatever variety of marketing
reasons. Add a ZIP CHIP, though, and it
rocks!
Larry White

3257. Re: Vote for the best 8bit computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-02 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <923036949.22958.4.nnrp-09.9e98ea3a@news.demon.co.uk>
Source record: 53573
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.oric

Nuno Barros wrote in message <37039AA6.F650AD24@ip.pt>...
>I think the prize for best 8bit computer should be given ex-equo to Sam
>Coupe and Commodore 65...

SAM Coupe/Elite, no contest.

I just wish I had one.

--
Brian (posting from comp.sys.amstrad.8bit

3258. Re: Vote for the best 4bit console

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-02 00:00:00 UTC
From: Steve Carter <steve@juggler.net>
Message-ID: <7e2ac8gqi1@pump1.york.ac.uk>
Source record: 53574
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.oric

What about the best 4 bit console?

I vote the Binatone Colour Home Sports Centre. It had a switch that made
it go faster.

--
Steve Carter, York, UK.
steve@juggler.net The opinions expressed here are not necessarily
shc103@york.ac.uk my own, let alone those of the University of York.
URL of the day: The evils of tea http://www.quite.com/misc/tea1.htm

3259. All 5 Atari UK I/O mags scanned

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-02 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01be7d08$38a80b60$LocalHost@comgar-w95-001>
Source record: 53575

I have now scanned the covers of all 5 Atari UK's I/O magazine from the early 80's. These are regarded as very rare, especially issue 1 which is missing from many people's collections. Being produced by Atari UK for UK readers only, it is unlikely US users have seen these before. Check them out at: http://www.dgs.clara.net

I will be scanning the early issues of Page 6 magazine soon. This will include the very rare issue 1. This really is rare, only 750 were ever produced and the vast majority of those went to members of the Birmingham User Group. In 10 years of buying/selling Atari gear I have only ever seen 2 copies of Issue 1. I'll let you know when they're available.

Dean Garraghty

3260. Re: Decompiling Atari Games?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-02 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y4smzyxsx.fsf@co.umist.ac.uk>
Source record: 53576

tetsuya@eskimo.com writes:
> Does anyone know how i would go about decompiling a Atari game Mainly
> just the game "Mail Order Monsters"

Depending on what you want to do with the disassembly, and what
assembler knowledge you have, you could try:

http://www.geocities.com/SiliconValley/Lakes/7953/8bit/asi.html

It will produce output in AMAC/Mac65 format, which you can they play
around with to your heart's content.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

3261. Re: Decompiling Atari Games?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-02 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7e2ieeear1@pale-rider.INS.CWRU.Edu>
Source record: 53577

(Decompile/Disassemble 'Mail Order Monsters').
It is a boot disk. Disk Wizard has a disassembly. For some
things, Omnimon can be useful.
Russg

3262. Page 6 Cover scans now available

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-02 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01be7d22$1c6e3fe0$LocalHost@comgar-w95-001>
Source record: 53578

I have now scanned the covers of issues 1-4 of Page 6 magazine. These are available now on the DGS website: http://www.dgs.clara.net

Dean Garraghty

3263. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-02 00:00:00 UTC
From: "Richard Mackin (RPM Software)" <richard@rpmsoftware.freeserve-dot-co-dot-uk>
Message-ID: <7e3702lcg1@news6.svr.pol.co.uk>
Source record: 53579
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

Fabrice Frances wrote in message <7dngvc$3q6$1@news.cict.fr>...
>White Flame (aka David Holz) a crit dans le message
><7deli0$454$1@barad-dur.nas.com>...
>>um, when's the deadline? I'm a busy guy.
>
>
>The initial post was a pre-announce, meaning that I wished to have
>an idea of how many active 6502 people there are nowadays.
>I guess a two months delay is good enough for writing 0.5 KB of
>code, so I should announce the start of the contest on the beginning
>of April, with submissions due for the end of May... any comments ?
>
>Anyway, I have no idea at all of whether 6502 programming is dead or not
>in the comp.sys.apple2, comp.sys.atari.8bit, comp.sys.cbm and
>comp.sys.acorn.programmer groups...
>I've only had one answer from the acorn guys who find the microtan
>a nice machine even simpler than the Atom, but nothing else...
>So, to the people interested, please raise your fingers and tell
>your intention to participate ... 8-)

Erm, all of us Acorn users went 32-bit a VERY long time ago. Like, in
1987... People only ever emulate our old BBC machines to play classic games
like Elite.

Richard Mackin (richard-at-rpmsoftware-dot-freeserve-dot-co-dot-uk)
RPM Software: http://www.rpmsoftware.freeserve.co.uk

3264. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-02 00:00:00 UTC
From: "Richard Mackin (RPM Software)" <richard@rpmsoftware.freeserve-dot-co-dot-uk>
Message-ID: <7e36u6$lb2$1@news6.svr.pol.co.uk>
Source record: 53580
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.oric

Fabrice Frances wrote in message <7dcri4bmp1@news.cict.fr>...
>PS: It seems I haven't managed to cross-post this message,
>and I have duplicated it in several newsgroup
>(comp.sys.acorn.announce, comp.sys.apple2, comp.sys.atari.8bit,
>comp.sys.cbm, comp.sys.oric).
>If someone knows how to fix this, TIA...

comp.sys.acorn.announce is moderated.

Richard Mackin (richard-at-rpmsoftware-dot-freeserve-dot-co-dot-uk)
RPM Software: http://www.rpmsoftware.freeserve.co.uk

3265. Atari Calculator LCD Problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-02 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <bsaN2.12$ZK1.3694@newse2.tampabay.rr.com>
Source record: 53581

A while back, I was assisted to remove a stripped screw from my Atari calculator. Now, there is a possibly more dire (in a way) problem on the horizon. The calculator (it's a DataBank, actually, complete with clock and telephone functions) has a vertical row of "LCD"s that won't show themselves.
For example, if the number "8" (which is made up of seven short "LCD" line segments) were displayed at this particular location on my calculator, it would show up looking like a "backwards" "3" (missing two of its LCD pixel line segments).
While the calculator is still readable/usable, this flaw certainly hampers my enjoyment of this otherwise wonderful little item of Atari memorabilia.
Any ideas on how to fix it? Or is this sort of thing irrepairable?
--Mark

3266. Brag?!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-02 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <bcbN2.18$ZK1.9025@newse2.tampabay.rr.com>
Source record: 53582

I bought Ikari Warriors for the Atari 2600 ... for only $13!
Can anyone provide me with an estimate (in US Dollars) of what they think
it's worth? (it's in terrific condition!)
NOTE: I collect Atari stuff because I enjoy it, therefore I won't be selling
it. But, the bargain-hunter in me wants to know HOW good of a deal I got!
--Mark

3267. A.N.A.L.O.G question..."disk" issues began when?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-02 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <LhbN2.21$ZK1.9699@newse2.tampabay.rr.com>
Source record: 53583

When did the A.N.A.L.O.G. magazine begin offering its premium "disk
included" issues? (starting with what dated issue?)

3268. Re: Atari Calculator LCD Problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-02 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <370545f7.1528750@news.wxs.nl>
Source record: 53584

On Fri, 02 Apr 1999 21:15:51 GMT, "Bowling" <mbowlin1@tampabay.rr.com>
wrote:

>A while back, I was assisted to remove a stripped screw from my Atari
>calculator. Now, there is a possibly more dire (in a way) problem on the
>horizon. The calculator (it's a DataBank, actually, complete with clock and
>telephone functions) has a vertical row of "LCD"s that won't show
>themselves.
>For example, if the number "8" (which is made up of seven short "LCD" line
>segments) were displayed at this particular location on my calculator, it
>would show up looking like a "backwards" "3" (missing two of its LCD pixel
>line segments).
>While the calculator is still readable/usable, this flaw certainly hampers
>my enjoyment of this otherwise wonderful little item of Atari memorabilia.
>Any ideas on how to fix it? Or is this sort of thing irrepairable?
>--Mark

I have one of those Atari data bank things too. On mine, the data
started to fade. This is hard to believe, but yes, characters started
to change all by themselves. This is painful if the data contains
telephone numbers. The numbers simply change all by themselves.
Since these calculators were not made by Atari, but just by some
company that put their name on it, you cannot expect it to be the same
quality. (well, Atari did try to cut on cost every penny they could.,
but at least most of their stuff did work).
Anyway, I can't help you with this specific problem, but to me these
items are just collectibles, and I would not trust them with important
data. I doubt LCD stuff can be repaired. Maybe you are in luck, and
it is just a lose contact, but somehow I think this is not the case.

3269. SIO2PC cabel

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-02 00:00:00 UTC
From: Martin Ruzicka <martin.aleco@atlas.cz>
Message-ID: <7e9u45$197v$1@ns.felk.cvut.cz>
Source record: 53585

Hi All,

Wanted subj.

bye, Martin

martin.aleco@atlas.cz

3270. English Translation of Do

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-02 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <923351608@stackbbs.xs4all.nl>
Source record: 53586

```
>130XE+ Macro Assembler, most popular in Europe
Alan,
I don't think so...
Most people in the East-part of Europe are using QA (Quick-Assembler) from
JBW (sp?) software...

Others are mainly using the MAC/65, and some are using ATMAS,
Big-Assembler, or the one from John Harris (forgot the name, but it
supports 65C816 opcodes).

Sysop Fox-1 (fox-1 AT aq DOT nl)
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

3271. Re: A.N.A.L.O.G question..."disk" issues began when?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-03 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7e45os$51g$1@alexander.INS.CWRU.Edu>
Source record: 53488

(When did ANALOG begin selling disk/tape with mags.)
Issue #18 is the first to show a subscription card with
a disk or tape subscription (1 year $130 mag & disk,
$90 mag & tape).
The first ad I can find in ANALOG for it is in issue 22 (9/84).
This ad says 'since issue 1, ANALOGs cassette and disk subscriptions
have eliminated typing in programs from the magazine.'
Somehow, I suspect you might get disk or tape before #18 (4/84),
but uhm. I don't think so. So I'd say probably the first disk or
tape was for the #18 to #22.
Russg

3272. Re: A.N.A.L.O.G question..."disk" issues began when?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-03 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990403005613.21661.00000751@ng-fa1.aol.com>
Source record: 53489

>Issue #18 is the first to show a subscription card with
>a disk or tape subscription (1 year $130 mag & disk,
>$90 mag & tape).

Actually, before that. I have such a card in
#11, and a friend of mine was purchasing
the programs on cassette starting with issue 9.
The prices shown on the card for #11 were
mag + cassette $36, and mag + disk $60.
BTW #11 was Apr/May, 1983.
I believe that at least initially, ANALOG had
a second party handling disk/tape subs.
Larry

3273. ATARIANS OF THE AMERICA UNITE!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-03 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3705D4FF.64AD@geocities.com>
Source record: 53490
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

We've seen the occational message "Are there any other users..."

This tells me that we still long for user groups, and since I am having such a blast (and since Atari is such a cool platform) I would like to fill in the blanks here in the Americas!

In the United States, I find it ironic that all the fandom tends towards the edges of the country. You have two user groups (AUNT, HACE) in Texas, the Pacesetter in Florida, Old Hackers in New York (?) and then the next nearest thing are the clubs in Canada.

What? I didn't list your group? Well, let's fix that!

I want to blanket the United States with Atari fandom. I know the users are out there. Thousands of Atari users, many not connected to the internet.. but they're out there.

So, the thing to do is start a list. From this list we can find people who live near us, and start clubs and user groups.

In 1999? Can you think of a better time?

And from this list we can make a map and show all the locations of user groups across the United States.

TO HELP WITH THIS.. ALL WE NEED IS:

YOUR NAME
LOCATION (City, State)
E-MAIL ADDRESS
COMPUTER TYPE (optional)

As soon as I get 20 names, I will post the URL for the MEGA USER LISTING, so send your info today help get this started. Who knows, someone else might be waiting to start a group up near you!

Doctor Clu
@>-->-----------

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

3274. Re: Brag?!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-03 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <u0mN2.135$ix1.65022@newse3.tampabay.rr.com>
Source record: 53491

I appreciate the response, but frankly, that's the silliest answer I have ever heard.
That answer assumes that the "market" is a PERFECT market, where all potential buyers are aware of ALL items up for sale, at ALL times, and no one ever achieves a "bargain" as to an item's true worth.
However, as we all know, sometimes the true market "worth" of an item is not realized when a rare item is merely exchanged between an ignorant (i.e., uninformed as to an item's rarity) Seller, and his Buyer. Often an item's actual market worth is only realized when the item is offered for sale to people with knowledge of its scarcity.
Your answer would suggest that if I bought a silver-label Quadrun cartridge at a Flea Market for 25 cents, then the actual worth of the Quadrun cart is only 25 cents. Need I point out how ridiculous that is?
--Mark

Bosco wrote in message <7e42k6mhg1@nnrp1.dejanews.com>
...It's worth however is whatever the market and
>collectors are willing to pay. Therefore... it's worth exactly $13.00
>

3275. Re: ATARIANS OF THE AMERICA UNITE!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-03 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <923135278.23689.0.muttley.d4ee0f47@news.demon.nl>
Source record: 53492
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi,

I like the Idea but I think you should make a list of all active users in
the world.

The people just have to subscribe to get on or off the list.

So here is my info:
YOUR NAME Sysop*TXG
LOCATION (City, State) ST. Crispynstr. 4 ,5144RD ,Waalwijk
,The Netherlands
E-MAIL ADDRESS SysopTXG@underground.demon.nl
COMPUTER TYPE (optional) 400/600XL/800XL/800XE/65XE/130XE
PROGRAMMING MAC/65 + ACTION! & Turbo-basic
FAVORITE PROGRAMS PAC-MAN / POLE POSITION
OTHER Running BBS Pro! 5.0b
24hr/7days 300-19200
+31-416-561927
** No download on-line yet...
LOOKING FOR Other BBS systems to network
with.

I had the same Idea several year ago but I had a bad internet connection at
that time, but I think when all
those REAL atari 8-bit users/supporter read this that they should join if
they want to be a community that wants to live on for years.....

Gtx,
Sysop*TXG

3276. Atari Software For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-03 00:00:00 UTC
From: John Thackeray <Tradingpost@btinternet.com>
Message-ID: <7e51j4$7r5$5@uranium.btinternet.com>
Source record: 53493
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
Tel/Fax +44+(0)1952 462135
http://www.tradeinpost.com

3277. Re: Brag?!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-03 00:00:00 UTC
From: Rich Smaldone <nooget@earthlink.net>
Message-ID: <370609EB.50031A70@earthlink.net>
Source record: 53494

I would probably go as high as seven bucks for Ikari Warriors, a little high for me because I liked the game so much for Nintendo. But I'm pretty cheap, and the price guide I have says $14.50, so hey, at least that's something!

Rich Smaldone

ps. if you do find a silver label Quadrun for 25 cents I'll buy it from you for a dollar!

Bowling wrote:

> I appreciate the response, but frankly, that's the silliest answer I have
> ever heard.
> That answer assumes that the "market" is a PERFECT market, where all
> potential buyers are aware of ALL items up for sale, at ALL times, and no
> one ever achieves a "bargain" as to an item's true worth.
> However, as we all know, sometimes the true market "worth" of an item is not
> realized when a rare item is merely exchanged between an ignorant (i.e.,
> uninformed as to an item's rarity) Seller, and his Buyer. Often an item's
> actual market worth is only realized when the item is offered for sale to
> people with knowledge of its scarcity.
> Your answer would suggest that if I bought a silver-label Quadrun cartridge
> at a Flea Market for 25 cents, then the actual worth of the Quadrun cart is
> only 25 cents. Need I point out how ridiculous that is?
> --Mark
>
> Bosco wrote in message <7e42k6mhg1@nnrp1.dejanews.com>
> ...It's worth however is whatever the market and
> >collectors are willing to pay. Therefore... it's worth exactly $13.00
> >

3278. Re: Brag?!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-03 00:00:00 UTC
From: Bosco <bosco2000@my-dejanews.com>
Message-ID: <7e5aas$l4k$1@nnrp1.dejanews.com>
Source record: 53495

In article <u0mN2.135$ix1.65022@newse3.tampabay.rr.com>,
"Bowling" <mbowlin1@tampabay.rr.com> wrote:
> I appreciate the response, but frankly, that's the silliest answer I have
> ever heard.
> That answer assumes that the "market" is a PERFECT market, where all
> potential buyers are aware of ALL items up for sale, at ALL times, and no
> one ever achieves a "bargain" as to an item's true worth.
> However, as we all know, sometimes the true market "worth" of an item is not
> realized when a rare item is merely exchanged between an ignorant (i.e.,
> uninformed as to an item's rarity) Seller, and his Buyer. Often an item's
> actual market worth is only realized when the item is offered for sale to
> people with knowledge of its scarcity.
> Your answer would suggest that if I bought a silver-label Quadrun cartridge
> at a Flea Market for 25 cents, then the actual worth of the Quadrun cart is
> only 25 cents. Need I point out how ridiculous that is?
> --Mark
>
> Bosco wrote in message <7e42k6mhg1@nnrp1.dejanews.com>
> ...It's worth however is whatever the market and
> >collectors are willing to pay. Therefore... it's worth exactly $13.00

When I mentioned "the market", I was referring to the business of trading and selling amongst collectors and enthusiasts, since there is no retail market for these little gems anymore. I don't include flea markets, thrift stores, etc. in that assessment. In your wording above, you imply that it's impossible to come up with a true value of any item, thus making *your* original question a *ridiculous* one to begin with. BTW - Isn't talking about *4-bit* items on an *8-bit* discussion area just a wee bit *off-topic*? Jut my *two-bits*...

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3279. FA: Atari 130XE with SF314 floppy Drive NO RESERVE

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-03 00:00:00 UTC
From: Headley Sappleton <hsappleton@sprintmail.com>
Message-ID: <7e58eu$301$1@fir.prod.itd.earthlink.net>
Source record: 53496

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=86168182

Auction Ends on: 04/09/99 at 19:00:43 PDT

3280. FS: ATARI 2600 Keyboard Controllers - MINT Condition in box

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-03 00:00:00 UTC
From: PEW@NOSPAM.YOU
Message-ID: <37073946.146092670@news.erols.com>
Source record: 53497
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Original ATARI 2600 Keyboard Controller Sets ATARI CX50

NEW, Never used except to be tested.

Original Box - Mint Condition
2 Keyboard Controllers - Mint Condition

$20.00 a set + Shipping US Funds Only

2 sets are available.

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

3281. FS: ATARI 9VAC Power Supply - NEW in box

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-03 00:00:00 UTC
From: PEW@NOSPAM.YOU
Message-ID: <37083956.146108933@news.erols.com>
Source record: 53498
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Original Atari 9 VAC Power Supply (C017945)

New! in Original Box - Never used.

$10.00 + Shipping US Funds Only

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

3282. Re: ATARIANS OF THE AMERICA UNITE!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-03 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <37063db2.290286@news.pipeline.com>
Source record: 53499
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

You forgot the AAAUA group in San Antonio, TX. One of the oldest
around.

John

Doctor Clu <clu-da-bard@geocities.com> wrote:

>We've seen the occational message "Are there any other users..."
>
> This tells me that we still long for user groups, and since I am having
>such a blast (and since Atari is such a cool platform) I would like to
>fill in the blanks here in the Americas!
>
> In the United States, I find it ironic that all the fandom tends
>towards the edges of the country. You have two user groups (AUNT, HACE)
>in Texas, the Pacesetter in Florida, Old Hackers in New York (?) and
>then the next nearest thing are the clubs in Canada.
>
> What? I didn't list your group? Well, let's fix that!
>
> I want to blanket the United States with Atari fandom. I know the
>users are out there. Thousands of Atari users, many not connected to
>the internet.. but they're out there.
>
> So, the thing to do is start a list. From this list we can find people
>who live near us, and start clubs and user groups.
>
> In 1999? Can you think of a better time?
>
> And from this list we can make a map and show all the locations of user
>groups across the United States.
>
>
> TO HELP WITH THIS.. ALL WE NEED IS:
>
> YOUR NAME
> LOCATION (City, State)
> E-MAIL ADDRESS
> COMPUTER TYPE (optional)
>
>
> As soon as I get 20 names, I will post the URL for the MEGA USER
>LISTING, so send your info today help get this started. Who knows,
>someone else might be waiting to start a group up near you!

>
>
> Doctor Clu
> @>-->-----------
>
> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!

3283. WTB: Scott Adams Adventures

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-03 00:00:00 UTC
From: tracker@misnet.com
Message-ID: <37068195.69232102@news.misnet.com>
Source record: 53500

I am looking to buy original copies of the Scott Adams text and graphic adventures and any hint book(s) that go with them. Also, I am interested in any InfoCom adventures. Possibly interested in other software published by Adventure International. I know the ATR's are all over the net, but I want the originals. Please email me at tracker@misnet.com if you have any of these and wish to sell them.

Thanks,
Scott

3284. The Learning Phone cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-03 00:00:00 UTC
From: David Tipton <6500dtpt@ucsbuxa.ucsb.edu>
Message-ID: <37069C8A.654F@ucsbuxa.ucsb.edu>
Source record: 53501

I have a essentially new-in-box "The Learning Phone" cartridge that I am considering putting up for sale or for auction on eBay. This is the Atari 8-bit cartridge that allowed users to log into the now (as far as I know) defunct PLATO Homelink educational service.

Would any collectors be interested in this item? If so, drop me an e-mail.

3285. 2 complete systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-03 00:00:00 UTC
From: Stephen Russell <st3@bellsouth.net>
Message-ID: <o6xN2.6608$Mk.3315856@news2.mia>
Source record: 53502

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=86492829
great deal

3286. Re: Brag?!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-03 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <shxN2.6$um3.2408@newse3.tampabay.rr.com>
Source record: 53503

If you follow this newsgroup regularly, you know that very few of its contributors are so unidimensional as to discuss and collect only 1)Atari, 2)8-bit, 3)Computers. Other Atari (and even non-Atari) items are regularly -- and with welcome appreciation -- discussed. For example, what types of monitors or printers are best for use with Atari computers, or what type of software is best, or which game(s) are of highest quality. If you seek 1)Atari 2)8-bit 3)Computer-only discussions, I am quite certain you will be required to start your own newsgroup (and, frankly, you may end up being its only participant...).
Also, while it is understandable that you sought to "save face" by reconciling your initial comment to my post with a tortured definition of what you assumed a "market" sale to be (by the way, that's only YOUR assumption; I only originally said I bought the game, not that I bought it in ANY particular "market" as you define it), it remains a fact that you fail to recognize that for any particular game -- especially in a category of games as highly "collected" as Atari 2600 -- there exists a general price trading range which can be agreed upon by knowledgeable collectors. THIS is what my original post sought to ascertain, since I had asked "Can anyone provide me with an estimate (in US Dollars) of what they think it's worth?" In your most recent response, you now -- and equally fallaciously -- seem to suggest that there is a fixed, absolute price at which a game can be "valued".
This fails to recognize that markets are always fluctuating, and further bolsters your growing reputation as being "all over the board" on this topic.
--Mark

>> Bosco wrote in message <7e42k6mhg1@nnrp1.dejanews.com>
In your wording above, you imply that it's
>impossible to come up with a true value of any item, thus making *your*
>original question a *ridiculous* one to begin with. BTW - Isn't talking about
>*4-bit* items on an *8-bit* discussion area just a wee bit *off-topic*?
Jut
>my *two-bits*...

3287. Whats up with PHOENIX

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-03 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <3706aaad.25336613@corp.supernews.com>
Source record: 53504

Haven't heard anything about this for awhile....just wondering. Any progress?

eric

3288. Re: ATARIANS OF THE AMERICA UNITE!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-03 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <3706c023@news.inil.com>
Source record: 53505
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Heres my info:

> Rory McMahon
> St. Charles, IL 60174
> mcmahon@inil.com
> Computers: Atari 800 (256k), 1200xl (x2), 800xl, 130xe (x2), 130xe (512k),
STacy4, 1040STe4, MegaSTe4, Falcon030-14 (x3), TT030 (x4), Portfolio, Lynx.

3289. Re: KoalaPainter...compatible with Atari TouchTablet?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-03 00:00:00 UTC
From: Bob Evans <BobEvanz@sprintmail.com>
Message-ID: <7e6mon$2o6$1@oak.prod.itd.earthlink.net>
Source record: 53506

Unless KoalaPainter has an option for the TouchTablet you are going to find it difficult to use it.
The KoalaPad and the TouchTablet have their x/y axis mirror imaged.
So not only is X the Y axis, and Y the X, but the +/- is reversed so up is down, left is right.

Bowling wrote in message ...
>I found KoalaPainter cart at a flea market.
> I wonder if it is compatible with Atari Touch Tablet (I will be receiving a
>TT sometime soon, and I am anxious to know if it will work with the
>KoalaPainter cart).
>Anyone know?
>--Mark
>
>

3290. Re: Page 6 Cover scans now available

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-03 00:00:00 UTC
From: peter@soemtron.de
Message-ID: <7E8$e1X4zHB@peter.soemtron.de>
Source record: 53507

Howdy !

Am 03.04.99 , prï¿½zise um 11:08 , schrieb Dean zu diesem Thema
folgenden "netten Text" , den ich nun im einzelnen zitieren werde .

> I have now scanned the covers of issues 1-4 of Page 6 magazine. These are
> available now on the DGS website: http://www.dgs.clara.net

Have you any interrest in "Atari Magazin" Covers, a famous german atari
magazin?

-thomas

request my public key. ....Sturz des Zaren!
--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

3291. Re: Brag?!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-03 00:00:00 UTC
From: Bosco <bosco2000@my-dejanews.com>
Message-ID: <7e42k6mhg1@nnrp1.dejanews.com>
Source record: 53587

In article <bcbN2.18$ZK1.9025@newse2.tampabay.rr.com>,
"Bowling" <mbowlin1@tampabay.rr.com> wrote:
> I bought Ikari Warriors for the Atari 2600 ... for only $13!
> Can anyone provide me with an estimate (in US Dollars) of what they think
> it's worth? (it's in terrific condition!)
> NOTE: I collect Atari stuff because I enjoy it, therefore I won't be selling
> it. But, the bargain-hunter in me wants to know HOW good of a deal I got!
> --Mark
>
>

Well... First off, I thought this was an '8-bit' computer newsgroup, but since you are here... My local thrift store sells 2600 game carts for $0.49 each. If fact, they sell all their ''classic'' game carts for $0.49 each. Commodore, Atari 8-bit, 2600, 5200, 7800, TI,etc. I have seen Ikari Warriors there for that price. It's worth however is whatever the market and collectors are willing to pay. Therefore... it's worth exactly $13.00

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3292. KoalaPainter...compatible with Atari TouchTablet?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-04 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <afzN2.20$um3.5870@newse3.tampabay.rr.com>
Source record: 53508

I found KoalaPainter cart at a flea market.
I wonder if it is compatible with Atari Touch Tablet (I will be receiving a TT sometime soon, and I am anxious to know if it will work with the KoalaPainter cart).
Anyone know?
--Mark

3293. "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-04 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990404003218.13068.00002383@ng06.aol.com>
Source record: 53509

What was "the best" Atari or 3rd Party
disk drive, and why? Atari users were/
are fortunate to have had a pretty wide
choice of drives, including those for
PAL systems (which I believe won't
work correctly with NTSC?). So, how
about it - what was "the best"?
Larry

3294. Software for All Platforms For Sale! LQQK!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-04 00:00:00 UTC
From: vangelisv@aol.com
Message-ID: <19990404030950.05343.00001856@ng-fy1.aol.com>
Source record: 53510

If you have a hard time finding Atari 8 or 16 bit(excluding TT,and
Falcon)C-64,Amiga,Apple II series
software than E-mail me and I will send you my latest listing or check out my
site for Atari only at:
http://members.aol.com/VangelisV/Evangelos

3295. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-04 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7e77uf$7ad@freenet-news.carleton.ca>
Source record: 53511

LWhite6497 (lwhite6497@aol.com) writes:
> What was "the best" Atari or 3rd Party
> disk drive, and why? Atari users were/
> are fortunate to have had a pretty wide
> choice of drives, including those for
> PAL systems (which I believe won't
> work correctly with NTSC?). So, how
> about it - what was "the best"?

Indus GT hands down if were talking stock drives.

1) Sweet case design.
2) Quiet
3) Functionality (Single/ED/DD)
4) Reliability.
5) Speed (ok, so Syncromesh sucks but it works)
6) Durability (metal case, overspec'd power supply)

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3296. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-04 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <37075234.0@news.iglou.com>
Source record: 53512

On 1999-04-01 vinnie5757@aol.comnospam(VINNIE5757) said:
>>a homeless quadraplegic orphan Eskimo boy stranded in remote
>>Northern Angola. It seems that after he went snow-blind, he was
>>kidnapped and taken there by nomadic pirates who had used him as a
>>slave laborer as they made their perilous journey back to Northern
>>Angola. After living on nothing but rat-meat during the length of
>>their trip, the blind orphan-boy was left to die, but somehow
>managed to construct a make-shift sand-hut
>Did you? I needed one fo my long lost nephew who had those
>problems.. and more.. he's deaf and is missing a testicle...
And answers to the name of "Lucky"...
>Damn... how am I going to break this to him...I'm sure he'll settle
>for a 1084s (stereo)... along with a Gumby set up...
What does he want with those if he's blind and deaf? Tell him it's a 400 mhz Pentium, or give him a Pentium and say it's a 1450XL, he'll never know...

Net-Tamer V 1.08X - Test Drive

3297. Computer Collectors Mailing List (Dutch)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-04 00:00:00 UTC
From: stefan@softhome.net
Message-ID: <37075f27.8948263@news.xs4all.nl>
Source record: 53513
Cross-posted to: alt.atari,alt.comp.msx,comp.sys.acorn,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

```
You can now join a mailing/discussion list which is all about old
computers. You can place adds, questions, discussions etc!
Just go to http://www.xs4all.nl/~rimmer/CVRL/cvrl.htm
and click on the Onelist button.
Only for Dutch speaking people, sorry.

grtz,

Stefan Mansier.
```

3298. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-04 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_923231001@rtfm.mit.edu>
Source record: 53514
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: March 29, 1999

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: Introduction

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.
```

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection. Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of my more prominent sources:
- New Atari User, published by Page 6 Publishing (Les and Sandy Ellingham)
- Orphaned Computers & Games Systesms, pub. by Adam Trionfo & Chris Federico

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4Jays Classic Video Games and Old Computers (Jay Colen)
mailto:4jays@ccnet.com
http://www.ncal.verio.com/~4jays/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

AIMS Lab., Inc.
46740 Lakeview Boulevard
Fremont, CA 94538
USA
Tel: (510) 661-2525
Fax: (510) 252-1572
mailto:sales@aimslab.com / mailto:info@aimslab.com
http://www.aimslab.com/
Developer: JAM!! (The JAM!! is a small purple/lilac colored box made by AIMS Labs that allows an composite or S-video (chroma/luma) output device to connect to and display on a standard VGA or SVGA monitor.)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

American Techna-Vision (Ralph Maddox)
15338 Inverness St.
San Leandro CA 94579-2016
USA
tel: (510) 352-3787
mailto:rmax99@ix.netcom.com

Vendor: new hardware

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

AS
See: Mirage Media

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Clubzentrale: c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
tel/FAX: +49 2366 39623 (0 23 66 / 3 96 23)
PD-Bibliothek: Theo Schwacke
Heinestrabe 17
D-45699 Herten
tel: 0 23 66 / 3 46 96
BBS: +49 5439 92592
mailto:wburger@cityweb.de
http://www.atari-computer.de/abbuc/
Developer: wide variety including: SIO2PC(SIO2ST)-Interface, PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS),

8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade.
also available: QMEG+ 4.0. KE-Soft products.
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

Atari Classics (Bob Woolley, Editor)
1161 Bay St
Alameda CA 94501-3911
USA
mailto:rwoolley@pacbell.net
"Super Video 2.1XL" - http://members.delphi.com/lmcclure/svxl/
some other reprints - http://www.redshift.com/~cdyson/atari.html
Publisher: Atari Classics (print magazine)
Bob writes: "I have altered the format of a 'subscription' somewhat. Send me
your name and address, but no money. I'll send you the next issue and a bill
for your subscription. We'll try that for a while.
$25 for six issues (about six years at the present rate)
$9 additional for a disk that only includes the code in the magazine and
any related data.
higher in other countries due to higher postage costs. (varies)
(The above information was current as of 6/20/98)

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Warehouse
c/o Richard Smith
Barrie Ontario
Canada
mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972

Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

Laboratorium Komputerowe Avalon (L.K. Avalon)
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja (Mission Shark)+Fred, Neron, Piekielko,
Robbo, Smus, Spy Master, Syn Boga Wiatru, The Last Guardian,
Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum,
Captain Gather, Change, Constellation, Czaszki+Electra, Dagobar, Darkness Hour,
Digi Duck, Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw,
Lorien's Tomb, Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor), RAM Cart

Subject: B

B&C ComputerVisions
5917 Stope Way
El Dorado, CA 95623-4716
USA
tel: (530) 295-9270
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Marlin Bates, IV (Fuji-dom)
96 W. Arcade St.
Stockton, CA 95204-4405

USA
mailto:mbates4@gte.net
http://home1.gte.net/mbates4/
Vendor: used hardware, used software

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
150 00 Praha
Czech Republic
Developer: BW-DOS 1.30 - available via http://atari.boss.com.pl/files

Steve Birmanns and Matthias Belitz
Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
Developers: MSC IDE-Harddisk-Controller (available via ABBUC)

Bit Busters Computer Group
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timless Announcement (Demo), Waves (Intro)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA

Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
mailto:bensmith@teleport.com
http://www.atari.benjamin.net
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,
Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card,
ISA<->Atari interface card, Connector for above

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St

Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

James Catalano / Classic 8-Bit Atari / Artacyis Software
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle
of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mailto:itayc@hotmail.com
http://www.sitcom.co.il/users/itayc/
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K), The Wall,
Sirtoot

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair shop.

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
mailto:cgp@digitaldeluge.com
http://www.digitaldeluge.com/gamesplus/
Vendor: commercial software

Computer Software Services (CSS) (Bob Puff)
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
mailto:nleaudio@nleaudio.com
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,

Super Pill, Disk Cracker, Black Patch
Repair Shop.

Computer STudio (Sheldon H. Winick)
40 Westgate Parkway Suite H
Asheville, NC 28806
USA
tel: (704) 251-0201 / 800-253-0201
mailto:s.winick@worldnet.att.net
Vendor: hardware and software

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand
monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyber Networking (Nelson Nieves)
1621 Green St Unit 2B
Philadelphia PA 19130-3909
USA
mailto:atari@cybernetworking.com
http://www.cybernetworking.com/atari/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree, xType,
Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls,
TS (Text Search)

Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA

tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game Programmers (software for Mac or PC)

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582
mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

Databyte Hard- & Softwareservice
Firma Matthias Faust
Fanny-Lewald-Ring 102
D-21035 Hamburg
Germany
Tel: +49-(0)40-735 21 84
Fax: +49-(0)40-735 57 80
BBS: +49-(0)40-735 57 80 (a lot of XL/XE-Software for download)
mailto:info@databyte.hh.eunet.de
http://databyte.www-discount.de/
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DataQue (NO LONGER REACHABLE???)
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
mailto:dataque.1@genie.com
mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM

Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM,
Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list
options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit,
Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

David M. Deaven
mailto:deaven@ishmael.ameslab.gov
http://www.public.iastate.edu/~deaven/Software/top.html
Developer: Atari IRG (InfraRed Gateway) 0.1 (hardware/software project)

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772

Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer Classic, PC Xformer 98, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Raphael James Espino
mailto:rje@co.umist.ac.uk
http://www.co.umist.ac.uk/~rje/8bit/atari.html or
http://www.geocities.com/SiliconValley/Lakes/7953/atari.html
Developer: Ramdrive v1.0

Evangelo's Software (Angelo Vahatouras)
27 Stiles St
Elizabeth NJ 07208-1902

USA
tel: (908) 558-9518
mailto:VangelisV@AOL.com
http://members.tripod.com/eightbits/atari84sale.html
http://members.aol.com/VangelisV/Evangelos
Vendor: commercial software."has over 1,000 titles for the Atari 8 & 16 bit machines. Mailorder ONLY! No Store front. Please E-mail for complete listings"

Subject: F

Far North Atari Computers (attn: Frank)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/david/
Developer: Alien Encounter, Superman, Test Computer Language (TCL), UltraSpeed Copier 2.3, 1050 Menu - MultiBoot Variety, Atari800 Emulator 0.8.6

Flashback Classic Video Games
See: Games + (Games Plus)

Friedland Computer Systems, Inc. (Nolan Friedland)
tel: (612) 689-0880
mailto:quinn@sliders.com
Vendor: hardware and software

Ron Fries
mailto:rfries@tcmail.frco.com

Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Subject: G

Paul Gallier (Panther)
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University
Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA
tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com
http://www.micronerd.com/
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: back issues of News-Paper and News-Disk

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko)
c/o Marek Chorvat

Polna 11
974 05 B.Bystrica
Slovaki
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo,

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies,
Guntris, Tag!

Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland
New Zealand
mailto:norb@kcbbs.gen.nz
http://members.tripod.com/~apd2/catweasl.htm
Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
mailto:jharris@poboxes.com

Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz, Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many
tasks, IDE hard disk interface, 800XL-DJ (800XL-DeeJay)

Mike Hill
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair shop.

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

The Independent Eight Bit Association (IEBA)
Harrowden
39 High Street
Sutton in the Isle
Ely
Cambs
CA6 2RA
tel: 01353 777006
FAX: 01353 777766

mailto:ieba@spheroid.demon.co.uk (Brian Watson, Publicity Officer)
Publisher: The Independent Eight Bit Association Directory, Fourth Edition (revised) Winter 1997

Subject: J

Jay Software (Jan Krupka and Stanislav Opichal)
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
Czech Republic
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kaiser Soft (Markus Romer)
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software (Polish/Tschechien games)
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
NEWER NUMBER -> +48 601 21-29-05
FAX: -659-34-14
mailto:karin@polbox.com
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas) K-Products (Bob Klaas)
4267 W. Midway Dr. *or* P. O. Box 22122 A.M.F.
Salt Lake City, Ut. 84120 Salt Lake City, Ut. 84122
USA USA
tel: (801) 967-8738
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM,
SpartaDOS 3.2d, SpartaDOS 3.3a
1050 US Doubler (USD), DK-Utilities for the Black Box and the MIO
Repair Shop. (800XL/130XE motherboards, keyboards)

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/
Developer: SIO2PC 4.19

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
mailto:draco@mi.com.pl

http://www.obta.uw.edu.pl/~draco/
http://draco.atari.org
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol
description, A proposed standard for Atari executable relocatable file,
DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s,
CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE,
XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0,
EmuXL v0.32 (emulator for Falcon030)

Jindrich Kubec (Jindroush)
mailto:kubecj@asw.cz
http://www.asw.cz/~kubecj/
Developer: Adir (PC), AutoRBas (ATARI), Bas2Atr (PC+ATARI), BasLoad (ATARI),
BlkMake (PC), Boot2Atr (PC), ChkBas (PC), ChkBoot (PC), ChkExe (PC),
ChkRom (PC), DCM2ATR (PC), ROM2EXE (PC+ATARI), SidLoad (ATARI), Unix2Atr (PC)

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Chris Lam
mailto:chris@shenleyfields.demon.co.uk
http://www.shenleyfields.demon.co.uk/rainbow.html
Developer: Rainbow - Atari 8-Bit Emulator for the Apple Mac and
Windows 95/NT with Direct X

Rich "Twist" Lawrence
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.5a (Atari 8-bit emulator for Win9X/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

L.K. Avalon
See: Avalon, Laboratorium Komputerowe

London Atari Computer Enthusiasts (LACE)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
mailto:earl.halliwell@dyess.af.mil
mailto:e.halliwell@genie.com
http://www.atarihq.com/jeo/
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

MacDonald Associates (Rod MacDonald)
909 NW Starlite Place
Grants Pass, OR 97526
USA
mailto:stinformer@chatlink.com
http://www.chatlink.com/~stinformer/
tel: (541) 476-2555
Publisher: ST Informer (online magazine) US$12/12 issues

Ivan Mackintosh
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine
c/o Freddy Offenga
Paardebloemstraat 53-3

6841 BT Arnhem
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:F.Offenga@student.kun.nl
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

Microcode Solutions
mailto:msdei@ctaz.com
http://www.ctaz.com/~msdei
Developer: ACE (Atari Console Emulator - Amiga software), WACKE ("Weightless
Atari Computer Keepsake Emulator - Macintosh software)

Micro Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 (or international +44 021 353 5730) 4pm-8pm Mon-Fri
FAX: 0121-352-1669
mailto:101755.2443@compuserve.com
http://ourworld.compuserve.com/homepages/derekfern/
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Mirage Media s.c. / AS
ul. Obroncow 2c
03-933 Warsaw
Poland
Phone: +48 22 616 15 51, +48 22 616 15 55
Fax: +48 22 617 93 21, +48 22 671 76 22
mailto:mirage@mirage.com.pl
http://www.mirage.com.pl/
http://nostalgia.mirage.com.pl/
Vendor: hardware and software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bank Bang!,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman, Around the Planet, Rockman, Starball, Crypts of Egypt,
Tommings, Mortyr
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),

SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), VideoInterFace (digitizer+genlock),
OMC65 (MAC/65 cross-assembler for DOS/Windows), Sprint XL, RAM-CART,
AST Turbo System

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
http://members.delphi.com/rldetlefsen/web/atarmain.htm
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler

18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software (NBS)
c/o Bill Kendrick
619 Pole Line Road #249
Davis, CA 95616
USA
tel: 1-530-759-1019
mailto:nbs@sonic.net
http://www.newbreedsoftware.com/
Developer: demos: Bob Test, Color Bars, Cells, Didi 7, DollMan, Fire, Happy Mondays, James Brown, Knives and Forks, Stars, Stimpy, T-1000. games: Aster Blast, Balloonier, Boom!, Chicken, Cooltris, Gem Drop, Mah Jongg, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: SIFE (Super-IRG Font Editor), File Selector 0.4, MuxChat, Colorizer 1.1, DigiPlay Menu, Equation

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: O

OMC Games (James Garvin)
P.O. Box 8107
Austin, TX 78713
USA
mailto:omcinfo@omcgames.com
http://www.omcgames.com/
Developer: The Assassin. Release Date: 3rd or 4th Quarter '99

Orphaned Computers & Game Systems
c/o Adam Trionfo & Chris Federico
4321 Montgomery NE Apt 339

Albuquerque, NM 87109
USA
tel: (505) 875-1526 (Adam) or (505) 266-7907 (Chris)
mailto:chris@abq.com or mailto:adam@thuntek.net
http://w3.tvi.cc.nm.us/~atrionfo/
Publisher: Orphaned Computers & Game Systems
bi-monthy, 5-7 page, double-sided, photocopied newsletter with
information on all the classic game systems and computers (with particular
affection for Atari). Sample issue: $1.00, three issue subscription: $3.00.

Subject: P

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54
Stafford
ST16 1DR
England
tel: 01785 241153 (from the USA: 011-44-1785-241153)
mailto:page6@cankita.force9.co.uk
Vendor: PD/freeware/shareware
Publisher: New Atari User (NAU) (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

PD-Magazin
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB)
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St
Winter Springs FL 32708-4341
USA
mailto:potterj@real3d.com
mailto:jdpotter@worldnet.att.net
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (PPP) (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support
Disk 2, SAM (Screen Aided Management) 80 column Desktop System, SAM
Budget (spreadsheet), SAM Utilities 1, SAM Designer (DTP), Quick Ed (chr
set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe

Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

R.A.M.
c/o Andreas Magenheimer
Diehlgartenstr. 12
D-67591 Wachenheim/Zellertal
Germany
Vendor: PD/freeware/shareware, 800 XL-DJ

Burkhard Rau (HCRBurk)
mailto:HCRBurk@T-Online.de
http://home.t-online.de/home/hcrburk
Developer: SUBMON 4.1D (Atari), ATARI FileManagement 1.5 0128 (WIN 95/98/NT)

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software
systems design, developement, and coding; Media conversion from magnetic to
optical and imaging; Consulting on system purchases and requirements; Film
production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central

Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Thomas Richter
mailto:thor@einstein.math.tu-berlin.de
http://www.math.tu-berlin.de/~thor/thor/
Developer: Atari800 Emulator for Unix, Amiga and MS-DOS, Version 0.9.2

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

Satantronic
Lubo ROBA
Poste restante
Posta 1
04001 Kosice
SLOVAKIA
mailto:xi@napri.sk (-XI-)
http://www.napri.sk/web/satantronic/
Developer: Demo: Te.mod. Game: Jurassic Park II. Utils: Paradox,
Mad editor.
Publisher: ATARIX - paper magazin in Slovak language

Bo Schreurs
mailto:stack@xs4all.nl
http://www.xs4all.nl/~stack/atarixle.html
Co-Vendor: the POOLDISK TOO PD/freeware/shareware CD-ROM
Developer: DTR2ATR 5.05.00, XDIRLIST, ATR2XFD, XFD2ATR, XDIR 10.05

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
Co-Vendor: the POOLDISK TOO PD/freeware/shareware CD-ROM

Shadow Software (David Hunt, The Shadow)
16016 SE Division St Box 19
Portland OR 97236-1999
USA
mailto:The_Shadow@spnt.com (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
BBS: (503) 761-9074 (ACE of America)
Developer: Carina BBS 2.6

Ken Siders
mailto:atari@columbus.rr.com
http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities),
AtrUtil.zip Ver 1.13(Win95 utility), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),
UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus.
Development Software: KAsm65 V2.51, KLink65 1.51,
KLink65 0.07 Cross Linker for MSDOS (PC Executable), KEdit. Games: Burger Boy,
PacMunch Jr, Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
SKR. POCZT. 16
02-100 WARSZAWA 119
POLAND
Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts

SINTECH
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033
mailto:sintech@online.de
http://www.online.de/home/sintech/
Vendor: commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201

USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi-IO and Black Box
interfaces), Forem-XE Pro 5.4 (BBS program)

ST Informer (online magazine)
See: MacDonald Associates

STAK Atari (print magazine)
See: Revista STAK Atari

Petr Stehlik
mailto:stehlik@cas3.zlin.vutbr.cz
http://cas3.zlin.vutbr.cz/~stehlik/
Developer: MS-DOS port of Atari800 emulator version 0.9.8,
Atari Falcon030/TT030/Medusa/Hades/Milan port of Atari800 v0.9.8

SteveR's Classic Cartridges (Steve Reed)
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford

Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Vendor/Developer: education related

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
See: Kaiser Soft

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@nacs.net
http://www.nacs.net/~classics/
Developer: Atari Peripheral Emulator (APE) 1.17, APE ProSystem 1.17,
APE Warp+ OS, Imagic 1.06

TWAUG (Tyne & Wear Atari User Group)
J. Matthewson
80 George Road
Wallsend, Tyne & Wear
NE28 6BU
United Kingdom
mailto:a.b.t@zetnet.co.uk (Alan Turnbull)
mailto:amg@zetnet.co.uk (Max Gerum)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #6.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1

Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 & Atari Sales (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
FAX: (651) 449-0488
BBS: (651) 462-3680
mailto:Video61@webtv.net
http://cth.tzo.com/pro/pro1.html (BBS Express! Professional)
Vendor: new/used hardware, new/used software
Developer: (all ROM carts) MYDOS 4.5, Rocks, Amazemaze, Hearts,
Montana Solitaire, Checkers, Jailbreak, Ricochet, Sharp Shooter, My Jong,
Paddle Wars, Solitaire (by ChildsPlay), Ultra Translator, SpartaDOS 3.3c
(disk or cart), BBS Express! Professional

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:VideoGameAdvantage@DittosRush.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

Subject: W

Wacko Software
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

Subject: Z

Z Systems
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731-0240
USA
tel: (609) 971-5807
mailto:shamroc@webspan.net
http://www.webspan.net/~shamroc/
Vendor: commercial software (some L.K Avalon games), PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

3299. Re: Brag?!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-04 00:00:00 UTC
From: Bosco <bosco2000@my-dejanews.com>
Message-ID: <7e7tqhlkg1@nnrp1.dejanews.com>
Source record: 53515

In article <shxN2.6$um3.2408@newse3.tampabay.rr.com>,
"Bowling" <mbowlin1@tampabay.rr.com> wrote:
> If you follow this newsgroup regularly, you know that very few of its
> contributors are so unidimensional as to discuss and collect only 1)Atari,
> 2)8-bit, 3)Computers. Other Atari (and even non-Atari) items are
> regularly -- and with welcome appreciation -- discussed. For example, what
> types of monitors or printers are best for use with Atari computers, or what
> type of software is best, or which game(s) are of highest quality. If you
> seek 1)Atari 2)8-bit 3)Computer-only discussions, I am quite certain you
> will be required to start your own newsgroup (and, frankly, you may end up
> being its only participant...).
> Also, while it is understandable that you sought to "save face" by
> reconciling your initial comment to my post with a tortured definition of
> what you assumed a "market" sale to be (by the way, that's only YOUR
> assumption; I only originally said I bought the game, not that I bought it
> in ANY particular "market" as you define it), it remains a fact that you
> fail to recognize that for any particular game -- especially in a category
> of games as highly "collected" as Atari 2600 -- there exists a general price
> trading range which can be agreed upon by knowledgeable collectors. THIS is
> what my original post sought to ascertain, since I had asked "Can anyone
> provide me with an estimate (in US Dollars) of what they think it's worth?"
> In your most recent response, you now -- and equally fallaciously -- seem to
> suggest that there is a fixed, absolute price at which a game can be
> "valued".
<snip>

Hoo boy! Leave this newsgroup for just a few months and look what happens!
Look at the NAME of the of the newsgroup. COMP with means computer, not
games machines, not Nintendos, not 2600, not toasters. SYS systems?. Atari
(self-explanatory. 8-BIT. Which means discussions of ATARI 8-BITS!!!

Since you never answered my question in the first place, I thought maybe you
were avoiding the subject. And if you didn't like my answer about what the
value of 2600 carts, then ignore it. No need to be insulting and rude. You
only get insulting and rude replies in return.

2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion
about the Atari 8-bit family of computers, including the 400, 800, 1200XL,
600XL, 800XL, 65XE, 130XE, 800XE and the XE Game System!

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st.

Have a nice day.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3300. Re: Brag?!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-04 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <z9LN2.92$um3.19255@newse3.tampabay.rr.com>
Source record: 53516

I always endeavor to extend politeness and courtesy. I thanked you for your original response, but then I declared the reasoning behind your answer to be silly (I apologize for relating that to you; I should have kept it to myself, because I'm certain it motivated you in your next reply to cally MY reasoning "ridiculous"). So, I shall be mature about it, and bury the hatchet (it looks like you probably have, also).
As for listing an occasional comment or inquiry about "2600" items, I remain in the group that feels it is perfectly okay to do so, as long as most posts DO relate to Atari 8-bitters (as mine do).
As to "having a nice day"...same to you! :)
--Mark

PS: Don't take offense to this, but...including the complete text from initial posts is not always the best thing to do.

3301. 1 Meg Upgrade - Success!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-04 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990404114917.18240.00002620@ng42.aol.com>
Source record: 53517

I just got my 130XE back from Bob Klaas,
upgraded to 1 Meg with the Newell 1-4 Meg
upgrade. I tried to install this upgrade
several years ago (~1992) and could not get it to
work, so it sat on the shelf until a couple of
weeks ago. Sent the XE and "bag of parts" to Bob,
and he worked his magic. He did a fantastic
job - installed sockets for easier maintenance,
hooked it all up, and it works great! He is most
highly recommended!!!
Larry White

3302. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-04 00:00:00 UTC
From: Aaron Christopher Finney <A_Finney@wfi-inc.com>
Message-ID: <37078152.AF6867BF@wfi-inc.com>
Source record: 53518

"Steven J. Tucker" wrote:
>
> LWhite6497 (lwhite6497@aol.com) writes:
> > What was "the best" Atari or 3rd Party
> > disk drive, and why? Atari users were/
> > are fortunate to have had a pretty wide
> > choice of drives, including those for
> > PAL systems (which I believe won't
> > work correctly with NTSC?). So, how
> > about it - what was "the best"?
>
> Indus GT hands down if were talking stock drives.
>
> 1) Sweet case design.
> 2) Quiet
> 3) Functionality (Single/ED/DD)
> 4) Reliability.
> 5) Speed (ok, so Syncromesh sucks but it works)
> 6) Durability (metal case, overspec'd power supply)

Ok, but let's not forget about the RanaSystems 1000. This is a superior drive as well, only lacking (IMHO) a built-in speeder. The things I like are the small footprint, metal case, push-button font panel with track display, write protect, unit ID display, and last error display buttons.

But the Indus is black...

Aaron

3303. Re: boulderdash

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-04 00:00:00 UTC
From: Joseph Mcguire <mcguire@iinc.com>
Message-ID: <370797ca.0@news.iinc.com>
Source record: 53519

Thanks for the info. Is it possible to play this game with a joystck or gamepad on my computer ? Im trying to get everything to work but Im having trouble. I think I figured out how to load and run on the keyboard but its difficult to move. Gamepad would be more enjoyable if possible. Thanks,
JOE
<sixosix> wrote in message news:36f81f20.3575488@news1.ibm.net...
> On Mon, 22 Mar 1999 20:28:20 -0500, "Joseph Mcguire"
> <mcguire@iinc.com> wrote:
>
> >Does anyone remember a game called boulderdash for the atari 800xl. I used
> >to play the game all the time and was wondering if it was or is possible to
> >emulate it somehow to play on the computer. thanks
> >
> >JOE
> >
> >
> Hi,
> Yes, Boulderdash is available on the 'Net! in ATR format.
> You can find it here:
> http://www.dbyte.com/wysk/b.htm
>
> Peace,
> Sixosix

3304. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-04 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <3707c4eb.1411675@news.wxs.nl>
Source record: 53520

On 4 Apr 1999 05:32:18 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>What was "the best" Atari or 3rd Party
>disk drive, and why? Atari users were/
>are fortunate to have had a pretty wide
>choice of drives, including those for
>PAL systems (which I believe won't
>work correctly with NTSC?). So, how
>about it - what was "the best"?
>Larry

I am quite sure that there is absolutely no difference between PAL and NTSC disk drives. In fact, there is no such thing as a PAL drive. All this difference between PAL and NTSC is just related to video signal. Because of these differences, the clock frequency of the processor is slightly different, because the video signal is also based on the signal used for the processor clock.
Some of the timing is related to the video timing, like VBI and the number of display lines on the screen. Since the O.S. does some timer related things, some I/O frequency calculations for the cassette unit are also related to these clock rates, and thus differ in PAL and NTSC machines. This is because cassette stuff is A-sync.
Since all disk drives have their own clock, they are totally unaware of the type of system they are connected to.
That said, the HDI is nice. It is a 1.44 meg High Density interface, to which you can connect all sorts or drives, including Atari SF314 and SF354 drives. We use a Speedy 1050, which is a drive with an enhanced speed and double density capability. (sort of like a happy).
As you can see on the Pooldisk, we have lots of drives. The 1050 with Speedy are the ones we use most. Only problem with it is that it runs hot, so on a summers day, it sometimes fails. We leave the cover off, so it cools better. This can be prevented by using a switching power supply, as shown on the web page of Thomas Grasel.
Have to build one of these one of these days.

3305. Programming

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-04 00:00:00 UTC
From: "David A. Elliott" <delliott@nac.net>
Message-ID: <MRRN2.178$P1.32423@nntp1.nac.net>
Source record: 53521

After doing my research on the Atari Computers, what are the best resourses for programming? I want to do some games that I always wanted to play on my 2600/5200 systems, but never saw. I am getting an 800XL and I think the games are written in Assembly... how do I still get these programs/languages? I don't think Best sells them and the XL won't be connected to the 'net or anything like that... Help!

3306. FA: MPP-1150 Atari 8-bit Parallel Printer Interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-04 00:00:00 UTC
From: David Tipton <6500dtpt@ucsbuxa.ucsb.edu>
Message-ID: <37080536.3B79@ucsbuxa.ucsb.edu>
Source record: 53522

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=86970744

MPP-1150 Parallel Printer Interface

by Supra Corporation

This interface will allow you to hook your Atari 8-bit computer (except the Atari 1200XL) to a parallel printer. It has a pass-through SIO port. The interface is in like-new condition.

High bidder will pay $3.20 for shipping in addition to the bid.

Starting bid is only $4, and there is no reserve price.

3307. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-04 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <7e97cudtj1@nw001t.infi.net>
Source record: 53523

LWhite6497 wrote in message <19990404003218.13068.00002383@ng06.aol.com>...
>What was "the best" Atari or 3rd Party
>disk drive, and why?

Stock drives: I prefer the Indus GT. It was a tank.

however, right before I shut down my Atari BBS (1987), I traded my Indus for a stock 1050 so I could put US Doublers in it - I preferred the USD 1050 to the Indus at that time. I also had 2 happy 1050's back then that I preferred above them all.

Today, on my current system, I use a Happy 1050 the most, a US 1050 second and that Indus GT third (which I got back from him in a trade for an IBM XT a few years ago).

Hehehe... I've also got one of those old Astra Big D's around here in a box - that had a DS/DD drive and a SS/DD drive in it. When this drive was first purchased, it was a real workhorse, but after several years on several different BBS's, it got tired. It's kinda flaky now.

3308. Re: FA: Atari 130XE with SF314 floppy Drive NO RESERVE

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-04 00:00:00 UTC
From: peter@soemtron.de
Message-ID: <7ECbFUKpzHB@peter.soemtron.de>
Source record: 53524

Howdy !

Am 04.04.99 , prï¿½zise um 10:47 , schrieb Headley zu diesem Thema
folgenden "netten Text" , den ich nun im einzelnen zitieren werde .

> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=86168182
>
> Auction Ends on: 04/09/99 at 19:00:43 PDT

the sf314 is a ST-drive, isn't it?

-thomas

request my public key. ....Sturz des Zaren!
--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

3309. Colecovision Mr. Do's Castle for trade

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-04 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <7e8ug5$5l3$1@msunews.cl.msu.edu>
Source record: 53525
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I have a mint condition Mr. Do's Castle for the Colecovision for trade. I would like to trade it for the Atari 2600 version, but I'll take any ER not on my list at

http://pilot.msu.edu/user/reicher6/2600.txt

Tempest

3310. Sad nostalgics only, Mags FS (UK only)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: stevegreen@zetnet.co.uk
Message-ID: <7eaujm$5p1$2@roch.zetnet.co.uk>
Source record: 53438

Hi all,
A unique chance to own a bit of rubbish/history (delete as required).
10 bound vols of the "Home Computer Advanced Course", over 1900 colour pages covering computing in the 1980's. Includes items on Atari (8&16bit)/BBC/SPECTRUM/MAC/C64/ORIC/MSX/ and some rather exotic machines from those innocent times. Everything from game reviews to teach yourself machine code. Helpfull advice such as "don't pick too high a resolution monitor as by blurring the pixels a more pleasing picture is achieved". It will make you laugh and cry! Just 10pounds, if you want it posted it'll be 20pounds.
Regards, Steve.

stevegreen@zetnet.co.uk *** Dorset- England *** 01258817841

3311. Anybody need these ROMOX boxes?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990405145701.20415.00002698@ng-fr1.aol.com>
Source record: 53439

I don't keep the boxes to my 8-bit carts, (too much space) so if anybody wants these 4 ROMOX boxes, let me know. I'll accept any decent offer. They're all in nice shape. (No docs, the instructions are on the back of the boxes.)

ANTEATER
ATTACK at EP-CYG-4
FORTUNE HUNTER
PRINCESS and FROG

Thanks.

3312. Re: Best 8-bit computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: Bosco <bosco2000@my-dejanews.com>
Message-ID: <7eb48h$9mv$1@nnrp1.dejanews.com>
Source record: 53440

I took a peek at the vote (www.freevote.com/booth/8bit) and tallied up the total Atari 8-bit versus the Commodores and it was interesting. Atari=67 Commodore=66

Yes I know that this vote is non-scientific and doesn't amount to a hill of beans, but it's nice to know there are as many Atarians who think fondly of their machines as there are Commodore enthusiasts. Only, question... What in the heck is a SAM Coupe and why would *anybody* vote for a Dragon?!?

:)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3313. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7eb8hfdbo1@nnrp1.dejanews.com>
Source record: 53441

The Indus GT has to be the best LOOKING floppy drive ever created. ALmost over- engineered, IMHO.

SOMEBODY has to vote for the Percom drive, though! Yeah, it looks like it was made from a kit, but it is dead reliable, expandable, and rugged. If nothing else, you can take the controller card out and mount it in a PC enclosure with 4 HH drives.

I had an Amdek 3" drive for awhile. Another well-engineered design (the fan is a nice touch), but it was a little too far ahead of its time. Kinda like the Beta video casette.

If I'm not mistaken, the Amstrad CP/M-based computer used the 3" floppies. This was a rather popular machine in Europe, and I would be surprised if the floppies were no longer available.

In article <923301542.25232.0.muttley.d4ee0f47@news.demon.nl>,
"Rene de Bie" <Rene@underground.demon.nl> wrote:
> I think the XFD602 drive is the best, or the AMDEK 3"...
>
> The advantage of the XFD602 is:
>
> Supports US-DOUBLER/INDUS GT and normal modes (I thougt XF551 also).
> It contains 2 360Kb drives running at 69.000/82.000 or 19.200 normal speed.
> It has NO track buffering but a good programmed logic. The only problem is
> that only
> SpartaDOS X can handle the 82.000 speed for normal SpartaDOS this is going
> to fast....
>
> AMDEK 3'
>
> Oke, finding 3" floppy's is hard (when somebody can help, please send me an
> e-mail)
> But the nice option is that you can attach 4 normal IBM drives like 3.5" and
> 5.25" and can use them at 720Kb. It's very nice for backup....
>
> I have the HDI which can do 1.44Mb but you have to format the disks by using
> 2 programs and then
> software has to support it. I have a program called HD-BACKUP PRO! andit
> supports until 720Kb so
> HDI will give me some problems...
>
> Gtx,
> Sysop*TXG
>

>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3314. Playing Ultima series with Atari800Win Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: nhaas@one.net
Message-ID: <37091bf1.29139436@news2.one.net>
Source record: 53442

I know, I know blasphemous post! Who would use an emulator for ANYTHING when the real deal is so much better. Well I just dont have room to set my 8-bit up. The PC takes too much space.

Here is my question. I am trying to play Ultima 3 on my PC with Atari800Win. The game loads and seems to run fine, but I can't control my guy!! I remember the movement keys on the game being mapped to the cursor controls (I think). But on the PC, those keys are in bizarre locations that don't make for ease of use.

Anyone have any suggestions on how to overcome this? Surely someone must have attempted to play these favorites on an emulated Atari.

Thanks for any info..

-Nick

3315. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7eb6en$f4v@freenet-news.carleton.ca>
Source record: 53443

LWhite6497 (lwhite6497@aol.com) writes:
> Hi Ernest-
> My only knowledge of the compatability
> issue is that one person who bought a
> Speedy upgrade could not get it to work
> with his US system.

I have a Speedy 1050 here (thanks again Ernest), and I
can verify that it will not load its built software
on NTSC computers due to its high SIO transfer
rate.

It works peachy on the PAL 800XL I picked up. I have not looked
into the 'why' of it ye.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3316. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <3709250e.10392634@news.wxs.nl>
Source record: 53444

On Mon, 05 Apr 1999 00:05:03 GMT, sup8pdct@mail.cth.com.au wrote:

>On Sun, 4 Apr 1999 20:15:29, ernest@wxs.nl (Ernest R. Schreurs) wrote:
>
>> I am quite sure that there is absolutely no difference between PAL and
>> NTSC disk drives.
>
>When atari first made the XF551, it would not work with PAL computers
>because of the slight difference in the timings and baud rate (Pal is
>slightly slower). Atari quickly fixed that. When Bob Puf of Css first
>did the XF upgrades, the same problem emereged. I sent him the PAL
>xf551 rom (about 8 bytes different) and he came up with a new rom.
>This latest rom, both orignal patch and the upgrade, from what i have
>seen work equally on NTSC and PAL.
>I think When the rom was first done, atari alowed for the NTSC baud
>rate and faster instead of slower. All other drives are fine.

Well, this is obviously not on purpose. I mean, the PAL machines have
some differences in timing because of the video differences. They
were designed like that. I do not think Atari ever designed PAL disk
drives. This sounds more like a programming error in the ROM for the
XF551. That they (or Bob) fixed it does not mean that there is such a
thing as a PAL drive. The specifications for the SIO protocol and
timing can be found in the hardware manual. It clearly states that
the I/O rate is 19200 bps. It also specifies the timing for the
command frames and all that. The specifications are the same for all
machines and devices, since what else would be the use for
specifications. Everything should comply. If the PAL machines
do not comply with this, this is a programming error in the PAL
version of the O.S. rom of the XL/XE. Apparently they did not
test the XF551 on PAL machines.
I suppose fixing it in the offensive drive was easier.

3317. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <370a2928.11443283@news.wxs.nl>
Source record: 53445

On 5 Apr 1999 00:43:37 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>Hi Ernest-
>My only knowledge of the compatability
>issue is that one person who bought a
>Speedy upgrade could not get it to work
>with his US system. That's the only report I've heard where someone has
>actually tried it. You mention timing which would be the
>crux of the issue. Wouldn't the SIO
>communication rates be clocked differently?
>I'm pretty sure that I have seen that the SIO
>rates are different (but close) between the
>two types of machines.
>And speaking of the HDI, do you know if it
>is still being sold?
>Regards,
>Larry

I do not know anything about the internals of the Speedy and other
high speed I/O stuff. Since this is all not in the hardware manual,
it is hard to tell if it will work on other machines. The Speedy was
designed in Germany. Probably it was not tested at all on NTSC
machines. (Just like demos often do not run on NTSC machines
simply because the designers did not have one to test it on.)
I have not tested the Speedy on any of my NTSC machines, even
though I do have some. Maybe someone with experience with
this can comment on this.
Regarding the HDI, as far as I know, the HDI is currently not being
manufactured because the chips that are used are very hard to get.
Especially the floppy controller. And then, if you could get a bunch,
you would have to have a production run of PCB's made. The design is
available though, so you could build your own, if you can find the
parts. Erhard Putz designed it.

3318. Re: SF314 on an XE ?? (was FA: Atari 130XE with SF314 floppy Drive)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <370b2b09.11923948@news.wxs.nl>
Source record: 53446

On Mon, 05 Apr 1999 04:07:27 GMT, lwalkerN0SpaM@interlog.com (Lawrence Walker) wrote:

>On Sat, 3 Apr 1999 09:23:26 -0500, "Headley Sappleton"
><hsappleton@sprintmail.com> wrote:
>
>>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=86168182
>>
>>Auction Ends on: 04/09/99 at 19:00:43 PDT
>>
>>
>>
> Can a SF314 be used with a 130XE ? It was made for the STs and I
>use one with my ST. At the very least, IF it is compatible, you would
>need an adapter cable for the 130XE.
>
>ciao larry
The SF314 can be connected to the HDI interface. It has a connector for this purpose.

3319. Re: English Translation of Do

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7eblf2$281$1@autumn.news.rcn.net>
Source record: 53447

Sysop Fox-1 wrote in message <923351608@stackbbs.xs4all.nl>...
>>130XE+ Macro Assembler, most popular in Europe
>Alan,
>I don't think so...
>Most people in the East-part of Europe are using QA (Quick-Assembler) from
>JBW (sp?) software...
>
>Others are mainly using the MAC/65, and some are using ATMAS,
>Big-Assembler, or the one from John Harris (forgot the name, but it
>supports 65C816 opcodes).

Hmmm, that would be MAE, no?

About Torsten's assembly winning popularity contests in Europe, I'll accept your comments as probably being more accurate, or at least, more up-to-date. But I'm told that it's pretty good.

Take care.

Alan

3320. Atari 8-bit Software & Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <7ebp6o$16v$2@ramp2.tir.com>
Source record: 53448

```
Joystick Description Price
------------------------------------------------------------ -----
4-Button Joystick $2.00
Atari Paddles $3.50
SVI Quickshot I Joystick $3.00

Software Description Price
------------------------------------------------------------ -----
Analog Movie Themes Cassette (requires Atari Music Composer) $2.00
APX Software Menu $2.00
Quick As A Wick!
Twelve Daze of X-Mas
Spy Who Came In From The Code Cassette
Atari 3D Tic-Tac-Toe Cart. $3.00
Atari Assembler Editor Computing Language Cart. $4.00
Atari Atari Artist Cart. $3.00
Atari BASIC Cart. $2.00
Atari BASIC Cart. (w/ orig. box) $3.00
Atari Basketball Cart. $3.00
Atari Biorhythm Cassette $2.00
Atari Blackjack Cassette $2.00
Atari Bug Hunt Cart. $3.00
Atari Bug Hunt Cart. (w/o case) $1.00
Atari Centipede Cart. $3.00
Atari Computer Chess Cart. $3.00
Atari Defender Cart. $3.00
Atari Dig Dug Cart. $3.00
Atari E.T. Phone Home Cart. (unopened) $4.00
Atari Eastern Front (1941) Cart. $3.00
Atari Flight Simulator II Cart. $5.00
Atari Football Cart. $4.00
Atari Graph It Cassettes $2.00
Atari Introduction to Sound & Graphics Cassettes $2.00
Atari Kingdom Cassette $2.00
Atari Logo Computing Language Cart. $5.00
Atari Missile Command Cart. $3.00
Atari Music Composer Cart. $3.00
Atari Pac-Man Cart. $3.00
Atari Pilot Computing Language Cart. $5.00
Atari Pilot Language Tutorial Cassettes $3.00
Atari Space Invaders Cart. $3.00
Atari Star Raiders Cart. $3.00
Atari States & Capitals Cassette $2.00
Atari Super Breakout Cart. $3.00
```

Atari Video Easel Cart. $3.00
Atari Writing Programs I & II Cassettes $3.00
Datasoft Zaxxon Cassette $3.00
EA One On One Cart. $5.00
EA One On One Disk (w/manual) $7.00
Synapse Protector II Cassette $3.00

Buyer is responsible for all shipping charges & insurance.

3321. Hmmm, Are there *3* versions of Atari 8-bit "Dig Dug"?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: Andrew Krieg <krieg@execpc.com>
Message-ID: <7ec245$rqu@newsops.execpc.com>
Source record: 53449
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

I just recently found out that there are indeed 2 versions of Dig Dug for the Atari 8-bit computers (thanks James Carter!). The story I always heard was that the later version had better graphics and faster gameplay.

I've owned the orignal 1982 version since it came out (brown case, brown label), and while it was a little slow, the graphics were great. I finally picked up a silver label version (1983). The game does indeed play faster. The graphics are compressed, to give the screen the appearance of a game where the monitor is on its side (long and narrow).

However, this has resulted in much smaller sprites, which are pretty ugly. The Pookas and Fygars are no longer red and green. Pookas are a sickly peach colored and Fygars are solid green. The Fygars flame breath is no longer animated, but just a single sprite frame. Even the rocks and flowers are changed for the worse.

The selection screen is nicer on the old version as well; music plays when you select 1 or 2 player, the level indicators are multi-colored fruits and veggies. The 83 version removes the music, and has single color fruits and veggies.

Now when James sent me a scan of his 2 versions, the label on his silver cart is copyrighted 1986! So this leads me to wonder if there is perhaps a 3rd version, which has the faster gameplay but better sprites than the 83 version.

Anyone have the 83 and 86 label versions?

--
==
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ _ __==
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =
==

3322. Colecovision Mr. Do's Castle for trade

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <7eavm6ptu1@msunews.cl.msu.edu>
Source record: 53450
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I have a mint condition Mr. Do's Castle for the Colecovision for trade. I would like to trade it for the Atari 2600 version, but I'll take a ER not on my list at
http://pilot.msu.edu/user/reicher6/2600.txt

Tempest

3323. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-BhKbfjlvOiLO@di11-ks.cth.com.au>
Source record: 53526

On Sun, 4 Apr 1999 20:15:29, ernest@wxs.nl (Ernest R. Schreurs) wrote:

> I am quite sure that there is absolutely no difference between PAL and
> NTSC disk drives.

When atari first made the XF551, it would not work with PAL computers
because of the slight difference in the timings and baud rate (Pal is
slightly slower). Atari quickly fixed that. When Bob Puf of Css first
did the XF upgrades, the same problem emereged. I sent him the PAL
xf551 rom (about 8 bytes different) and he came up with a new rom.
This latest rom, both orignal patch and the upgrade, from what i have
seen work equally on NTSC and PAL.
I think When the rom was first done, atari alowed for the NTSC baud
rate and faster instead of slower. All other drives are fine.

3324. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990404204337.02533.00002944@ng09.aol.com>
Source record: 53527

Hi Ernest-
My only knowledge of the compatability
issue is that one person who bought a
Speedy upgrade could not get it to work
with his US system. That's the only report I've heard where someone has
actually tried it. You mention timing which would be the
crux of the issue. Wouldn't the SIO
communication rates be clocked differently?
I'm pretty sure that I have seen that the SIO
rates are different (but close) between the
two types of machines.
And speaking of the HDI, do you know if it
is still being sold?
Regards,
Larry

3325. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990404205612.02533.00002947@ng09.aol.com>
Source record: 53528

My own experience with the RANA was
somewhat spotty. I bought one when they
first came out (probably a mistake), and it
was DOA. Received a replacement, and
it was great in single density, but in D/D, it
would not even read a disk it wrote. Sent
it back. "Head azimuth problems", they
said. The third one was good.
A couple of years later, I wanted another D/D
drive, so I bought another one, and this
was for $100 new since RANA had bitten the
dust. This one had a track alignment problem.
It would read anything it wrote, but not from
other drives. Took out the tools and got
it working after a little trial and error. The
need for speed took me to 1050 Happy's.
The RANA's were traded, but after I got a couple of good ones, they had worked
well.
Larry

3326. Mr. Cool! (Instructions Needed)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <LzVN2.166$um3.39359@newse3.tampabay.rr.com>
Source record: 53529

Mr. Cool was an Atari 800 (I don't know if it runs on the 400) cartridge game. I own it, but I need a copy of Instructions. Anyone know where I can download the instructions?
--Mark

3327. Re:SF314 on an XE ?? (was FA: Atari 130XE with SF314 floppy Drive)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: lwalkerN0SpaM@interlog.com
Message-ID: <37080893.110106389@news.interlog.com>
Source record: 53530

On Sat, 3 Apr 1999 09:23:26 -0500, "Headley Sappleton"
<hsappleton@sprintmail.com> wrote:

>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=86168182
>
>Auction Ends on: 04/09/99 at 19:00:43 PDT
>
>
>
Can a SF314 be used with a 130XE ? It was made for the STs and I
use one with my ST. At the very least, IF it is compatible, you would
need an adapter cable for the 130XE.

ciao larry

To reply by e-mail remove obvious spam filter

Computer Collecters Info
http://members.xoom.com/_XOOM/T3C/index

3328. Looking for Interlisp

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: arickett@kent.edu
Message-ID: <7e9i55tqv1@usenet.kent.edu>
Source record: 53531

Does anyone out there have a copy of Interlisp65 v 2.5? I found version 2.1
in Yogi's archive but can't track down the more recent (and complete) version.
Any help would be appreciated.

Thanks,

Alex

3329. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <923301542.25232.0.muttley.d4ee0f47@news.demon.nl>
Source record: 53532

I think the XFD602 drive is the best, or the AMDEK 3"...

The advantage of the XFD602 is:

Supports US-DOUBLER/INDUS GT and normal modes (I thougt XF551 also).
It contains 2 360Kb drives running at 69.000/82.000 or 19.200 normal speed.
It has NO track buffering but a good programmed logic. The only problem is
that only
SpartaDOS X can handle the 82.000 speed for normal SpartaDOS this is going
to fast....

AMDEK 3'

Oke, finding 3" floppy's is hard (when somebody can help, please send me an
e-mail)
But the nice option is that you can attach 4 normal IBM drives like 3.5" and
5.25" and can use them at 720Kb. It's very nice for backup....

I have the HDI which can do 1.44Mb but you have to format the disks by using
2 programs and then
software has to support it. I have a program called HD-BACKUP PRO! andit
supports until 720Kb so
HDI will give me some problems...

Gtx,
Sysop*TXG

3330. Re: Programming

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: ndary@bigfoot.com
Message-ID: <37087D1A.A6F43805@bigfoot.com>
Source record: 53533

getting assembler compailer and to make games are 2 different things
you will need to learn abuot Player missile, display list etc..

i have some utils, and i can gather some info for you if you like

Nir

"David A. Elliott" wrote:

> After doing my research on the Atari Computers, what are the best resourses
> for programming? I want to do some games that I always wanted to play on my
> 2600/5200 systems, but never saw. I am getting an 800XL and I think the
> games are written in Assembly... how do I still get these
> programs/languages? I don't think Best sells them and the XL won't be
> connected to the 'net or anything like that... Help!

3331. FS/T: Atari 8-bit computer items [04/05/1999]

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <3713884a.22419332@news.nls.net>
Source record: 53534

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 04/05/1999

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection list for this system is currently on-line!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

{1} = requires 32K.
{2} = requires 48K.
{3} = requires 48K and printer.

Used diskette(s), with box and manual:
$ 2.50 Home Filing Manager, The (Atari)
$ 2.50 Print Shop, The (Br0derbund) {3}

$ 2.50 SynFile+ (synapse) {2} -- also includes Reference Card
$ 2.50 Timewise (Atari) {1}
$ 2.50 Touchdown Football (Electronic Arts) {2}
$ 2.50 VisiCalc (VisiCorp) {1} -- also includes Pocket Reference
Guide -- $5 shipping, due to weight, counts as 1st item

Loose cartridges, no box or manual:
$ 3.00 3-D Tic-Tac-Toe
$ 3.00 Alphabet Zoo [Spinnaker] -- no label
$ 3.00 Atariwriter
$ 3.00 BASIC -- for use with Atari 400 and Atari 800
$ 2.50 Centipede
$ 3.00 Dig Dug
$ 3.00 E.T. Phone Home!
$ 3.00 Frogger [Parker Brothers]
$ 5.00 Gateway to Apshai [Epyx]
$ 1.25 Missile Command
$ 2.50 Pac-Man
$ 3.00 Qix
$ 1.25 Space Invaders
$ 2.50 Star Raiders
$ 2.50 Super Breakout

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive does not include the power supply, or Molex
connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will
not boot up. Sold as non-working item, possibly repairable, for
parts only!

$ 4.00

*****

LOT #2

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 9.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
#1) VideoGameAdvantage@DittosRush.com -- for quickest response
#2) VGA2000@io.com -- *backup* e-mail account, please use #1
#3) dw901@cleveland.freenet.edu -- *backup* e-mail account, ditto

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs and VCDs too), Video Game Advantage
almost everything ever made, including 6861 Anthony Lane
Nintendo, Sony, Sega, Atari, 3DO, and Parma Hts., OH 44130
many more (also older computers) for over 1-440-843-8815 Voice
5 years on the Internet! Visit us on the
WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

3332. Omnitrends universe

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <3708D4CE.93627954@agnld.uni-potsdam.de>
Source record: 53535

Hello !

I'm desperately looking for a complete speciman of the game 'Omnitrends universe' for Atari 8-Bit (must be the original). Can anyone help ?

Andre

3333. Portfolio Bits FS in UK

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: David Smith <das@copthorne.freeserve.co.uk>
Message-ID: <7eallr$q9f$1@news7.svr.pol.co.uk>
Source record: 53536

Hi All

Have just subscribed.

I have some bit for a Portfolio available. My one was stolen.

Is anyone interested

Mail me direct with you needs please.

--
David Smith. das@copthorne.freeserve.co.uk
Copthorne, West Sussex. UK

3334. Re: SF314 on an XE ?? (was FA: Atari 130XE with SF314 floppy Drive)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-05 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <3708d662.0@news.iglou.com>
Source record: 53537

On 1999-04-05 lwalkerN0SpaM@interlog.com(LawrenceWalker) said:
>Can a SF314 be used with a 130XE ? It was made for the STs and I
>use one with my ST. At the very least, IF it is compatible, you
>would need an adapter cable for the 130XE.
Since the SF314 does not have its own microprocessor and controller, it would
also need something like an XF551 or a Black Box Floppy Baord.

Net-Tamer V 1.08X - Test Drive

3335. Re: Decompiling Atari Games?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: "Itay C." <itayc@spam.sitcom.co.il>
Message-ID: <3709bbee.0@news.sitcom.co.il>
Source record: 53451

tetsuya@eskimo.com wrote in message <37043FED.1E80EB76@eskimo.com>...
>Does anyone know how i would go about decompiling a Atari game Mainly
>just the game "Mail Order Monsters"

Atari games are usually written in Assembly language and not in a high-level language like C or Pascal. Therefore, you need a disassembler, not a decompiler.

A good disassembly/debugging environment can be found in MAE (Macro Assembler Editor) by John Harris (no, I don't know exactly where to find it). An even better way to hack into software - which I have used to successfully modify the game Joust - is the monitor built in to the XL-It emulator.

By the way, the result of this hack can be found at my website: http://www.sitcom.co.il/users/itayc

-itay
(remove the spam to respond)

3336. FS: ATARI 2600 Thickbottom (circa 1977)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: PEW@NOSPAM.YOU
Message-ID: <37095ec7.116886994@news.erols.com>
Source record: 53452
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Atari 2600 Thickbottom - 6 Switch (circa 1977)

This unit was one of the first Atari 2600 units built.

This is one of the units built in Sunnyvale, CA

Unit is in very good condition. Works great.

Unit Only - No Joysticks or Power Supply

$25.00 + SHIPPING US funds only.

Joysticks, Power Supplies, and Games available at extra cost.

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

3337. Test

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: ignore@nowhere.com
Message-ID: <7BdO2.2$jD1.93@nexnews.swconnect.net>
Source record: 53453

```
Testing. Not a spam.
```

3338. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7ec9bv$ss5@freenet-news.carleton.ca>
Source record: 53454

Steven J. Tucker (ai123@FreeNet.Carleton.CA) writes:
> LWhite6497 (lwhite6497@aol.com) writes:
>> Hi Ernest-
>> My only knowledge of the compatability
>> issue is that one person who bought a
>> Speedy upgrade could not get it to work
>> with his US system.
>
> I have a Speedy 1050 here (thanks again Ernest), and I
> can verify that it will not load its built software
> on NTSC computers due to its high SIO transfer
> rate.
>
> It works peachy on the PAL 800XL I picked up. I have not looked
> into the 'why' of it ye.

Oops. The software DOES load OK on NTSC machines, it just wont copy
anything. Works OK on the PAL machine. Sorry for the mixup, fuzzy
brain syndrome :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3339. Is it Star Raider or Star Raiders?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: tracker@misnet.com
Message-ID: <370ac8e8.15897096@news.misnet.com>
Source record: 53455

I have two Atari cartridges model CXL4011. However, one cartridge has the label "Star Raider" while the other has "Star Raiders". Are there any difference between the two games or is this just a typo?

Scott

3340. Re: CO61619 PAL

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7ectmqbpq1@nets3.rz.RWTH-Aachen.DE>
Source record: 53456

In article <37004955.8ED804B9@postoffice.pacbell.net>,
rwoolley@postoffice.pacbell.net says...
>
>This is the logic in your MMU PAL for the XL machines. The 1200XL is
>essentially the same except for the two OS ROMs and no BASIC.

Howdy Bob

All Atari 8 bit's seem to use the same MMU, EXCEPT the XEGS. It uses one of the outputs as an input. PB6 is connected to this one. I believe it is pin 13.

CU Mathy van Nisselroy

3341. Re: Hmmm, Are there *3* versions of Atari 8-bit "Dig Dug"?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <3709FD19.75D52379@erols.comX>
Source record: 53457
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

When I was younger I got the 'crappy' Dig Dug and compared it with my next door neighbors C64 version(very colorful and fast). The original Atari version was a joke. I made mention of this awhile back along with a reference to Donkey Kong being really good. The author of DK sent me an email thanking me for the comments, he also said they couldn't believe the guy Atari gave Dig Dug to. It appeared the programmer was very junior and over his head for programming the game. The newer version mimics the Atari 5200 version. It appears Atari did a rewrite since the 5200 version would sell like 2600 Pac Man if released! If the 5200 didnt exist I doubt Atari would've re-released the Atari 800 lousy version. I still have both and no there wasn't a 3rd version released that I know of.

Thats my story and I'm sticking with it!
--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove 'X' for email replies

Andrew Krieg wrote:

> I just recently found out that there are indeed 2 versions of Dig Dug for the
> Atari 8-bit computers (thanks James Carter!). The story I always heard was
> that the later version had better graphics and faster gameplay.
>
> I've owned the orignal 1982 version since it came out (brown case, brown
> label), and while it was a little slow, the graphics were great. I finally
> picked up a silver label version (1983). The game does indeed play faster.
> The graphics are compressed, to give the screen the appearance of a game
> where the monitor is on its side (long and narrow).
>
> However, this has resulted in much smaller sprites, which are pretty ugly.
> The Pookas and Fygars are no longer red and green. Pookas are a sickly peach
> colored and Fygars are solid green. The Fygars flame breath is no longer
> animated, but just a single sprite frame. Even the rocks and flowers are
> changed for the worse.
>
> The selection screen is nicer on the old version as well; music plays
> when you select 1 or 2 player, the level indicators are multi-colored
> fruits and veggies. The 83 version removes the music, and has single
> color fruits and veggies.
>
> Now when James sent me a scan of his 2 versions, the label on his silver

> cart is copyrighted 1986! So this leads me to wonder if there is perhaps a
> 3rd version, which has the faster gameplay but better sprites than the 83
> version.
>
> Anyone have the 83 and 86 label versions?
>
> --
> ==
> =__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
> =_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
> =_ _ _ ___= WWW: http://www.execpc.com/~krieg =
> =_ __ _ __ _ _ __==
> =_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =
> ==

3342. Re: Hmmm, Are there *3* versions of Atari 8-bit "Dig Dug"?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <WcnO2.66$Sr.5787@newse3.tampabay.rr.com>
Source record: 53458
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

I'm confused...WHICH one does most everyone think is "best", and how is it identified? If it is Silver Label, 1983, is that the NEWEST version? Was the "1986" version just a re-release of the OLD 1982 version? What?
--Mark

Andrew Krieg wrote in message <7ec245$rqu@newsops.execpc.com>...
>I just recently found out that there are indeed 2 versions of Dig Dug for the
>Atari 8-bit computers (thanks James Carter!). The story I always heard was
>that the later version had better graphics and faster gameplay.
>
>I've owned the orignal 1982 version since it came out (brown case, brown
>label), and while it was a little slow, the graphics were great. I finally
>picked up a silver label version (1983). The game does indeed play faster.
>The graphics are compressed, to give the screen the appearance of a game
>where the monitor is on its side (long and narrow).
>
>However, this has resulted in much smaller sprites, which are pretty ugly.
>The Pookas and Fygars are no longer red and green. Pookas are a sickly peach
>colored and Fygars are solid green. The Fygars flame breath is no longer
>animated, but just a single sprite frame. Even the rocks and flowers are
>changed for the worse.
>
>The selection screen is nicer on the old version as well; music plays
>when you select 1 or 2 player, the level indicators are multi-colored
>fruits and veggies. The 83 version removes the music, and has single
>color fruits and veggies.
>
>Now when James sent me a scan of his 2 versions, the label on his silver
>cart is copyrighted 1986! So this leads me to wonder if there is perhaps a
>3rd version, which has the faster gameplay but better sprites than the 83
>version.
>
>Anyone have the 83 and 86 label versions?
>
>--
>===
>=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
>=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
>=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
>=_ __ _ __ _ _ __===
>=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

>==========

3343. Re: Is it Star Raider or Star Raiders?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <kdnO2.67$Sr.5879@newse3.tampabay.rr.com>
Source record: 53459

typo

tracker wrote in message <370ac8e8.15897096@news.misnet.com>...
>I have two Atari cartridges model CXL4011. However, one cartridge has
>the label "Star Raider" while the other has "Star Raiders". Are there
>any difference between the two games or is this just a typo?
>
>Scott

3344. Re: Is it Star Raider or Star Raiders?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: Andrew Krieg <krieg@execpc.com>
Message-ID: <7ecvgh$2a3@newsops.execpc.com>
Source record: 53460

tracker wrote:
>
> I have two Atari cartridges model CXL4011. However, one cartridge has
> the label "Star Raider" while the other has "Star Raiders". Are there
> any difference between the two games or is this just a typo?

Nope, just a typo.

--
==
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ _ __==
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =
==

3345. searching: Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: Klaus <klaus@wolfsoft.de>
Message-ID: <370A0387.3003ABE4@wolfsoft.de>
Source record: 53461
Body handling: Binary attachment payload not displayed: klaus.vcf

Hi

i am searching for

DISKSTATION ATARI 1050

better with Happy System

[One or more binary attachments are retained only in the source text.]

3346. Re: What is the Name of this Adventure?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: Klaus <klaus@wolfsoft.de>
Message-ID: <370A05F2.DE330235@wolfsoft.de>
Source record: 53462
Body handling: Binary attachment payload not displayed: klaus.vcf

Mr Jay schrieb:

one was named GRUDS IN SPACE
the other i player was called: MISSION ASTEROIDS

write me if you got a match

[One or more binary attachments are retained only in the source text.]

3347. Re: Hmmm, Are there *3* versions of Atari 8-bit "Dig Dug"?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: Graham C Thornton <graham.thornton@ln.ssw.abbott.com>
Message-ID: <7ed14t$b513@news.abbott.com>
Source record: 53463
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

I'm with Andrew on this one, I think the 82 version is much better than the 83, but
I think we're probably in a minority of two.

Regardless of the case, the original fires up to a 1982 copyright date for both
Namco and Atari. The later version has a 1982 copyright for Namco, but 1983 for Atari.

Graham

Bowling wrote in message ...
>I'm confused...WHICH one does most everyone think is "best", and how is it
>identified? If it is Silver Label, 1983, is that the NEWEST version? Was
>the "1986" version just a re-release of the OLD 1982 version? What?
>--Mark
>
>
>
>Andrew Krieg wrote in message <7ec245$rqu@newsops.execpc.com>...
>>I just recently found out that there are indeed 2 versions of Dig Dug for
>the
>>Atari 8-bit computers (thanks James Carter!). The story I always heard
was
>>that the later version had better graphics and faster gameplay.
>>
>>I've owned the orignal 1982 version since it came out (brown case, brown
>>label), and while it was a little slow, the graphics were great. I
finally
>>picked up a silver label version (1983). The game does indeed play
faster.
>>The graphics are compressed, to give the screen the appearance of a game
>>where the monitor is on its side (long and narrow).
>>
>>However, this has resulted in much smaller sprites, which are pretty ugly.
>>The Pookas and Fygars are no longer red and green. Pookas are a sickly
>peach
>>colored and Fygars are solid green. The Fygars flame breath is no longer
>>animated, but just a single sprite frame. Even the rocks and flowers are
>>changed for the worse.
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>>The selection screen is nicer on the old version as well; music plays
>>when you select 1 or 2 player, the level indicators are multi-colored
>>fruits and veggies. The 83 version removes the music, and has single

>>color fruits and veggies.
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>>Now when James sent me a scan of his 2 versions, the label on his silver
>>cart is copyrighted 1986! So this leads me to wonder if there is perhaps
a
>>3rd version, which has the faster gameplay but better sprites than the 83
>>version.
>>
>>Anyone have the 83 and 86 label versions?
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>>=_ __ _ __ _ _ __===
>>=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =
>>===
>
>

3348. Re: Vote for the best 8bit computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: kthacker@krisalis.co.uk
Message-ID: <370a0962.10466425@reading.news.pipex.net>
Source record: 53464
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm

On Thu, 1 Apr 1999 20:16:27 +0100, Richard Atkinson
<rga24@cam.ac.uk> wrote:
>Machines like the Amstrads and Acorns just don't get off the starting
>block as far as I'm concerned. Their hardware is unspectacular, consisting
>mainly of standard parts, and they don't have sufficient 'classics' to win
Ah, but what those standard parts can do can be quite amazing.
Programming the 6845 CRTC at the low level produces some nice
effects.

The speccy had a fixed size screen, a fixed display, and for that
reason wasn't so good. I know demo programmers have produced good
demos for it (increasing number of colours in a block), but the CPC
can do much better (full-overscan screen without much effort).

The C64 has some nice demos too...

Kev

3349. Re: Omnitrends universe

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <djoO2.834$qe1.1567@c01read04.service.talkway.com>
Source record: 53465

On Mon, 05 Apr 1999 17:20:46 +0200 Andre <stein@agnld.uni-potsdam.de>
wrote:
> Hello !
>
> I'm desperately looking for a complete speciman of the game 'Omnitrends
> universe' for Atari 8-Bit (must be the original). Can anyone help ?
>
> Andre
>

I have an old PC version that is original and complete.
Mark
http://members.tripod.com/~eightbits/gametrader.html
--
Posted via Talkway - http://www.talkway.com
Surf Usenet at home, on the road, and by email -- always at Talkway.

3350. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: Doug Wheeler <dwheeler@isd.net>
Message-ID: <7ed6nvkue1@blackice.winternet.com>
Source record: 53466

I bought one of the first Percom DS/DD drives (for around $700). It was very reliable and used a standard PC drive mechanism. It even had software to read/write standard PC disks. I was very pleased with my purchase.

--Doug

<spearsk@mc-mc.com> wrote in message news:7eb8hfdbo1@nnrp1.dejanews.com...
> The Indus GT has to be the best LOOKING floppy drive ever created. ALmost
> over- engineered, IMHO.
>
> SOMEBODY has to vote for the Percom drive, though! Yeah, it looks like it
was
> made from a kit, but it is dead reliable, expandable, and rugged. If
nothing
> else, you can take the controller card out and mount it in a PC enclosure
with
> 4 HH drives.
>
> I had an Amdek 3" drive for awhile. Another well-engineered design (the
fan
> is a nice touch), but it was a little too far ahead of its time. Kinda
like
> the Beta video casette.
>
> If I'm not mistaken, the Amstrad CP/M-based computer used the 3" floppies.
> This was a rather popular machine in Europe, and I would be surprised if
the
> floppies were no longer available.
>
> In article <923301542.25232.0.muttley.d4ee0f47@news.demon.nl>,
> "Rene de Bie" <Rene@underground.demon.nl> wrote:
> > I think the XFD602 drive is the best, or the AMDEK 3"...
> >
> > The advantage of the XFD602 is:
> >
> > Supports US-DOUBLER/INDUS GT and normal modes (I thougt XF551 also).
> > It contains 2 360Kb drives running at 69.000/82.000 or 19.200 normal
speed.
> > It has NO track buffering but a good programmed logic. The only problem
is
> > that only
> > SpartaDOS X can handle the 82.000 speed for normal SpartaDOS this is
going
> > to fast....
> >

> > AMDEK 3'
> >
> > Oke, finding 3" floppy's is hard (when somebody can help, please send me
an
> > e-mail)
> > But the nice option is that you can attach 4 normal IBM drives like 3.5"
and
> > 5.25" and can use them at 720Kb. It's very nice for backup....
> >
> > I have the HDI which can do 1.44Mb but you have to format the disks by
using
> > 2 programs and then
> > software has to support it. I have a program called HD-BACKUP PRO! andit
> > supports until 720Kb so
> > HDI will give me some problems...
> >
> > Gtx,
> > Sysop*TXG
> >
> >
>
> ------------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3351. Re: Hmmm, Are there *3* versions of Atari 8-bit "Dig Dug"?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <JDGUBHAFUP@cabal.shnet.org>
Source record: 53467
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

In <WcnO2.66$Sr.5787@newse3.tampabay.rr.com> "Bowling" wrote:
>I'm confused...WHICH one does most everyone think is "best",

Honestly, I considered the Dig Dug clone "Mr.Dig" by Microdeal the best version of that game. Yet, since my tape original copy is corrupt, I haven't played it for years.

Thorsten

--

3352. Re: Hmmm, Are there *3* versions of Atari 8-bit "Dig Dug"?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: csumner@brooksdata.net
Message-ID: <370a779f.12594915@news.apex2000.net>
Source record: 53468
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

If I'm counting right, there is 4 variations. PLEASE correct me if I'm wrong!

brown case, brown label 1982
brown case, brown label 1983
brown case, silver label 1983
silver label 1986

3353. Re: Hmmm, Are there *3* versions of Atari 8-bit "Dig Dug"?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <370a758e.983766@news.pipeline.com>
Source record: 53469
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

Only two versions of Dig Dug. The later release was just the same game
with an updated label.

Don't forget there's also 2 versions of Final legacy and Qix as well.

John
jhardie@pipeline.com

Atari Gaming Headquarters
www.atarihq.com

Like Classic Games??? Check out Classic Gaming Expo '99
www.cgexpo.com

Andrew Krieg <krieg@execpc.com> wrote:

>I just recently found out that there are indeed 2 versions of Dig Dug for the
>Atari 8-bit computers (thanks James Carter!). The story I always heard was
>that the later version had better graphics and faster gameplay.
>
>I've owned the orignal 1982 version since it came out (brown case, brown
>label), and while it was a little slow, the graphics were great. I finally
>picked up a silver label version (1983). The game does indeed play faster.
>The graphics are compressed, to give the screen the appearance of a game
>where the monitor is on its side (long and narrow).
>
>However, this has resulted in much smaller sprites, which are pretty ugly.
>The Pookas and Fygars are no longer red and green. Pookas are a sickly peach
>colored and Fygars are solid green. The Fygars flame breath is no longer
>animated, but just a single sprite frame. Even the rocks and flowers are
>changed for the worse.
>
>The selection screen is nicer on the old version as well; music plays
>when you select 1 or 2 player, the level indicators are multi-colored
>fruits and veggies. The 83 version removes the music, and has single
>color fruits and veggies.
>
>Now when James sent me a scan of his 2 versions, the label on his silver
>cart is copyrighted 1986! So this leads me to wonder if there is perhaps a
>3rd version, which has the faster gameplay but better sprites than the 83
>version.
>
>Anyone have the 83 and 86 label versions?
>
>--

```
>=========================================================================
>=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
>=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
>=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
>=_ __ _ __ _ _ __=======================================================
>=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =
>=========================================================================
```

3354. Re: Hmmm, Are there *3* versions of Atari 8-bit "Dig Dug"?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: csumner@brooksdata.net
Message-ID: <370a787c.12815515@news.apex2000.net>
Source record: 53470
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

what are the versions?

3355. Re: Hmmm, Are there *3* versions of Atari 8-bit "Dig Dug"?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990406171925.08679.00003402@ng14.aol.com>
Source record: 53471

csumner@brooksdata.net (Chuck) wrote:

<<If I'm counting right, there is 4 variations. PLEASE correct me if I'm wrong!
brown case, brown label 1982
brown case, brown label 1983
brown case, silver label 1983
silver label 1986 >>

Those are 4 different label variations. This thread is about different "graphic" versions.

3356. FA: Atari 2600 Promo Folder & Game Flyers

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: itsjustjay@aol.com
Message-ID: <19990406184759.05487.00002642@ng19.aol.com>
Source record: 53472

On Ebay,

Here is the Link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=87619390

Jason

3357. FA: Atari 130 XE OSS Basic XE Cartridge in Box

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: itsjustjay@aol.com
Message-ID: <19990406185916.05487.00002646@ng19.aol.com>
Source record: 53473

On Ebay,

Here is the Link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=87628393

Jason

Owner/Collector of the following arcade machines:

Alcon, Elevator Action, Gauntlet, Galaxian, Gorgar Pinball,Rastan,
RoadBlasters, Tapper, Super Sprint, Swimmer, Toobin' and Xybots.

3358. FA: Atari Portfolio Computer + Accessories

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: itsjustjay@aol.com
Message-ID: <19990406183335.05487.00002636@ng19.aol.com>
Source record: 53474

On Ebay:

Follow this link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=87618045

Jason

3359. Re: Hmmm, Are there *3* versions of Atari 8-bit "Dig Dug"?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <A2wO2.449$Sr.8779@newse3.tampabay.rr.com>
Source record: 53475
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

Alright...ya hadda go and tell me there were two versions of Final Legacy and Qix.
OKAY...LET'S MAKE IT SHORT & SWEET: WHICH VERSION IS BEST, AND HOW DO I KNOW IF I GOT IT??
--Mark "Just When I Was Content With My Collection Ya Hadda Tell Me There's More Versions"

John Hardie wrote in message <370a758e.983766@news.pipeline.com>...
>Only two versions of Dig Dug. The later release was just the same game
>with an updated label.
>
>Don't forget there's also 2 versions of Final legacy and Qix as well.
>
>John
>jhardie@pipeline.com
>
>Atari Gaming Headquarters
>www.atarihq.com
>
>Like Classic Games??? Check out Classic Gaming Expo '99
>www.cgexpo.com
>
>
>
>Andrew Krieg <krieg@execpc.com> wrote:
>
>>I just recently found out that there are indeed 2 versions of Dig Dug for the
>>Atari 8-bit computers (thanks James Carter!). The story I always heard was
>>that the later version had better graphics and faster gameplay.
>>
>>I've owned the orignal 1982 version since it came out (brown case, brown
>>label), and while it was a little slow, the graphics were great. I finally
>>picked up a silver label version (1983). The game does indeed play faster.
>>The graphics are compressed, to give the screen the appearance of a game
>>where the monitor is on its side (long and narrow).
>>
>>However, this has resulted in much smaller sprites, which are pretty ugly.
>>The Pookas and Fygars are no longer red and green. Pookas are a sickly peach

>>colored and Fygars are solid green. The Fygars flame breath is no longer
>>animated, but just a single sprite frame. Even the rocks and flowers are
>>changed for the worse.
>>
>>The selection screen is nicer on the old version as well; music plays
>>when you select 1 or 2 player, the level indicators are multi-colored
>>fruits and veggies. The 83 version removes the music, and has single
>>color fruits and veggies.
>>
>>Now when James sent me a scan of his 2 versions, the label on his silver
>>cart is copyrighted 1986! So this leads me to wonder if there is perhaps
a
>>3rd version, which has the faster gameplay but better sprites than the 83
>>version.
>>
>>Anyone have the 83 and 86 label versions?
>>
>>--
>>===
>>=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
>>=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
>>=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
>>=_ __ _ __ _ _ __===
>>=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =
>>===
>

3360. Re: Hmmm, Are there *3* versions of Atari 8-bit "Dig Dug"?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: csumner@brooksdata.net
Message-ID: <370a8394.15657017@news.apex2000.net>
Source record: 53476

oh, my bad, sorry.

-Chuck

MT, swozniak@aol.comeGETsome (Swozniak) wrote:

>csumner@brooksdata.net (Chuck) wrote:
>
><<If I'm counting right, there is 4 variations. PLEASE correct me if I'm
>wrong!
> brown case, brown label 1982
> brown case, brown label 1983
> brown case, silver label 1983
> silver label 1986 >>
>
>
>Those are 4 different label variations. This thread is about different
>"graphic" versions.
>
>

3361. Re: Hmmm, Are there *3* versions of Atari 8-bit "Dig Dug"?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990406184335.28216.00003616@ng01.aol.com>
Source record: 53477

"Bowling" <mbowlin1@tampabay.rr.com> wrote:

<<Alright...ya hadda go and tell me there were two versions of Final Legacy
and Qix.
OKAY...LET'S MAKE IT SHORT & SWEET: WHICH VERSION IS BEST, AND HOW DO I KNOW
IF I GOT IT?? >>

Really! I had no idea that there were 2 versions of Qix...Let's hear about the
differences!

3362. Help with catalog numbers

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-06 00:00:00 UTC
From: csumner@brooksdata.net
Message-ID: <370a83be.15698797@news.apex2000.net>
Source record: 53478

I am compiling a list of cassettes and diskettes made by atari. If you
can help with the catalog numbers I would appreciate it

Thanks,
Chuck

\\\
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\ CASSETTES \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
\\\
An Invitation to Programming 1
An Invitation to Programming 3
Atari Language Conversation
Atari Speed Reading
BioRhythm
BlackJack
Controller
Conversational French
Conversational German
Conversational Italian
European Countries & Capitals
Graph It
Introduction to Graphics
Introduction to Sound
Juggles' House
Juggles' Rainbow
Mailing List
Mortgage & Loan Analysis
PILOT "Turtle Graphics" Demo
Space Invaders
Star Warrior
State & Capitals
Statistics I
Stocks & Bonds
Touch Typing
Writing Programs One
Writing Programs Two
Zaxxon

\\\
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\ DISKETTES \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
\\\
Atari Proofreader
Atari Word Processor
AtariWriter Plus
My First Alphabet

Paint
Reading Comprehension Skills 2
Reading Comprehension Skills 3
Star Raiders 2
Stock Charting

3363. Re: Chr.Disk Alternate Reality editing

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <923484188mnewsX_velcro_X@netunlimited.net>
Source record: 53388

You shouldn't CHEAT! It takes all the fun away!

vs

> I've used resurrex.atr for editing my character disk of Alternate Reality 8
>
> Are there any clues , or other cheating techniques. (i'd like to start
> where i stopped in 1988)

To email me just remove the X's and underline marks from my address.

3364. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990407075044.21902.00003831@ng99.aol.com>
Source record: 53389

>Vinnie (and everyone else)
Edward Williams and his goal to get computer systems to children in
>Arkansas is in fact true

That's why I left my message 'stepping out' ... the string was going as if everyone was BS.... I believe Edward yet he was flamed... I felt sorry.... I was sceptical of the other posts.... then Alan reminded us it was April Fools... (I know Alan almost 18 years....from the Fordham boards. he is honorable plus!.)... so whether it was April Fools, or another hot idea from Ebay, or whatever.. I humbly stepped out... I didn't want to flame Edward..... the others, well, I have no clue who they are.....

B'rgds,
Vinnie

"Can't means don't want to!"

3365. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7efhhnlbj1@autumn.news.rcn.net>
Source record: 53390

VINNIE5757 wrote in message <19990407075044.21902.00003831@ng99.aol.com>...
>>Vinnie (and everyone else)
> Edward Williams and his goal to get computer systems to children in
>>Arkansas is in fact true
>
>
>That's why I left my message 'stepping out' ... the string was going as if
>everyone was BS.... I believe Edward yet he was flamed... I felt sorry....
I
>was sceptical of the other posts.... then Alan reminded us it was April
>Fools... (I know Alan almost 18 years....from the Fordham boards. he is
>honorable plus!.)

ARE YOU SURE? ;-)

... so whether it was April Fools, or another hot idea from
>Ebay, or whatever.. I humbly stepped out... I didn't want to flame
Edward......
>the others, well, I have no clue who they are......
>
>
>B'rgds,
>Vinnie
>
>"Can't means don't want to!"

3366. Re: Vote for the best 8bit computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7efhrmmgl1@autumn.news.rcn.net>
Source record: 53391

mex wrote in message <7eej9f$5om$1@nnrp1.dejanews.com>...
>
>
>> I think this will prove nothing. I'd suspect C64 owners vote C64, Speccy
>> votes Speccy, CPC votes CPC, Vic 20 votes Vic 20, etc... The only thing
>> it will prove, due to loyalty, will be what percentage of people owned
>> that type of computer system.
>
>Yeah, most 8 bit devotees will vote for the system they grew up with. I
realy
>cant see why though, people should be more open minded. I vote for c64 and
>still own and use my amstrad of 12 years. Why? I feel the c64 has simply
the
>best versions of popular 8 bit software with very few exceptions.

You know, that brings up a very sad chapter in the history of computing.
Today we hear lots of people screaming about open code. It's even timed to
coincide with the problems that Microsoft (and I don't feel one bit sorry
for them) is now having with the Justice Department.

Yet, if open code was the standard when all the 8-bit machines were in their
hey-day, they would all have come much closer to their fullest potential.
Maybe I'm crying over spilled milk, but that's my $0.02.

Doesnt mean
>I dont get all misty eyed with nostalgia when I use my favourite old cpc
>software though ;)
>
>---
>Mex's guide to pc's and dating:
>No 23: "Set the mood with some ambient metalica midi tunes"
>------------- http://caseys-place.8m.com ----------------------
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3367. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <qHIO2.76$ou1.539@news.flash.net>
Source record: 53392

well thanks Greg but it's not the first time I've been flamed and it won't
be the last, but you know what it doesn't matter. what does matter is that
you and others know me and I know the truth and the kids and families I help
know the truth as a matter of fact I've not had any donations of equipment
in over a year and yet I still donate.....
Thanks to all that do support Me and my efforts to thwart the plans of the
evil Microsoft/Intel cartel in bringing good computers to great kids.

Thanks
Edward

P.S. If anyone has anything negative to say to me I wish they had the guts
to just pick up the phone and call me at (501) 952-3918

In article <370B0968.5748@geocities.com>, Doctor Clu
<clu-da-bard@geocities.com> wrote:

> Vinnie (and everyone else)
>
> Edward Williams and his goal to get computer systems to children in
> Arkansas is in fact true. Edward has been a long time member and friend
> to those of us in AUNT (Atari Users of North Texas)
>
> Doctor Clu / Greg
>
> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats!
>
>
> VINNIE5757 wrote:
>>
>> I've just read over a dozen posts... orphans, Arkansas, etc.... all of a
> sudden.... did I miss a post here or what? Did Ebay really put up a
> book... plant a seed... give some idea... sell an infomercial, do a
> seminar... or what.... that everyone's jumping on the bandwagon????

3368. Re: Vote for the best 8bit computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <adJO2.98$ou1.517@news.flash.net>
Source record: 53393

Well, what is open code? hummmm Atari had about as open code as you got in
the industry Atari is one of the few that sold the source code to the
400/800 for 29.95 you could buy the listing from Atari
and thanks to others you could buy source to the Atari DOS and the Atari
Basic as well
how much more of OPEN CODE could ya ask for?
Thanks
Edward Williams
tchermok@flash.net

In article <7efhrmmgl1@autumn.news.rcn.net>, "Alan Sharkis"
<asharkis@erols.com> wrote:

>
> mex wrote in message <7eej9f$5om$1@nnrp1.dejanews.com>...
>>
>>
>>> I think this will prove nothing. I'd suspect C64 owners vote C64, Speccy
>>> votes Speccy, CPC votes CPC, Vic 20 votes Vic 20, etc... The only thing
>>> it will prove, due to loyalty, will be what percentage of people owned
>>> that type of computer system.
>>
>>Yeah, most 8 bit devotees will vote for the system they grew up with. I
> realy
>>cant see why though, people should be more open minded. I vote for c64 and
>>still own and use my amstrad of 12 years. Why? I feel the c64 has simply
> the
>>best versions of popular 8 bit software with very few exceptions.
>
> You know, that brings up a very sad chapter in the history of computing.
> Today we hear lots of people screaming about open code. It's even timed to
> coincide with the problems that Microsoft (and I don't feel one bit sorry
> for them) is now having with the Justice Department.
>
> Yet, if open code was the standard when all the 8-bit machines were in their
> hey-day, they would all have come much closer to their fullest potential.
> Maybe I'm crying over spilled milk, but that's my $0.02.
>
> Doesnt mean
>>I dont get all misty eyed with nostalgia when I use my favourite old cpc
>>software though ;)
>>
>>---
>>Mex's guide to pc's and dating:

>>No 23: "Set the mood with some ambient metalica midi tunes"
>>------------- http://caseys-place.8m.com ---------------------
>>
>>-----------== Posted via Deja News, The Discussion Network ==----------
>>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>
>

3369. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <N_JO2.636$Sr.17178@newse3.tampabay.rr.com>
Source record: 53394

Will you accept a collect call?

(LOL!!! Just kidding! I applaud your efforts to help kids, and believe
you 100%!)
--Mark

Edward Williams wrote in message ...
>well thanks Greg but it's not the first time I've been flamed and it won't
>be the last, but you know what it doesn't matter. what does matter is that
>you and others know me and I know the truth and the kids and families I
help
>know the truth as a matter of fact I've not had any donations of equipment
>in over a year and yet I still donate.....
>Thanks to all that do support Me and my efforts to thwart the plans of the
>evil Microsoft/Intel cartel in bringing good computers to great kids.
>
>Thanks
>Edward
>
>P.S. If anyone has anything negative to say to me I wish they had the guts
>to just pick up the phone and call me at (501) 952-3918
>
>
>----------
>In article <370B0968.5748@geocities.com>, Doctor Clu
><clu-da-bard@geocities.com> wrote:
>
>
>> Vinnie (and everyone else)
>>
>> Edward Williams and his goal to get computer systems to children in
>> Arkansas is in fact true. Edward has been a long time member and friend
>> to those of us in AUNT (Atari Users of North Texas)
>>
>> Doctor Clu / Greg
>>
>> ||| ATARI USERS OF NORTH TEXAS
>>)|(http://www.atariusers.com/AUNT
>> / | \ Read the News, Join the Chats!
>>
>>
>> VINNIE5757 wrote:
>>>
>>> I've just read over a dozen posts... orphans, Arkansas, etc.... all of a
>> sudden.... did I miss a post here or what? Did Ebay really put up a

>> book... plant a seed... give some idea... sell an infomercial, do a
>> seminar... or what.... that everyone's jumping on the bandwagon????

3370. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990407104206.13613.00003600@ng-ca1.aol.com>
Source record: 53395

>
>ARE YOU SURE? ;-)
>

You know, Alan... life was so much simpler then! 300 baud modem... onto a BBS.. get help.. share ideas... man... some of these news groups can get hostile!

See... see what you started !!!..... ;-)

B'rgds,
Vinnie

"Can't means don't want to!"

3371. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990407104329.13613.00003602@ng-ca1.aol.com>
Source record: 53396

```
>
>Will you accept a collect call?
>
>
>(LOL!!! Just kidding! I applaud your efforts to help kids, and believe
>you 100%!)
>--Mark

Don't you still owe him that 1702?!!!!!!!!
B'rgds,
Vinnie

"Can't means don't want to!"
```

3372. Where in time is Atari 2600?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: "Johansson, Anette" <mattias.bredviken@telia.com>
Message-ID: <370b9b35.0@d2o59.telia.com>
Source record: 53397

Hi!
I know that the 2600 was released in 1976-77.
But WHEN did Atari stop the 2600 production?

3373. Re: Hmmm, Are there *3* versions of Atari 8-bit "Dig Dug"?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <370BAD41.69B2978E@erols.comX>
Source record: 53398

I know the 5200 version of Qix is alot faster and fancier but I didn't think they re-released it on the computer side like Dig Dug. Anyone have screens shots of the 2?

Swozniak wrote:

> "Bowling" <mbowlin1@tampabay.rr.com> wrote:
>
> <<Alright...ya hadda go and tell me there were two versions of Final Legacy
> and Qix.
> OKAY...LET'S MAKE IT SHORT & SWEET: WHICH VERSION IS BEST, AND HOW DO I KNOW
> IF I GOT IT?? >>
>
> Really! I had no idea that there were 2 versions of Qix...Let's hear about the
> differences!

--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

3374. S.A.M. .ATR

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: Richard Hartsel <richard@n-jcenter.com>
Message-ID: <370BB8C4.3106BBD5@n-jcenter.com>
Source record: 53399

I have been looking for a S.A.M. (Software Automatic Mouth by Don't Ask Software) on the internet. I have been unsuccessful. Does anybody know where I can download this item? I have also been looking for ATR files on atarai programs that are not games, programs such as Atari Planetarium etc. Any ideas?

3375. Re: Where in time is Atari 2600?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <ngPO2.693$Sr.18477@newse3.tampabay.rr.com>
Source record: 53400

A little old grey-bearded man is still assembling them -- lovingly --
one-by-one (since the bankruptcy wards hauled off the factory assembly-line
equipment), in a small maintenance room in an abandoned warehouse in the
east end of Sunnyvale, California, USA.

Johansson, Anette wrote in message <370b9b35.0@d2o59.telia.com>...
>Hi!
>I know that the 2600 was released in 1976-77.
>But WHEN did Atari stop the 2600 production?
>
>
>

3376. 130XE upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <19990407170916.06542.00003959@ng105.aol.com>
Source record: 53401

A question to the person who recommended a 1 meg upgrade installation by Bob Klaas. What is his Email address and what did it cost you. Plus where did you get your upgrade or where can one get a 1 meg upgrade kit.

Allan B.
Nach4321@aol.com

3377. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7egiockuv1@autumn.news.rcn.net>
Source record: 53402

I, too, applaud what you're doing. Keep up the good work!

Edward Williams wrote in message ...
>well thanks Greg but it's not the first time I've been flamed and it won't
>be the last, but you know what it doesn't matter. what does matter is that
>you and others know me and I know the truth and the kids and families I
help
>know the truth as a matter of fact I've not had any donations of equipment
>in over a year and yet I still donate.....
>Thanks to all that do support Me and my efforts to thwart the plans of the
>evil Microsoft/Intel cartel in bringing good computers to great kids.
>
>Thanks
>Edward
>
>P.S. If anyone has anything negative to say to me I wish they had the guts
>to just pick up the phone and call me at (501) 952-3918
>
>
>----------
>In article <370B0968.5748@geocities.com>, Doctor Clu
><clu-da-bard@geocities.com> wrote:
>
>
>> Vinnie (and everyone else)
>>
>> Edward Williams and his goal to get computer systems to children in
>> Arkansas is in fact true. Edward has been a long time member and friend
>> to those of us in AUNT (Atari Users of North Texas)
>>
>> Doctor Clu / Greg
>>
>> ||| ATARI USERS OF NORTH TEXAS
>>)|(http://www.atariusers.com/AUNT
>> / | \ Read the News, Join the Chats!
>>
>>
>> VINNIE5757 wrote:
>>>
>>> I've just read over a dozen posts... orphans, Arkansas, etc.... all of a
>> sudden.... did I miss a post here or what? Did Ebay really put up a
>> book... plant a seed... give some idea... sell an infomercial, do a
>> seminar... or what.... that everyone's jumping on the bandwagon????

3378. Re: Vote for the best 8bit computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7egilq$kg9$1@autumn.news.rcn.net>
Source record: 53403

IIRC, Atari did that only when pressed to do so. At least that's the
impression that Stephen Levy's "Hackers" leaves me with. I really need an
Atari historian to back me up or refute it.

Curt?

Meanwhile, I think there were tighter restrictions in some of the other
8-bit computers.

But it went beyond that. Every time a piece of software was released
commercially, it was copyrighted. Theoretically at least, nobody could
improve on it without some kind of legal penalty.

Edward Williams wrote in message ...
>Well, what is open code? hummmm Atari had about as open code as you got in
>the industry Atari is one of the few that sold the source code to the
>400/800 for 29.95 you could buy the listing from Atari
>and thanks to others you could buy source to the Atari DOS and the Atari
>Basic as well
>how much more of OPEN CODE could ya ask for?
>Thanks
>Edward Williams
>tchermok@flash.net
>
>----------
>In article <7efhrmmgl1@autumn.news.rcn.net>, "Alan Sharkis"
><asharkis@erols.com> wrote:
>
>
>>
>> mex wrote in message <7eej9f$5om$1@nnrp1.dejanews.com>...
>>>
>>>
>>>> I think this will prove nothing. I'd suspect C64 owners vote C64,
Speccy
>>>> votes Speccy, CPC votes CPC, Vic 20 votes Vic 20, etc... The only thing
>>>> it will prove, due to loyalty, will be what percentage of people owned
>>>> that type of computer system.
>>>
>>>Yeah, most 8 bit devotees will vote for the system they grew up with. I
>> realy
>>>cant see why though, people should be more open minded. I vote for c64
and
>>>still own and use my amstrad of 12 years. Why? I feel the c64 has simply
>> the

>>>best versions of popular 8 bit software with very few exceptions.
>>
>> You know, that brings up a very sad chapter in the history of computing.
>> Today we hear lots of people screaming about open code. It's even timed
to
>> coincide with the problems that Microsoft (and I don't feel one bit sorry
>> for them) is now having with the Justice Department.
>>
>> Yet, if open code was the standard when all the 8-bit machines were in
their
>> hey-day, they would all have come much closer to their fullest potential.
>> Maybe I'm crying over spilled milk, but that's my $0.02.
>>
>> Doesnt mean
>>>I dont get all misty eyed with nostalgia when I use my favourite old cpc
>>>software though ;)
>>>
>>>---
>>>Mex's guide to pc's and dating:
>>>No 23: "Set the mood with some ambient metalica midi tunes"
>>>------------- http://caseys-place.8m.com ---------------------
>>>
>>>-----------== Posted via Deja News, The Discussion Network ==----------
>>>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>>
>>

3379. Re: S.A.M. .ATR

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: charter@dellos.demon.co.uk
Message-ID: <3714da91.33841368@news.demon.co.uk>
Source record: 53404

The other Day Richard Hartsel <richard@n-jcenter.com> wrote:

>I have been looking for a S.A.M. (Software Automatic Mouth by Don't Ask
>Software) on the internet. I have been unsuccessful. Does anybody know
>where I can download this item? I have also been looking for ATR files
>on atarai programs that are not games, programs such as Atari
>Planetarium etc. Any ideas?
>
>
Look in your mail box for SAM and the other one...
--
Paul..

* Duty Charter *

ICQ No: 105793

3380. DejaNews Under Siege - Day 3

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: ozone@pendergrast.edu
Message-ID: <diSO2.1407$45.4444@news.goodnet.com>
Source record: 53405

DejaNews under siege... Day 3

The once powerful DejaNews usenet service is suffering in their 3rd day of non-connectivity. Officials at DejaNews are mum on the subject and are not releasing any information as to what went wrong. Their web page goes merrily along as if nothing is wrong, keeping their users in the dark.

So much for customer service.

3381. FA: UR Mr. Do!'s Castle for Atari 400/800/1200 Atari Computers

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: LR & NR <lary@globalserve.net>
Message-ID: <370BFA00.57C8@globalserve.net>
Source record: 53406

Here is a very difficult Atari computer game to find, please follow this
link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=88264381

3382. "Lost Message" on XF551 Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990406204824.25132.00003465@ng66.aol.com>
Source record: 53479

Steve Tucker mentioned that Bob Woolley's
message might be found on dejanews. Searched
on XF551 and Bob's email address, and there were
18 messages, including "the lost message" (which
obviously wasn't lost.) Didn't know an extensive archive
like that existed...

It follows:

JTKirk wrote:
>
> Hmmm... I think some time ago someone also posted the info on how to
> upgrade the XF551 to a high-density drive... or was it something else?
> I didn't keep that posting, and now I regret it.
>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
> _H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
> '-_____|(http://www.GeoCities.com/Hollywood/2645

---
actually, I have added to the upgrade a little... the XF551 will only
switch density from DD to SD, so if you have a DD disk and the drive has
been reading a SD disk, the DD disk will just NAK out on you because the
drive will never try DD. If you are reading a DD disk, you can insert a
SD disk and the drive will figure it out OK. This trait is annoying at
best, so I added a patch to allow the drive to alternately try either
density until it gets it right. This works much better for me.

ADDR VALUE
$0528 $00
$0680 $50
$080F $60
$0811 $FA
$053D $03
$057B $1B
$09D1 $0B
$0B15 $1B
$061D $F4
$0621 $F4
$0D0D $A0

and the density switch

```
$09E0 $09,53,08,C6,F0,9A,CF,8A,10,99,E7,24,B1
$09F0 $8A,30,89,08,99,EF,24,B1
$09AF $24,E0
```

Bob

Larry

3383. Re: Vote for the best 8bit computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: mex <mex_64@hotmail.com>
Message-ID: <7eej9f$5om$1@nnrp1.dejanews.com>
Source record: 53480
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm

> I think this will prove nothing. I'd suspect C64 owners vote C64, Speccy
> votes Speccy, CPC votes CPC, Vic 20 votes Vic 20, etc... The only thing
> it will prove, due to loyalty, will be what percentage of people owned
> that type of computer system.

Yeah, most 8 bit devotees will vote for the system they grew up with. I realy cant see why though, people should be more open minded. I vote for c64 and still own and use my amstrad of 12 years. Why? I feel the c64 has simply the best versions of popular 8 bit software with very few exceptions. Doesnt mean I dont get all misty eyed with nostalgia when I use my favourite old cpc software though ;)

Mex's guide to pc's and dating:
No 23: "Set the mood with some ambient metalica midi tunes"
------------- http://caseys-place.8m.com ----------

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3384. Re: Hmmm, Are there *3* versions of Atari 8-bit "Dig Dug"?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <370ab2e4.16687814@news.pipeline.com>
Source record: 53481
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

Well, Final Legacy has the same gameplay. The only difference is one version has text that you highlight to select what type of battle you want (ie. sea to air, sea to land, etc.) the other "international" version has icons in place of the text.

As for Qix, I can't remember what the differences are off the top of my head but there is a regular "Qix" and also a "Qix Revision 7".

I'd have to dig out my carts and check the two.

John
jhardie@pipeline.com

Atari Gaming Headquarters
www.atarihq.com

Like Classic Games??? Check out Classic Gaming Expo '99
www.cgexpo.com

"Bowling" <mbowlin1@tampabay.rr.com> wrote:

>Alright...ya hadda go and tell me there were two versions of Final Legacy
>and Qix.
>OKAY...LET'S MAKE IT SHORT & SWEET: WHICH VERSION IS BEST, AND HOW DO I KNOW
>IF I GOT IT??
>--Mark "Just When I Was Content With My Collection Ya Hadda Tell Me There's
>More Versions"

3385. Re: Is it Star Raider or Star Raiders?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <370abdbf.18340136@news.secoast.net>
Source record: 53482

On Tue, 06 Apr 1999 08:44:02 GMT, tracker@misnet.com (tracker) wrote:

>I have two Atari cartridges model CXL4011. However, one cartridge has
>the label "Star Raider" while the other has "Star Raiders". Are there
>any difference between the two games or is this just a typo?
>
>Scott

The games are the same, it's just a matter of when the cartridge was
made. I bought mine in 1981 and it says "Star Raider" on the cart.
In 1983 I bought one for my brother-in-law and it says "Star Raiders".

---
dwebster@mediaone.net

3386. Re: Hmmm, Are there *3* versions of Atari 8-bit "Dig Dug"?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be80b5$df22fa80$ea374382@vidar>
Source record: 53483
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

I don't know if these are released, but I have files on disc, called Qix
and Qix II. Qix II is much better graphics wise.

John Hardie <jhardie@pipeline.com> wrote in article
<370ab2e4.16687814@news.pipeline.com>...
> Well, Final Legacy has the same gameplay. The only difference is one
> version has text that you highlight to select what type of battle you
> want (ie. sea to air, sea to land, etc.) the other "international"
> version has icons in place of the text.
>
> As for Qix, I can't remember what the differences are off the top of
> my head but there is a regular "Qix" and also a "Qix Revision 7".
>
> I'd have to dig out my carts and check the two.
>
> John
> jhardie@pipeline.com
>
> Atari Gaming Headquarters
> www.atarihq.com
>
> Like Classic Games??? Check out Classic Gaming Expo '99
> www.cgexpo.com
>
>
>
> "Bowling" <mbowlin1@tampabay.rr.com> wrote:
>
> >Alright...ya hadda go and tell me there were two versions of Final
Legacy
> >and Qix.
> >OKAY...LET'S MAKE IT SHORT & SWEET: WHICH VERSION IS BEST, AND HOW DO I
KNOW
> >IF I GOT IT??
> >--Mark "Just When I Was Content With My Collection Ya Hadda Tell Me
There's
> >More Versions"
>
>

3387. Re: Vote for the best 8bit computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: Brendan Reid <bjreid@ihug.co.nz>
Message-ID: <7eetd6$8j5$1@newsource.ihug.co.nz>
Source record: 53484
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm

mex wrote in message <7eej9f$5om$1@nnrp1.dejanews.com>...
>
>> I think this will prove nothing. I'd suspect C64 owners vote C64, Speccy
>> votes Speccy, CPC votes CPC, Vic 20 votes Vic 20, etc... The only thing
>> it will prove, due to loyalty, will be what percentage of people owned
>> that type of computer system.

If people must go along with this whole "which computer is best" thing then perhaps instead of casting one vote we should be able to rank our top 3 or 5. I myself for example grew up on the C64 but I also have a soft spot for the Acorn BBC series, one of which an old friend used to own.

Brendan

3388. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <370B0968.5748@geocities.com>
Source record: 53485

Vinnie (and everyone else)

Edward Williams and his goal to get computer systems to children in
Arkansas is in fact true. Edward has been a long time member and friend
to those of us in AUNT (Atari Users of North Texas)

Doctor Clu / Greg

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats!

VINNIE5757 wrote:
>
> I've just read over a dozen posts... orphans, Arkansas, etc.... all of a sudden.... did I miss a post here or what? Did Ebay really put up a book... plant a seed... give some idea... sell an infomercial, do a seminar... or what.... that everyone's jumping on the bandwagon????

3389. Re: FS: SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <7ef6q8$7m4$1@korweta.task.gda.pl>
Source record: 53486

In article <7dsl3penn1@korweta.task.gda.pl>, webmaster@cbmpan.gdynia.pl wrote:
>I am selling my last one:
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=84739294
>
>j131

Gone.

I ran out of Atarian serial connectors. Maybe somebody have some for sale or
at least know where to buy them?

j131

3390. Chr.Disk Alternate Reality editing

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-07 00:00:00 UTC
From: GPF <gpenninkhof@kuipers.nl>
Message-ID: <7ef7j7$f6$1@news.worldonline.nl>
Source record: 53487

I've used resurrex.atr for editing my character disk of Alternate Reality 8 bits version but it seems to work
just partionally. The main trouble is that i can't write the edited data correctly to my character disk.
I am using win800xl , XLit..........

Are there any clues , or other cheating techniques. (i'd like to start where i stopped in 1988)

Thanks in advance,

3391. Re: What is the Name of this Adventure?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-08 00:00:00 UTC
From: jrgentnospam@hhs.net
Message-ID: <370c1d44.5868241@news.hhs.net>
Source record: 53407

On Tue, 06 Apr 1999 15:02:43 +0200, Klaus <klaus@wolfsoft.de> wrote:

>
>
>Mr Jay schrieb:
>
>one was named GRUDS IN SPACE
>the other i player was called: MISSION ASTEROIDS
>
>write me if you got a match
>

As I stated ealier, I am 99.8% sure the game was called Mission
Asteroid. Now I am wondering where I might find a copy......

3392. 850 Disk Drive HELP

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-08 00:00:00 UTC
From: ogopogo@aztec.asu.edu
Message-ID: <R1XO2.1463$45.4692@news.goodnet.com>
Source record: 53408

My first 850 disk drive stopped working for me. I've had many 1050 flake out on me over the years, but this was the first 850 to do this to me. So I get my handy phillips screwdriver, removed the rubber "feet" on the bottom... WHERE'S THE SCREWS???

So, now, how do I open an 850? Help!

3393. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-08 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7ehh6g$40n@freenet-news.carleton.ca>
Source record: 53409

VINNIE5757 (vinnie5757@aol.comnospam) writes:
>>
>>ARE YOU SURE? ;-)
>>
>
> You know, Alan... life was so much simpler then! 300 baud modem... onto a
> BBS.. get help.. share ideas... man... some of these news groups can get
> hostile!

Perhaps there was just no time for pointless flaming at 300 baud :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3394. FA: Atarian Video Game Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-08 00:00:00 UTC
From: David Tipton <6500dtpt@ucsbuxa.ucsb.edu>
Message-ID: <370C5B43.208F@ucsbuxa.ucsb.edu>
Source record: 53410
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

For Auction: Atarian Video Game Magazine

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=88428370

ï¿½Premier Issueï¿½

August 1989

This hard-to-find collectable Atari video game magazine is in essentially brand-new condition. Thereï¿½s information here about 2600, 7800, and XE video game systems. Atarian was the official magazine of the Atarian Video Game Club, sponsored by Atari (U.S.) Corp. A partial list of the contents is below:

Reviews:

Crystal Castles (2600, XE), Dark Chambers (2600, 7800, XE), Super Football (2600), Super Skateboardinï¿½ (7800), Bumpï¿½nï¿½Jump (2600), Hardball (XE), Ballblazer (7800, XE), Crackï¿½ed (7800), Blue Max (XE), Crossbow (2600, 7800, XE), Commando (2600, 7800, XE)

Strategy:

Jungle Hunt (2600, XE), Thunderfox (XE), Double Dunk (2600)

Previews:

Off the Wall (2600), Radar Lock (2600), Mean 18 Golf (7800, XE), Xenophobe (7800, XE), Midi-Maze (XE), Mat-Mania (7800)

Tips and Tricks:

Asteroids (7800, XE), Choplifter! (7800), Crystal Castles (XE), Desert Falcon (7800), Pac-Man family (all), Necromancer (XE), Ballblazer (7800, XE), Tower Toppler (7800), Hat Trick (7800), Space Invaders (2600), Kung-Fu Master (2600), Xevious (7800), Star Raiders II (XE)

Buyer will pay $3 for shipping in addition to the bid. United States bidders ONLY please. I will not ship items outside the United States.

A scan of the cover of the magazine is available at the link above, and a scan of the full Table of Contents will be posted there soon as well.

Please, serious bidders only. Thank you.

3395. Re: Vote for the best 8bit computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-08 00:00:00 UTC
From: dalibor5561@my-dejanews.com
Message-ID: <7ehru4snr1@nnrp1.dejanews.com>
Source record: 53411
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm

In article <922878614.339489@edh2>,
ft@edh.ericsson.se (Frode Tenneboe) wrote:
> http://www.freevote.com/booth/8bit
>
> -Frode
> --
> ^ Frode Tenneb&#65533; | email: ft@edh.ericsson.se ^
> | with Standard.Disclaimer; use Standard.Disclaimer; |
>

Wow,

did you found that Didaktik computer shows there also ????

Dalibor

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3396. Re: 850 Disk Drive HELP

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-08 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990408063718.08251.00001687@ng36.aol.com>
Source record: 53412

>I've had many 1050 flake out on me over the years, but this was the first 850
>to do this to me. So I get my handy phillips >screwdriver, removed the
rubber "feet" on >the bottom... WHERE'S THE SCREWS???

I presume you mean "810" disk drive. If so, there are 4 thin, circular plastic
covers on
the top of the drive at the corners. There
is usually a slight depression. You have to
remove them carefully. Under the covers,
there are open "tubes" with screws at the
bottom that hold the top onto the base. BTW,
the covers are held on with contact cement,
but if you are careful, they can be reattached
with no problems. Good luck.
Larry White

3397. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-08 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <bY%O2.137$Xy4.76@news.flash.net>
Source record: 53413

ROFL hehehhehehe yeah gee I feel old I can remeber BBS'n on a 75 Baud
Teletype actually a TI Silent 700 Paper Terminal
So That Really make me feel old then I hear these kids saying 56k is
Soooooo slow =) it almost makes ya cry......
Just a blast from the past
Thanks
Edward

In article <7ehh6g$40n@freenet-news.carleton.ca>, ai123@FreeNet.Carleton.CA
(Steven J. Tucker) wrote:

>
> VINNIE5757 (vinnie5757@aol.comnospam) writes:
>>>
>>>ARE YOU SURE? ;-)
>>>
>>
>> You know, Alan... life was so much simpler then! 300 baud modem... onto a
>> BBS.. get help.. share ideas... man... some of these news groups can get
>> hostile!
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> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
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> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines
!!

3398. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-08 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <923572690mnewsX_velcro_X@netunlimited.net>
Source record: 53414

I had a 300 baud model and an 8bit and Compuserve way back then. There was chat much like today's IRC I recall, and online multiplayer text games. The thrill was definitely there.

BBS's were this thing I had heard about but not participated. The main thing I heard about were the pirated games you could get off BBS's...

Anyhow, a professor at my college said he had a couple 52 baud modems from even farther back. That's like my typing speed I guess.

vs

> VINNIE5757 (vinnie5757@aol.comnospam) writes:
> >>
> >>ARE YOU SURE? ;-)
> >>
> >
> > You know, Alan... life was so much simpler then! 300 baud modem... onto a
> > BBS.. get help.. share ideas... man... some of these news groups can get
> > hostile!
>
> Perhaps there was just no time for pointless flaming at 300 baud :)

To email me just remove the X's and underline marks from my address.

3399. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-08 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990408081905.16739.00000004@ng31.aol.com>
Source record: 53415

>
>Perhaps there was just no time for pointless flaming at 300 baud :)
>

Steve.... we were happy to get on!! With only one phone line coming in, and an 'allotted' 60 minutes daily, the autodial on my Amodem/835 (click, click, click!) worked overtime!!!!
B'rgds,
Vinnie

"Can't means don't want to!"

3400. Just a test

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-08 00:00:00 UTC
From: ogopogo@aztec.asu.edu
Message-ID: <7eihjm$ih5$1@news.asu.edu>
Source record: 53416

```
With DejaNews crapping out as of late, and the server here at
AzTeC Freenet being a tad flakey, my messages aren't getting
out and/or are being late.

Just a test

JC
--
```

3401. Announcement: Atari Laptops/Desktops from 1983

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-08 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <370CD5CC.51FFDA8A@worldnet.att.net>
Source record: 53417

Announcement:

The Atari Historical Society is proud to announce to opening of an all new section to the Virtual Museum website, please find in the Atari Computers section an all new section called Atari Concept Designs. The first section open is the Atari Desktop Concepts, these concepts were created in 1983 and are unbelievable in design, form and functionality. Also find in the Atari 16/32 Bit section the first ever photo of the Atari SIERRA 68000 project, this computer pre-dates the agreement between Atari and Amiga and was designed before the Macintosh was released.

In the comming weeks we will also debute the first ever photo's of the Atari 1600XL computer system as well as never before seen photo's of an all brown Atari 800XL prototype, as well as an all brown Atari 1400XL prototype.

The Atari Historical Society
http://www.atari-history.com

Curt

3402. Re: 850 Disk Drive HELP

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-08 00:00:00 UTC
From: Brant Sears <bsears@swbell.net>
Message-ID: <370D07C8.59858321@swbell.net>
Source record: 53418

I think the problem is that you are trying to get an interface to read and write disks. Try using an 810 disk drive :-)

ogopogo@aztec.asu.edu wrote:

> My first 850 disk drive stopped working for me. I've had many 1050 flake out on me over the years, but this was the first 850 to do this to me. So I get my handy phillips screwdriver, removed the rubber "feet" on the bottom... WHERE'S THE SCREWS???
>
> So, now, how do I open an 850? Help!

3403. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-08 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <370d0513.1149976@news.wxs.nl>
Source record: 53419

On Thu, 08 Apr 1999 10:57:11 GMT, "Edward Williams"
<tchermok@flash.net> wrote:

>ROFL hehehhehehe yeah gee I feel old I can remeber BBS'n on a 75 Baud
>Teletype actually a TI Silent 700 Paper Terminal
>So That Really make me feel old then I hear these kids saying 56k is
>Soooooo slow =) it almost makes ya cry......
>Just a blast from the past
>Thanks
>Edward
You know, I had a 50 baud telex machine attached to my Atari 800.
I uses baudot code. The thing was real slow. But it did print.
I wrote my own printer driver for it. The Atari produces FSK tones
using POKEY, which was then output to a decoder driving the
telex machine. Later I had a 300 baud Teletype ASR33 which
was connected to the 850 current loop interface.
Gee, I *am* old...
BTW our BBS still supports 300 baud.

3404. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-08 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7ej1s3$qq2$1@autumn.news.rcn.net>
Source record: 53420

Steven J. Tucker wrote in message <7ehh6g$40n@freenet-news.carleton.ca>...

>Perhaps there was just no time for pointless flaming at 300 baud :)
>
>Steve

Steve, I guess your smiley says it all.

The BBSs in those days were full of Machine Wars.

It was like a couple of six-year-olds trading menacing looks, while each one was saying that his dog was bigger than the other guy's dog.

Take care.

Alan

3405. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-08 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7ej1m7$ps0$1@autumn.news.rcn.net>
Source record: 53421

Steven J. Tucker wrote in message <7ehh6g$40n@freenet-news.carleton.ca>...

>
>Perhaps there was just no time for pointless flaming at 300 baud :)

The smiley says it all.

Anyone here remember the Machine Wars? I'd call a BBS and be greeted by a dozen or so "My dog's bigger than your dog," types of messages.

The conversations were about as mature as the computer industry!

Take care.

3406. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-08 00:00:00 UTC
From: charter@dellos.demon.co.uk
Message-ID: <37121647.13556357@news.demon.co.uk>
Source record: 53422

The other Day "Alan Sharkis" <asharkis@erols.com> wrote:

>
>Steven J. Tucker wrote in message <7ehh6g$40n@freenet-news.carleton.ca>...
>
>>
>>Perhaps there was just no time for pointless flaming at 300 baud :)
>
>
>The smiley says it all.
>
>Anyone here remember the Machine Wars? I'd call a BBS and be greeted by a
>dozen or so "My dog's bigger than your dog," types of messages.
>
>The conversations were about as mature as the computer industry!
>
>Take care.
>
Ha ha...this is only for us OLDER folk Alan :)

38 and proud :)
--
Paul..

* Duty Charter *

ICQ No: 105793

3407. WTB: 1050 disk drive (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-08 00:00:00 UTC
From: loafer@usaf.org
Message-ID: <370c8c7f.17261803@news.freeuk.net>
Source record: 53423

1050 drive required, I am in the uk. Email: loafer@usaf.org.

Thanks
Andy
--

3408. Re: Playing Ultima series with Atari800Win Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-08 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <370CF8C2.CF47713A@netmagic.net>
Source record: 53424

They weren't mapped to the cursor keys, it was something like *=>south,
Return=>north ==>north too. If you look at a real Atari, they are all
the keys to the left of the Return key. Maybe + and - in there too.

Nick Haas wrote:

> my guy!! I remember the movement keys on the game being mapped to the
> cursor controls (I think). But on the PC, those keys are in bizarre
> locations that don't make for ease of use.
>
> Anyone have any suggestions on how to overcome this? Surely someone
> must have attempted to play these favorites on an emulated Atari.
>
> Thanks for any info..
>
> -Nick

3409. ATARI adoption agency! Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-08 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7ek6i6abq1@user2.teleport.com>
Source record: 53425
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,pnw.forsale,pnw.wanted

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with the NewsGroups.

Atari adoption agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
or atari@benjamin.net

For those reading this, I sell/ship Atari anywhere the law (& customs)
allow. As far as receiving Atari goods, I'm trying to limit it locally
to Oregon and it's neighboring states for now.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

3410. Gif to Atari 4 Color

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-09 00:00:00 UTC
From: louis@vegas.infi.net
Message-ID: <louis-0904990841280001@pm1-21.vegas.infi.net>
Source record: 53338

Does anyone know of any software out there that would convert GIF or any other graphics format curently available to the standard atari 4 color mode (Koala or micro mode). I know there is Jview that converts pictures but it does it to an unique format and to 255 colors. Also if you do have such a program please pass it my way :)

Thanks,
Louis Di Fazio

louisthx@vegas.infi.net

3411. Re: Gif to Atari 4 Color

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-09 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <RjU7A7-.tandrews16@delphi.com>
Source record: 53339

Louis Di Fazio <louis@vegas.infi.net> writes:

>Does anyone know of any software out there that would convert GIF or any
>other graphics format curently available to the standard atari 4 color
>mode (Koala or micro mode). I know there is Jview that converts pictures
>but it does it to an unique format and to 255 colors. Also if you do have
>such a program please pass it my way :)

JVIEW will also convert GIFs to GR.8 in monochrome. I know because I did this
once
during beta testing for J.D. Potter, the author. I was then able to use
Billboard to print the graphic to an Epson 9-pin, and I was able to send a
billboard file to a BBS friend to print out on his DeskJet with the Epson
emulator cartridge. I never did see it, but He said it looked great!

TJ

3412. honestly demo

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-09 00:00:00 UTC
From: Mickey Johnson <mickster@geneseo.net>
Message-ID: <7emh04$hj0$1@news3.infoave.net>
Source record: 53340

I had a demo disk called honestly quite a few years ago, does anyone have this or know where I can download it from? It played a song and lyrics were displayed in time to the music below.

mickster

3413. FA : Atari Manual for 810, 1050 Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-09 00:00:00 UTC
From: paul_demarni@bc.sympatico.ca
Message-ID: <vWCP2.17734$LX.6757346@WReNphoon3>
Source record: 53341

On Ebay now, an Atari DOS 3 Manual for 810 and 1050 drives. In very good condition. Once on Ebay's site, search "Atari DOS"

**** Posted from RemarQ - http://www.remarq.com - Discussions Start Here (tm) ****

3414. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-09 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990408205522.14827.00000276@ng-fy1.aol.com>
Source record: 53426

>Later I had a 300 baud Teletype ASR33 which
>was connected to the 850 current loop interface.

Geez... you know how long I wanted to do that!!! I had a telex at my 'old job'... when I saw I could hook up the 850.. well...

Still dreamin...!
B'rgds,
Vinnie

"Can't means don't want to!"

3415. Happy Technical Manual

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-09 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990408220408.23878.00000386@ng27.aol.com>
Source record: 53427

In checking out a 1050 Happy
problem, I ran across a note in
the Happy R7 docs that said
that Happy Computers sold
a Happy Drive Technical manual.
This wasn't just docs, it explained
lots of technical and programming
stuff. Anyone know where I might
obtain one? If so please email me.
Thanks,
Larry

3416. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-09 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7ek87l$2p5j@enews4.newsguy.com>
Source record: 53428

On 5 Apr 1999 21:04:52 G, spearsk@mc-mc.com wrote:

>SOMEBODY has to vote for the Percom drive, though! Yeah, it looks like it was
>made from a kit, but it is dead reliable, expandable, and rugged. If nothing
>else, you can take the controller card out and mount it in a PC enclosure with
>4 HH drives.

Yep, I still have my Percom"AT-88" that I bought new back in 1984, and it
still works great (last time I had it set up). I seem to remember that it
always had to be DRIVE ONE since there were no drive select switches.
[However, this drive was my second AT-88 - the first one arrived DOA and the
one I have now was the replacement].

I never had an Indus (they sure looked cool though!), but I did have 2 RANA
1000s (somewhat unreliable) and a Happy 810, Happy 1050, and a regular 1050.

Now I've only got the Percom, 1 RANA, and 1 regular 1050 though. Shoulda kept
a Happy... :^(

--

Paul Nurminen (aka Nurmix)

_/ Red Light 6 Studio - El Segundo, California

* SPAM ALERT!
* (If it's there) remove "NO_SPAM_ME" before e-mailing!

3417. Ultima I

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-09 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <370DD5EC.175411E6@agnld.uni-potsdam.de>
Source record: 53429

I got this week an Ultima I (Sierra online) and Ultima III (Origin) for Atari 8-Bit. Both version show the date 1983 on the their disk(s). Do I have a re-release of Ultima I and if when came the 1st release out ?

Looking forward to your answers !

Andre

3418. FS: Search Atari 1050 DiskDrive (with Happy)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-09 00:00:00 UTC
From: Klaus <klaus@wolfsoft.de>
Message-ID: <370DD6AE.46D6DE69@wolfsoft.de>
Source record: 53430
Body handling: Binary attachment payload not displayed: klaus.vcf

Hi

Iam searching:

Atari 1050 Diskdrive
Atari 1050 Diskdrive with Happy
Atari 1050 Diskdrive NEW!!
Atari Paddles

Thankx

Klaus

[One or more binary attachments are retained only in the source text.]

3419. Re: Happy Technical Manual

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-09 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <370DF1CD.35391259@ix.netcom.com>
Source record: 53431

LWhite6497 wrote:
>
> In checking out a 1050 Happy
> problem, I ran across a note in
> the Happy R7 docs that said
> that Happy Computers sold
> a Happy Drive Technical manual.
> This wasn't just docs, it explained
> lots of technical and programming
> stuff. Anyone know where I might
> obtain one? If so please email me.
> Thanks,
> Larry

Larry,
If you happen to come across this document, please scan it in and post
it to the UMICH archive. A copy of the regular manual already exists
there.
--
Robert S Ely
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

3420. FA: eBay - The Musical Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-09 00:00:00 UTC
From: -UJB- <ujb1@ix.netcom.com>
Message-ID: <370DF055.8CAB63B4@ix.netcom.com>
Source record: 53432

I've put up for auction on ebay 10 copies of a book called "The Musical Atari". It will show you how to turn the Atari home computer into an organ. The bidding starts at only a buck and shipping is only about a buck at book rate. Stop on over at the URL below and have a look.

Thanks,

Jim A.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=88459437

--
Jim Agar (UJB) Ann Arbor, MI
"Atari Game and Clyster Pipe Collector"

3421. Woohoo! I finally bought Bounty Bob!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-09 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <conP2.415$_w.21342@newse2.tampabay.rr.com>
Source record: 53433

Woohoo!!
I bought Bounty Bob Strikes Back cart, plus original Miner 2049er, plus
Pitfall (I wish it was Pitfall II) for $39.99!
--Mark

3422. Re: Woohoo! I finally bought Bounty Bob!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-09 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990409125859.24014.00000578@ng-cf1.aol.com>
Source record: 53434

>Woohoo!!
>I bought Bounty Bob Strikes Back cart, plus original Miner 2049er, plus
>Pitfall

Have fun.....Miner's GREAT!
B'rgds,
Vinnie

"Can't means don't want to!"

3423. Question on 800XL Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-09 00:00:00 UTC
From: Ted O'Neill <toneill@best.com>
Message-ID: <370E61E1.4798@best.com>
Source record: 53435

I have tried using a 5V DC Atari power supply (#CO 70042) with my new (to me!) 800XL and it seems to work fine. The problem is that this power supply is only rated at 1A and the FAQ says the 800XL power supply is 1.5A. This is the only PS I have... (it didn't come with the machine, I found them separately).

What all are other 800XL owners using?

3424. Re: Question on 800XL Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-09 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <wkiub54ifs.fsf@erols.com>
Source record: 53436

It should be fine- those ratings aren't <<exact>>, don't worry about
it unless the power supply starts getting really hot.

Gregm

> I have tried using a 5V DC Atari power supply (#CO 70042) with my new
> (to me!) 800XL and it seems to work fine. The problem is that this power
> supply is only rated at 1A and the FAQ says the 800XL power supply is
> 1.5A. This is the only PS I have... (it didn't come with the machine, I
> found them separately).
>
> What all are other 800XL owners using?

3425. Question re Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-09 00:00:00 UTC
From: Brian Siano <bsiano@cceb.med.upenn.edu>
Message-ID: <370E79F2.99052B3C@cceb.med.upenn.edu>
Source record: 53437

Okay,Ii want to get all my old Atari 8-bi text files over
to my PC. I just heard about this Xformer program, along
with an optional cable that'll let me use my old 810
disk drive. Anyone have any experiences with this?
How easily will it work? CC your reply by Email, please.
--
NEW ADDRESS as of 11/10/98: bsiano@cceb.med.upenn.edu

"I can't understand why a person will take a year to write a novel
when he can easily buy one for a few dollars."
-- Fred Allen

3426. Atari 8-bit Docs, Hints and Solutions...WHERE'D IT GO?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <u_wP2.476$_w.27605@newse2.tampabay.rr.com>
Source record: 53342

A while back, I found this treasure trove of great 8-bit text file
instructions, etc, that was maintained at a web page by a Richard ________
(fill in the blank), who lived in Crestview, FL.
The site is "linked" on many "8-bit" enthusiasts' web pages, but the link is
no longer valid.
Does ANYONE know where this fine storehouse of materials has relocated to?
Or does anyone know WHO this "Richard" is? The (dead) link is listed below,
and I anxiously await any info on the fate of this great resource.
www.crestviewfl.com/~richard/atari-docs.htm
--Mark

3427. Re: Atari 8-bit Docs, Hints and Solutions...WHERE'D IT GO?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <370ea882.2573186@207.106.92.52>
Source record: 53343

The great site you mention is run by Larry Richardson and is located
at:

http://www.cyou.com/~richard/atari-docs.htm

On Sat, 10 Apr 1999 00:32:26 GMT, "Bowling" <mbowlin1@tampabay.rr.com>
wrote:

>A while back, I found this treasure trove of great 8-bit text file
>instructions, etc, that was maintained at a web page by a Richard ________
>(fill in the blank), who lived in Crestview, FL.
>The site is "linked" on many "8-bit" enthusiasts' web pages, but the link is
>no longer valid.
>Does ANYONE know where this fine storehouse of materials has relocated to?
>Or does anyone know WHO this "Richard" is? The (dead) link is listed below,
>and I anxiously await any info on the fate of this great resource.
>www.crestviewfl.com/~richard/atari-docs.htm
>--Mark
>
>

3428. XF551 Schematics/FSM

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7emei5$qt0@freenet-news.carleton.ca>
Source record: 53344

I would like to get a set of schematics for the XF551 or a
Atari Field Service Manual. Anyone know where there might be one
for sale?

I can trade other field service manuals for a copy of yours.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3429. Qix Revision 7

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <eXzP2.555$_w.29876@newse2.tampabay.rr.com>
Source record: 53345

What is different in this later Atari 800 "Revision 7" Qix release...and how
is it's outer case distinguished from the "original" Qix?
--Mark

3430. Re: 850 Disk Drive HELP

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <370ED207.EE9F8675@worldnet.att.net>
Source record: 53346

Hi,

First, its an 810, not an 850 an 850 is a 4 port serial, single port parallel interface. The screws are located underneathe the plastic covers on the the top of the drive in the four corners, use an exacto-blade to carefully peel them back, unscrew
the four screws and lift the cover off and your ready to start troubleshooting. B&C Atari Sales has Atari 810 diagnostic cartridges to help fix several 810 disk drive problems, drop them an email, their site is: www.myatari.com

Curt Vendel
The Atari Historical Society
www.atari-history.com

ogopogo@aztec.asu.edu wrote:

> My first 850 disk drive stopped working for me. I've had many 1050 flake out on me over the years, but this was the first 850 to do this to me. So I get my handy phillips screwdriver, removed the rubber "feet" on the bottom... WHERE'S THE SCREWS???
>
> So, now, how do I open an 850? Help!

3431. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <7emnm8$490$1@nw003t.infi.net>
Source record: 53347

Paul Nurminen wrote in message <7ek87l$2p5j@enews4.newsguy.com>...
>On 5 Apr 1999 21:04:52 G, spearsk@mc-mc.com wrote:
>
>>SOMEBODY has to vote for the Percom drive, though! Yeah, it looks like it
was
>>made from a kit, but it is dead reliable, expandable, and rugged. If
nothing
>>else, you can take the controller card out and mount it in a PC enclosure
with
>>4 HH drives.

I went into a flea market several weeks ago and found a Percom AT-88 for $2.50 - it was in with the junk stuff that supposedly didn't work - I took it home and tested it and it works perfectly. I understand that I can put a double-sided drive mech in this. Is that right?

I also went back to where they had a bunch of TV's. There were these two ladies looking at what they thought was a TV complaining that they could not get a picture on it. The sales person offered it to them for $10 as is and they said no - it didn't "have no picture". I was holding the Percom and told the sales guy that I would buy the Percom for the $2.50 they were asking if he'd throw in the "TV" for an additional $2.50. He said fine but the "TV" didn't work.

The "TV" was an Amdek Color 1 Plus Monitor which I took home to add to my collection (I already had two of them). Not only was it the cheapest but it has the best picture of all three.

All in all, an interesting day at the flea market...

3432. Re: Atari 8-bit Docs, Hints and Solutions...WHERE'D IT GO?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990410024238.29592.00001074@ng41.aol.com>
Source record: 53348

I have a different address for that site:

http://www.crestviewfl.com/~richard/atari-docs.htm

3433. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <370EFB0F.780BCFD6@kdt.de>
Source record: 53349

Fabrice Frances wrote:

> Anyway, I have no idea at all of whether 6502 programming is dead or not
> in the comp.sys.apple2, comp.sys.atari.8bit, comp.sys.cbm and
> comp.sys.acorn.programmer groups...

No, 6502 programming ain't dead.

People are only too busy, I guess :-))

Regards

3434. Re: Star Raider(s) question

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <370EFBE7.C281EEB2@kdt.de>
Source record: 53350

Hi Chuck,

is the game the same (except for the name)?

Regards

3435. Re: XF551 Upgrade Problems - FIXED... but...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <370F008B.A9B35D46@kdt.de>
Source record: 53351

```
Double stepping is no feature of the FDC.
It is usually accomplished tricking out the drive mechanics using
a patch with a capacitor.
```

3436. Re: XF551 Upgrade Problems

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <370EFFE5.2270383D@kdt.de>
Source record: 53352

Hi Steven,

yes, there is something ... it has to do with separate MO (motor on) and
DSx (drive select) signals.

Some drives have jumpers for "motor on with DS".

It may help if you:

- attach mechanics to power supply
- disconnect drive from bus
- switch on
- short shugart bus pin 16 to ground (motor must go on)
- open pin 16
- short pin 6 (DS3) or 10 (DS0) or 12 (DS1) or 14 (DS2) to ground
the busy light must go on at DS0 select, otherwise you have to
rejumper the drive

Regards, Erhard

3437. Re: honestly demo

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: charter@dellos.demon.co.uk
Message-ID: <370f0b65.202460@news.demon.co.uk>
Source record: 53353

The other Day "Mickey Johnson" <mickster@geneseo.net> wrote:

>I had a demo disk called honestly quite a few years ago, does anyone
>have this or know where I can download it from? It played a song and
>lyrics were displayed in time to the music below.
>
>mickster
>
Sure you don't mean Passionately?

If so I have it...Can't point you to a site tho :(

Let me know
--
Paul..

* Duty Charter *

ICQ No: 105793

3438. BBCS

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <7enev5$1s0$1@nw003t.infi.net>
Source record: 53354

Anyone remember the old Bulletin Board Construction Set? I have been looking for this. I tried to run it way back in the dark ages but it was a mess if I remember correctly. Anyway, I haven't seen it anywhere and was wondering if anyone knew where I could get a copy?

--
Cabell Clarke
cabell@richmSPAMNOond.infi.net
http://www.geocities.com/~amf_band

3439. Re: Atari 8-bit Docs, Hints and Solutions...WHERE'D IT GO?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7engih$6gm$1@autumn.news.rcn.net>
Source record: 53355

Funny.

I just clicked on the link and it worked.

No, I just didn't have time to get any further info on it, but try it again.

Alan
Bowling wrote in message ...
>A while back, I found this treasure trove of great 8-bit text file
>instructions, etc, that was maintained at a web page by a Richard _____
>(fill in the blank), who lived in Crestview, FL.
>The site is "linked" on many "8-bit" enthusiasts' web pages, but the link
is
>no longer valid.
>Does ANYONE know where this fine storehouse of materials has relocated to?
>Or does anyone know WHO this "Richard" is? The (dead) link is listed
below,
>and I anxiously await any info on the fate of this great resource.
>www.crestviewfl.com/~richard/atari-docs.htm
>--Mark
>
>

3440. Re: Atari 8-bit Docs, Hints and Solutions...WHERE'D IT GO?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7engk4$6r4$1@autumn.news.rcn.net>
Source record: 53356

Oh! It's Larry Richardson!

I should have known.

Alan

EParent wrote in message <370ea882.2573186@207.106.92.52>...
>The great site you mention is run by Larry Richardson and is located
>at:
>
>http://www.cyou.com/~richard/atari-docs.htm
>
>
>On Sat, 10 Apr 1999 00:32:26 GMT, "Bowling" <mbowlin1@tampabay.rr.com>
>wrote:
>
>>A while back, I found this treasure trove of great 8-bit text file
>>instructions, etc, that was maintained at a web page by a Richard ________
>>(fill in the blank), who lived in Crestview, FL.
>>The site is "linked" on many "8-bit" enthusiasts' web pages, but the link
is
>>no longer valid.
>>Does ANYONE know where this fine storehouse of materials has relocated to?
>>Or does anyone know WHO this "Richard" is? The (dead) link is listed
below,
>>and I anxiously await any info on the fate of this great resource.
>>www.crestviewfl.com/~richard/atari-docs.htm
>>--Mark
>>
>>
>

3441. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9904100913530.13382-100000@moose.erie.net>
Source record: 53357

On Sun, 4 Apr 1999, Aaron Christopher Finney wrote:

> "Steven J. Tucker" wrote:
> >
> > Indus GT hands down if were talking stock drives.
> >
> > 1) Sweet case design.
> > 2) Quiet
> > 3) Functionality (Single/ED/DD)
> > 4) Reliability.
> > 5) Speed (ok, so Syncromesh sucks but it works)
> > 6) Durability (metal case, overspec'd power supply)
>
>
> Ok, but let's not forget about the RanaSystems 1000. This is a superior
> drive as well, only lacking (IMHO) a built-in speeder. The things I like
> are the small footprint, metal case, push-button font panel with track
> display, write protect, unit ID display, and last error display buttons.
>

I must respectfully disagree. I've had three different Rana
drives, five Indus GT's and even more 1050's. The Rana's gave me more
problems than all of the others.

3442. Genealogy software?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: j.glenwright@ndirect.co.uk
Message-ID: <7enoeglag1@nnrp1.dejanews.com>
Source record: 53358

Hi

I'm looking for genealogy software. I;ve tried Family Tree but it's a bit 'low- tech'. Does anyone have any quality genealogy software they could let me have an image of?

I read somewhere that Family History is quite good? Are there any others?

Your help greatly appreciated.

Best wishes

JG

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3443. Re: Star Raider(s) question

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: csumner@brooksdata.net
Message-ID: <370f63a5.184347@news.apex2000.net>
Source record: 53359

it appears to be.

-Chuck

21:11 +0200, Erhard Puetz <erhard-puetz@kdt.de> wrote:

>Hi Chuck,
>
>is the game the same (except for the name)?
>
>Regards
>
>

3444. Atari 800XL Question...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: AceMan <aceman@ix.netcom.com>
Message-ID: <01be836d$a12e69c0$e28cd3c6@jb>
Source record: 53360

I've just aquired an Atari 800XL with what looks to be like a complete package - It came with a 1050 Disk Drive for 5 1/4 disks, a printer, paddles, lots of games, and all the connectors.

I've looked it over but can't seem to get anything to happen upon connecting it together. I've read that the system itself had a self test of some sort, but I can't seem to get that up either. Can some one give me a link to a web site or possibly explain how I need to hook this system up to get it working? The one thing I think may be the problem is on the back of the system there is a monitor port, for which I dont have a cable - but there is also what looks to be an AV port (switch) that I am assuming is like a video out. Any help would be greatly appreaciated.

Email to aceman@ix.netcom.com

Thanks.

John

3445. Re: Vote for the best 8bit computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Daniel Edwards <daniel@ab441lp.demon.co.uk>
Message-ID: <rB87nOAGH4D3Uw44@ab441lp.demon.co.uk>
Source record: 53361
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm

In article <7eetd6$8j5$1@newsource.ihug.co.nz>, Brendan Reid
<bjreid@ihug.co.nz> writes
>mex wrote in message <7eej9f$5om$1@nnrp1.dejanews.com>...
>>
>>> I think this will prove nothing. I'd suspect C64 owners vote C64, Speccy
>>> votes Speccy, CPC votes CPC, Vic 20 votes Vic 20, etc... The only thing
>>> it will prove, due to loyalty, will be what percentage of people owned
>>> that type of computer system.
>
This is probably a much better idea.

Here's my vote...

1) CPC+
2) CPC
3) C64

Now don't argue with me about counting the CPC twice, because I've had
many arguments with C64 owners who say that since the architecture was
modified you can't compare the CPC+ to the C64, and that makes it a
different machine completely! Maybe you should set some ground rules for
voting!

>
>If people must go along with this whole "which computer is best" thing then
>perhaps instead of casting one vote we should be able to rank our top 3 or
>5. I myself for example grew up on the C64 but I also have a soft spot for
>the Acorn BBC series, one of which an old friend used to own.
>
>Brendan
>
>
>

--
Daniel Edwards

3446. Re: XF551 Schematics/FSM

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: "Jaroslaw.Kolacz" <jaroslaw.kolacz@teleweb.at>
Message-ID: <370FAF7E.9521114C@teleweb.at>
Source record: 53362

You can try at ABBUC circuit service. I'm not sure if they have the complete
service manual but they have at least the circuit. You can find it hier:
http://www.atari-computer.de/abbuc/xl.htm
with the Number S06:
S06 5 Schaltplan Floppy XF 551

JK

"Steven J. Tucker" wrote:

> I would like to get a set of schematics for the XF551 or a
> Atari Field Service Manual. Anyone know where there might be one
> for sale?
>
> I can trade other field service manuals for a copy of yours.
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3447. Help! ProSystem cable problem...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Richard Atkinson <rga24@cam.ac.uk>
Message-ID: <Pine.WNT.4.10.9904101907580.-1025569-100000@hapsby.chu.cam.ac.uk>
Source record: 53363

Greetings csa8. I have just built a ProSystem cable and it doesn't seem to work - the program reports "can't sync with drive" type errors when I try to use it. Are there any common problems with the cable I should know about?

In the 8 bit CBM world, the equivalent cable is called 'X1541'. There are many reported problems with I/O chipsets on newer motherboards, so much so that a second cable (XE1541) has been designed. I wondered if there are any similar problems with the ProSystem.

Thankyou,

Richard

3448. couple of avalon hill games

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Mickey Johnson <mickster@geneseo.net>
Message-ID: <7eo6ql$n1h$1@news3.infoave.net>
Source record: 53364

I have a couple of avalon hill games on cassette that I would
love to play again. It would be nice If these were available
somewhere to download so I could play them using the
win800 emulator. They are sort of obscure games so I
probably am going to have to dig out the ole atari 410.

The games are Guns of Fort defiance and
Lords of Karma.

I was able to find a copy of telengard on the net (also
by avalon hill). That was an interesting cassette game.
It loaded in three separate parts. It would take about
15 minutes for the game to get up and running (if it loaded
in the first try).

Thanks for any help. Also thanks to this group I was able
to find the demo I was looking for it was called passionatly.

mickster

3449. couple of avalon hill games

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Mickey Johnson <mickster@geneseo.net>
Message-ID: <7eo6o3$p44$1@news3.infoave.net>
Source record: 53365

I have a couple of avalon hill games on cassette that I would
love to play again. It would be nice If these were available
somewhere to download so I could play them using the
win800 emulator. They are sort of obscure games so I
probably am going to have to dig out the ole atari 410.

The games are Guns of Fort defiance and
Lords of Karma.

I was able to find a copy of telengard on the net (also
by avalon hill). That was an interesting cassette game.
It loaded in three separate parts. It would take about
15 minutes for the game to get up and running (if it loaded
in the first try).

Thanks for any help. Also thanks to this group I was able
to find the demo I was looking for it was called passionatly.

mickster

3450. couple of avalon hill games

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Mickey Johnson <mickster@geneseo.net>
Message-ID: <7eo7d3ike1@news3.infoave.net>
Source record: 53366

I have a couple of avalon hill games on cassette that I would
love to play again. It would be nice If these were available
somewhere to download so I could play them using the
win800 emulator. They are sort of obscure games so I
probably am going to have to dig out the ole atari 410.

The games are Guns of Fort defiance and
Lords of Karma.

I was able to find a copy of telengard on the net (also
by avalon hill). That was an interesting cassette game.
It loaded in three separate parts. It would take about
15 minutes for the game to get up and running (if it loaded
in the first try).

Thanks for any help. Also thanks to this group I was able
to find the demo I was looking for it was called passionatly.

mickster

3451. Re: 1MB Ram Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <370F8733.900D2702@kdt.de>
Source record: 53367

Hi Bob,

nice to read your name ... :-))

I guess I have the equations for the Atari 8-Bit MMU custom chip PAL/GAL.
In case you still need it - drop me a line.

Regards, Erhard

(SysOp Atreju, The Neverending Story BBS, FRG)

3452. Re: mac65

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <370F895D.9125AEAD@kdt.de>
Source record: 53368

> I`m searching for a Assembler for Atari (MAC65)
> Does anybody have a description for ACTION! ?
> Thanx,
> Jan

Place this question to ABBUC, c/o wburger at cityweb.de

Regards, Erhard

3453. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <370FA15F.A844058A@kdt.de>
Source record: 53369

Hello World,

you may visit the HDI at

http://www.atari-computer.de/atreju/

Sorry, this site is still available only in german, but you may
get an impression.

Regards, Erhard

3454. Re: FS: SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <370F8E48.2FCB228B@kdt.de>
Source record: 53370

Try BEST elctronics or American Techna Vision.
In case they don't have any, tell ME how many you need.

Regards, Erhard

3455. Re: Can you tell me if I could hook up atari 800XL to internet &How????!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <370F8C03.312C84BF@kdt.de>
Source record: 53371

In case you just wanna do email ...
There are some nets providing internet email as textfile up-/download
via x/y/z modem.

Connect a modem to your 8-Bit and transfer the file using BobTerm.

Write your own TurboBasic program to read/write mail.

Use ARC/UNARC to (un)pack files before/after down-/upload.

Regards, Erhard

3456. Re: Wanted: 8bit cross-assembler for linux

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <370F8FB4.411F107A@kdt.de>
Source record: 53372

You should definately try these (you will not regret !!!)

http://members.aol.com/macfalkner/atari/
http://www.hcrburk.de/

In the first you will find ASSI and DASSI which are assembler and
disassembler, in the second you will find Atari Filemangement (AFM),
something like SIO2PC but with GUI running under W32. Manage your
ATR and XFD files, right-click a file and run emulator or any other
plug-in.

Tell me what you think about it.

Ask me in case you have questions.

Regards, Erhard

3457. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <370FA259.18DFDB6F@kdt.de>
Source record: 53373

Hi SysOp*TXG,

you need two programs to format (PERCOM.COM & FMTDIR.COM) more than
360KB, yes.

But I've got a HD-Backup PRO that supports 1.44 MB drives.

Regards, Erhard

3458. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <370F9D50.F4D9FC23@kdt.de>
Source record: 53374

Hi Ernest,

> Gee, I *am* old...

No, no, you've only seen a lot :-))

> BTW our BBS still supports 300 baud.

Don't shock people in this net.

First tell them that there are still BBSes ... :-)))))

Regards, Erhard

3459. Re: Vote for the best 8bit computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <370F9219.9CCCF1EA@kdt.de>
Source record: 53375

Hi Alan,

I guess I agree with what you say.

I love my 8-Bit because I know what it does - I can control it.

The only way to control a PC with a lot of soft installed is to
unplug the phone line ... one never knows ... at least I use an
external modem set to be noisy

And that's only the surface.

Regards, Erhard

3460. Re: 1 Meg Upgrade - Success!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <370FA61E.942138CF@kdt.de>
Source record: 53376

In case you use the Newell (just as I do, and I love it), you should
use one of the following ramdisk drivers under Sparta:

- the one from BW-DOS or
- jkp's RAMJET

Both are great.

Regards, Erhard

3461. Happy 6.x

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <370FA961.6A2F5548@kdt.de>
Source record: 53377

Hi,

I killed my HAPPY 6.x disk repairing a drive.

I was so stupid to forget to swap the disk before performing a R/W
test.

Any hints?

Regards, Erhard

3462. Advice needed for Amstrad PC 1512

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: l_deans@bigfoot.com
Message-ID: <370fc353.14588474@news.freeserve.net>
Source record: 53378
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm

Hi Folks
I hope some of you can advise me please...
I just picked up an old Amstrad PC1512 with a 650mb HD but no discs, I can't get the thing to boot up although it does check the floppy drive and the hard drive in the process. The only disc I do have that I can try is a DOS 6.22 boot disc 5 1/4 inch 360k DD , but it comes up with a non system disc error.
I think I need another boot disc and an operating system of some sort to load onto the hard drive. My problem is I don't know much about the Amstrad but I do want to try and get it up and running for my kids...The floppy drive is an old 5 1/4 inch but I'm not sure if it reads 360k or 720k is this right...and can I get an operating system and/or a boot disc anywhere. Also if I do get it running are there any games or programs available for me and my kids to play with....silly old fool:-))
Thanks for reading this far...
Regards Lawrence.....@.....www.f-deans.freeserve.co.uk

PS I do beleive it's been upgraded to something other than 1512 but I'm not sure what. I'm sorry about the cross post please reply to one group only or to my email address which is l_deans@bigfoot.com

3463. Re: Atari 8-bit Docs, Hints and Solutions...WHERE'D IT GO?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <370fc8be.76372481@207.106.92.52>
Source record: 53379

Yep, and both domains are at the same IP address (204.49.145.3).

On 10 Apr 1999 06:42:38 GMT, swozniak@aol.comeGETsome (Swozniak)
wrote:
>I have a different address for that site:
>
>http://www.crestviewfl.com/~richard/atari-docs.htm
>

3464. Re: Atari 800XL Question...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Donald Marek <dwmarek@kcinter.net>
Message-ID: <370FE4C0.A92E2FE4@kcinter.net>
Source record: 53380

That was my first computer. You should have a 13 pin cable that will connect from the back of the machine to the 1050 drive. You can either hook up to the audio/video port of a TV or you should have (or can maybe purchase at Radio Shack or some other electronics store) a cable with a box that you hook to the antenna of the TV.

To use the disk drive, find any of those 51/4" disk that may have DOS copied to it. Turn on the disk drive, put in the disk, and then turn on the 800XL.

If you just turn on the machine, you will get to Atari basic.

Don

AceMan wrote:

> I've just aquired an Atari 800XL with what looks to be like a complete
> package - It came with a 1050 Disk Drive for 5 1/4 disks, a printer,
> paddles, lots of games, and all the connectors.
>
> I've looked it over but can't seem to get anything to happen upon
> connecting it together. I've read that the system itself had a self test
> of some sort, but I can't seem to get that up either. Can some one give me
> a link to a web site or possibly explain how I need to hook this system up
> to get it working? The one thing I think may be the problem is on the back
> of the system there is a monitor port, for which I dont have a cable - but
> there is also what looks to be an AV port (switch) that I am assuming is
> like a video out. Any help would be greatly appreaciated.
>
> Email to aceman@ix.netcom.com
>
> Thanks.
>
> John

3465. FA: XE Game System, Complete

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: Gary Galliano <galliano@pacbell.net>
Message-ID: <370FEFAD.F8BA2E37@pacbell.net>
Source record: 53381

On ebay. Current bid is $31. Includes gun, keyboard, ps, joystick, RF switch, video cable, and cpu with built-in Basic and Missle Command.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=88928621

3466. Re: XF551 Upgrade Problems - FIXED... but...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-10 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <371013E8.1513A4C7@postoffice.pacbell.net>
Source record: 53382

a capacitor? I would think just telling the FDC to step twice as many
times as you would on a 40 track drive would do the trick. Not easy, but
sufficient.

Bob

Erhard Puetz wrote:

> Double stepping is no feature of the FDC.
> It is usually accomplished tricking out the drive mechanics using
> a patch with a capacitor.

3467. Re: BBCS

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7epajf$fn1@freenet-news.carleton.ca>
Source record: 53288

"Cabell Clarke" (cabell@richmond.infi.net) writes:
> Anyone remember the old Bulletin Board Construction Set? I have been
> looking for this. I tried to run it way back in the dark ages but it was a
> mess if I remember correctly. Anyway, I haven't seen it anywhere and was
> wondering if anyone knew where I could get a copy?
>

While drooling over various Atari items on Ebay last night I saw a copy
of that forsale. I can't imagine it will go for much so it might be
a good buy.

I remember everyone in our local BBS scene really hateing BBCS for some reason
I cant remember. I always used hacked up versions of FOREM (FoReM?),
which was really cool.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3468. Re: FS: SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7epbdm$ftv@freenet-news.carleton.ca>
Source record: 53289

Erhard Puetz (erhard-puetz@kdt.de) writes:
> Try BEST elctronics or American Techna Vision.
> In case they don't have any, tell ME how many you need.

American Technavision is offically out of the Atari business, and they
have closed thier location listed in the FAQ. That have some Supra
printer interfaces left, but zero SIO cables.

BEST and B&C both have SIO cables for around $10 each. (ouch)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3469. Re: BBCS

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: tracker@misnet.com
Message-ID: <371043e7.54211548@news.misnet.com>
Source record: 53290

Steve is right. BBCS was promised as a poor man's version of
CompuServe that got slammed by just about all Atari SysOps back then.
In fact, out of the hundreds of Atari boards I called in those days, I
can't remember more than one or two attempting to use it.

I ran FoReM Xe myself as did most of the other SysOps I knew. I did
have a friend who ran Carina BBS and loved it. BBS Express was
probably the simplest program to run (guessing) and it is still being
worked on today by different people. If I were going to run an Atari
BBS on an Atari computer today, BBS Express Pro is what I would use.

Scott

On 11 Apr 1999 05:05:51 GMT, ai123@FreeNet.Carleton.CA (Steven J.
Tucker) wrote:

>
>"Cabell Clarke" (cabell@richmond.infi.net) writes:
>> Anyone remember the old Bulletin Board Construction Set? I have been
>> looking for this. I tried to run it way back in the dark ages but it was a
>> mess if I remember correctly. Anyway, I haven't seen it anywhere and was
>> wondering if anyone knew where I could get a copy?
>>
>
>While drooling over various Atari items on Ebay last night I saw a copy
> of that forsale. I can't imagine it will go for much so it might be
> a good buy.
>
>I remember everyone in our local BBS scene really hateing BBCS for some reason
> I cant remember. I always used hacked up versions of FOREM (FoReM?),
> which was really cool.
>
>Steve

3470. Re: XF551 Upgrade Problems - FIXED... but...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <37104E66.9E8969F0@kdt.de>
Source record: 53291

Hi Bob,

if you tell the FDC to step twice, it thinks it is on track 80 while
the drive in fact is on drive 40. If you now initiate a command you
get a wrong track error, since the FDC reads out the sector headers
on disk.

So I dare say this is NOT sufficient :-))

This is why people implemented double-stepping on the drive mechanics.

Regards, Erhard

3471. Re: FS: SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <37104EE0.58021484@kdt.de>
Source record: 53292

Hi,

uups, $10 for a SIO cable is a bit expensive ...

Regards, Erhard

3472. [Fwd: FROM 30p ATARI s/ware/hware Jag ST 800XL 2600 etc.]

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: David LOUGHTON <david@cyberpeeps.freeserve.co.uk>
Message-ID: <37105605.938C4A56@cyberpeeps.freeserve.co.uk>
Source record: 53293
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.8bit

> Look at http://www.cyberpeeps.freeserve.co.uk for ATARI hardware &
> software for ST,JAG,2600,800XL from 30p. Private sale as space is
> needed.
> e.g. STARGLIDER2 for ST ï¿½2
> BALLBLAZER for 800XL(Disk) ï¿½2
> BREAKOUT for 2600 ï¿½3
> BRUTAL SPORTS FOOTBALL for Jaguar ï¿½15

3473. WTB: Atari 800/400 with games in UK

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: John Gaiger <John.gaiger@gspace.tele2.co.uk>
Message-ID: <371059B9.40529239@gspace.tele2.co.uk>
Source record: 53294

Looking for an old Atari with cartridges and maybe disk drive

3474. WTB: Atari 800/400 with games(UK)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: John Gaiger <John.gaiger@gspace.tele2.co.uk>
Message-ID: <371059D0.41CFE202@gspace.tele2.co.uk>
Source record: 53295

Looking for an old Atari with cartridges and maybe disk drive

3475. WTB: Atari 800/400 with games(UK)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: John Gaiger <John.gaiger@gspace.tele2.co.uk>
Message-ID: <37105A03.9AF7FA10@gspace.tele2.co.uk>
Source record: 53296

Looking for an old Atari with cartridges and maybe disk drive

3476. WTB: (UK only) Atari 800/400

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: John Gaiger <john.gaiger@gspace.tele2.co.uk>
Message-ID: <7epln6$3nv$1@starburst.uk.insnet.net>
Source record: 53297

Looking for an old Atari 800/400 with diskdrive and cartridges

3477. MEGA ATARI USER LIST APRIL 11, 1999

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37106805.1CA5@geocities.com>
Source record: 53298
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Dear fellow Atarians,

It is with great pleasure that I am able to tell the following.

One week ago I said I would set up a list of Atarians should I receive mail from 20 people giving their name, E-mail address, and state. For the time being I was focusing on America.

I received 30 in the first week!

From this, I already have quite a few states with multiple representatives, some close to each other. This is what I wanted to find out, and in fact, what I knew to be true.

After talking to Kent Kordes in the chat session held at the Atari Users of North Texas website, he said that between 800-1000 different Atari users and gamers buy from him in a year! And that's just of the people who know of him. There must be HUNDREDS more who exist oblivious to the fact that anyone continues to enjoy/use Atari equipment besides themselves.

Make your year and someone else's by sending in your information. The sooner this happens, the sooner we can get some connections going. Let's blanket our fair country with Atari fandom!

Please send the following information to greg@atariusers.com

Name:
E-mail:
State: (City optional)

BTW... I got a method going now which is fairly easy to maintain... so EVERYONE IN THE WORLD SEND IN THIS INFORMATION. I might not get to the information as fast since America is my top priority, but the more addresses I get, the more I can stack those up, the sooner we can find your Atarian neighbor. ;)

Take care and talk soon!

Doctor Clu

PS:

Feel free to update my information as far as clubs go.
If you would like to get your country blanketed with Atari fandom... write me (so I will know who to forward addresses to when I find them)

If they're out there.. we'll find them.. :)

@>-->----------------

____
States with two or more members or Active Atari clubs

A R I Z O N A

YOUR NAME: Mike Freeman
LOCATION (City, State): Tucson, Arizona
E-MAIL ADDRESS: nameerf@flash.net

David Ormand
Tucson, Arizona USA
dlormand@aztec.asu.edu

From: "David M. Acklam"
dacklam@genie.idt.net>
Phoenix, AZ
(Moving there soon)

From: "Bill Pike"
<wpike@doitnow.com>
Phoenix, AZ (Interested in meeting with others/starting group)

C A L I F O R N I A

> Shane Curd
> (NetHak@aol.com)
>San Jose, California

Nurmix@socal.com
(Paul Nurminen)
El Segundo, California

Aaron Finney
Glendora, CA
A_Finney@wfi-inc.com

From: Gene Pineda
<broncos@primenet.com>
Los Angeles/San Jose, CA

From: "VGL, Inc" <gametr@loop.com>
>> Video Game Liquidators
>> 7326 Laurel Cyn
>> North Hollywood, CA 91605

tconrardy@hotmail.com
(Tim Conrardy)
Verio Northern California's Usenet News Service

From: Lou Lew
<loulewlj@gte.net>
California

F L O R I D A

Kathy Severance
severancekathy@juno.com
(With the club : PACE)

From: Guitar Studio <guitarra@afn.org>
Raymond Lohengrin classical guitarist \composer
High Springs, Fl

Mike Harvey
Orange Park, FL
mharvey5@bellsouth.net

Computer Dungeon (Atari reseller, going out of business soon...)
Al Horton
4417 Larkfield Lane
Tampa, FL 33624

M A S S A C H U S E T T S

(Dan Wilga)
dwilga@mtholyoke.edu
email: gribnif@pair.com
Northampton, MA 01061-0779

YOUR NAME John Teffer
LOCATION (City, State) North Eastham (Cape Cod), MA
E-MAIL ADDRESS jdteffer@c4.net

M I N N E S O T A

Carl Forhan
forhan@millcomm.com
http://homepage2.rconnect.com/forhan/games.html

S.P.A.C.E. (Active Atari club)
PO BOX 120016
New Brighton, MN 55112
http://www.library.carleton.edu/space/

N E W Y O R K

clab
<clab@buffnet.net>
Buffalo Ny

OL' HACKERS ATARI U.G. INC
C/O RON FETZER
22 MONACO AVE
ELMONT, NY 11003
O H I O

From: david moeser
<erasmus@iglou.com>
Censornati, Ohio

cq585@cleveland.Freenet.Edu
(Frank Wagner III)
Case Western Reserve University, Cleveland, OH (USA)

T E X A S

Active Clubs:

AUNT,
HACE

W A S H I N G T O N

From: Andy Blakely <Andy.Blakely@pnl.gov>
NAME: Andy Blakely
LOCATION: Kennewick, WA

Subject: RE: Seattle, WA
From: Dan McInerney <dmcinerney@seanet.com>
Dan McInerney (Possible club founder)?

States with Atari Representatives

Arkansas
Idaho
Iowa
Kentucky
Maryland
New Jersery
Tennessee
Wisconsin

A Fine Product Of....

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

3478. Re: BBCS

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9904110732190.21602-100000@moose.erie.net>
Source record: 53299

On 11 Apr 1999, Steven J. Tucker wrote:

>
> "Cabell Clarke" (cabell@richmond.infi.net) writes:
> > Anyone remember the old Bulletin Board Construction Set? I have been
> > looking for this. I tried to run it way back in the dark ages but it was a
> > mess if I remember correctly. Anyway, I haven't seen it anywhere and was
> > wondering if anyone knew where I could get a copy?
> >
>
> While drooling over various Atari items on Ebay last night I saw a copy
> of that forsale. I can't imagine it will go for much so it might be
> a good buy.
>
> I remember everyone in our local BBS scene really hateing BBCS for some reason
> I cant remember. I always used hacked up versions of FOREM (FoReM?),
> which was really cool.

Reasons to hate BBCS: How about because it didn't work! I tried
to run it and never had it going for more than a day without locking up.
It was written on an Apple II and I don't think it was ever de-bugged
properly on the Atari. I have only encountered one person in the last 15
years who claimed they had it running and I'm stilll skeptical. Let's
hear it for BBS Express and hacked up versions of FoReM.! :)

3479. Nasty Telly Stuff Happens...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: James Foster <james@jfostr.nospam.globalnet.co.uk>
Message-ID: <7eq2m2rib1@newnews.global.net.uk>
Source record: 53300

Hi,

I recently dug up my old Atari 800XL from the attic, only problem is I'd forgotten about the problem I was having with it about 5 years ago before it got consigned to the attic.

After playing for about 15-20 minutes the TV screen, which had been perfectly clear, started cracking up with a pattern of fuzzy horizontal lines which moves rapidly up the screen in waves until eventually the picture is useless.

This has happened with different TV sets, both PAL, and I don't know where to even start looking.

If anyone has had similar problems then any advice would be very useful. I'm trying to get my head around PCXformer as well but I've forgotten how to use the Atari OS and the clicking noise when you type just isn't the same on a PC...

-james

3480. Re: Advice needed for Amstrad PC 1512

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: l_deans@bigfoot.com
Message-ID: <3710893e.9382469@news.freeserve.net>
Source record: 53301
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm

Thanks for the help
I did question the 650mb HD but I was assured it was a 650 I will find out if I get it running.
The HD is not directly attached to the motherboard but through an adapter PCI card, although I don't know if this is normal for Amstrads. The machine has been upgraded but I don't know the upgraded specification details.
I do know that it is the original floppy drive, thanks that was a big help. Can you tell me what operating system is normally used as I have copies of DOS 6.22 but the boot disc doesn't work. 360k floppy...
Thanks also for the Web address it's a big help..
Regards Lawrence
I've replied to all crossposts as you didn't mention which NG you were posting from :-)) sorry again.....
On Sun, 11 Apr 1999 03:39:03 +0200, "mig" <tous@club-internet.fr> wrote:

> The only topic that is excluded (in this NG):
> discussion of Amstrad PC-compatible (1512, 1640, 2x86, 3x86 and
> others Amstrad compatible I don't know) because these computers
> are really compatible, so comp.sys.ibm.pc.* newsgroups must be
> used.
>
> For questions about these computers see
> http://web.ukonline.co.uk/cliff.lawson/index.htm
>
>
>Well, this NG is not a PC newsgroup, but I can to help you :
>
>L.F.Deans a crit dans le message <370fc353.14588474@news.freeserve.net>...
>>Hi Folks
>>I hope some of you can advise me please...
>
>
>>I just picked up an old Amstrad PC1512 with a 650mb HD
>
>650 mb HD ??? Is that possible on an old PC like this ??? my old PC1512 had
>only 20mb HD !
>
>>but no discs, I
>>can't get the thing to boot up although it does check the floppy drive
>>and the hard drive in the process. The only disc I do have that I can
>>try is a DOS 6.22 boot disc 5 1/4 inch 360k DD , but it comes up with

>>a non system disc error.
>
>You can find installation discs into the page of cliff lawson :
>http://web.ukonline.co.uk/cliff.lawson/files.htm
>
>>I think I need another boot disc and an operating system of some sort
>>to load onto the hard drive. My problem is I don't know much about the
>>Amstrad but I do want to try and get it up and running for my
>>kids...The floppy drive is an old 5 1/4 inch but I'm not sure if it
>>reads 360k or 720k is this right...
>
>If it is the original drive, it can read only 360k floppy !
>
>>and can I get an operating system
>>and/or a boot disc anywhere. Also if I do get it running are there any
>>games or programs available for me and my kids to play with....silly
>>old fool:-))
>
>>Thanks for reading this far...
>>Regards Lawrence.....@.....www.f-deans.freeserve.co.uk
>>
>>PS I do beleive it's been upgraded to something other than 1512 but
>>I'm not sure what. I'm sorry about the cross post please reply to one
>>group only or to my email address which is l_deans@bigfoot.com
>
>

3481. Re: MEGA ATARI USER LIST APRIL 11, 1999

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: charter@dellos.demon.co.uk
Message-ID: <3714972c.10419205@news.demon.co.uk>
Source record: 53302
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The other Day Doctor Clu <clu-da-bard@geocities.com> wrote:

>Dear fellow Atarians,
>
> It is with great pleasure that I am able to tell the following.
>
> One week ago I said I would set up a list of Atarians should I receive
>mail from 20 people giving their name, E-mail address, and state. For
>the time being I was focusing on America.
>
> I received 30 in the first week!
>
Up to this point I thought I was reading one of those "Get rich quick"
schemes :))

Seriously tho, I wonder how many Atarians there are UK wise?

Would it be worth a UK list?
--
Paul..

* Duty Charter *

ICQ No: 105793

3482. MEGA ATARI USER LIST APRIL 11, 1999

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <uwWtzTA0iJE3EwSg@steverosie.demon.co.uk>
Source record: 53303
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <37106805.1CA5@geocities.com>, Doctor Clu <clu-da-bard@geocities.com> writes
> After talking to Kent Kordes in the chat session held at the Atari
>Users of North Texas website, he said that between 800-1000 different
>Atari users and gamers buy from him in a year! And that's just of the
>people who know of him. There must be HUNDREDS more who exist oblivious
>to the fact that anyone continues to enjoy/use Atari equipment besides
>themselves.
>

Hi

Yes, this is the problem.

Over here in the UK it's the same, I'd be surprised if it wasn't;)

There are many, many users that didn't and don't know that the Atari scene is still going and even more don't realise that they can get their Atari's on the internet!!!! Let alone that there are AC and ST+. You can tell in their voice when they realise they are NOT on their own;)

The problem is reaching the masses! How do you let them know!

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

3483. Re: Atari 800XL Question...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: AceMan <aceman@ix.netcom.com>
Message-ID: <01be841a$a6742c00$e28cd3c6@jb>
Source record: 53304

Thanks. But on the back of the 800XL - which line goes tot he TV - the one
that says Switch Box, or the one that says monitor. I only ask because I
don't have a cable for the one that syas monitor or I would have tried it.

John

Donald Marek <dwmarek@kcinter.net> wrote in article
<370FE4C0.A92E2FE4@kcinter.net>...
> That was my first computer. You should have a 13 pin cable that will
connect
> from the back of the machine to the 1050 drive. You can either hook up
to the
> audio/video port of a TV or you should have (or can maybe purchase at
Radio
> Shack or some other electronics store) a cable with a box that you hook
to the
> antenna of the TV.
>
> To use the disk drive, find any of those 51/4" disk that may have DOS
copied to
> it. Turn on the disk drive, put in the disk, and then turn on the 800XL.
>
> If you just turn on the machine, you will get to Atari basic.
>
> Don
>
>
> AceMan wrote:
>
> > I've just aquired an Atari 800XL with what looks to be like a complete
> > package - It came with a 1050 Disk Drive for 5 1/4 disks, a printer,
> > paddles, lots of games, and all the connectors.
> >
> > I've looked it over but can't seem to get anything to happen upon
> > connecting it together. I've read that the system itself had a self
test
> > of some sort, but I can't seem to get that up either. Can some one
give me
> > a link to a web site or possibly explain how I need to hook this system
up
> > to get it working? The one thing I think may be the problem is on the
back
> > of the system there is a monitor port, for which I dont have a cable -
but
> > there is also what looks to be an AV port (switch) that I am assuming

is
> > like a video out. Any help would be greatly appreaciated.
> >
> > Email to aceman@ix.netcom.com
> >
> > Thanks.
> >
> > John
>
>
>
>

3484. Atari Books, Software, Manuals and Controllers

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <7eq9chjma1@ramp2.tir.com>
Source record: 53305

```
Publications
------------
Atari Assember by Inman & Inman $7.00
Atari Astroids Cart. Manual $3.00
Atari AtariWriter Cart. Manual & Quick Reference Card $5.00
Atari AtariWriter Plus Disk Manual & Quick Reference Card $5.00
Atari Basic De Re Atari Guide to Effective Programming & Programmers Card
$15.00
Atari Basic Quick Reference Guide by John Wiley & Sons $3.00
Atari DOS 3 Intro & Ref. Manuals $2.00
Compute!'s First Book of Atari $3.00
Compute!'s First Book of Atari Graphics $3.00
Compute!'s Mapping the Atari $3.00
Compute!'s Second Book of Atari $3.00

Controllers
-----------
4-Button Joystick $2.00
Atari Paddles $3.50
SVI Quickshot I Joystick $3.00

Software
--------
Analog Movie Themes Cassette (requires Atari Music Composer) $2.00
APX Three Holiday Games Cassette (w/manual) $3.50
Atari 3D Tic-Tac-Toe Cart. (w/manual) $5.00
Atari Atari Artist Cart. $3.00
Atari BASIC Cart. $2.00
Atari BASIC Cart. (w/manual) $6.00
Atari Basketball Cart. $3.00
Atari Biorhythm Cassette (w/manual) $5.00
Atari Blackjack Cassette (w/manual) $5.00
Atari Bug Hunt Cart. $3.00
Atari Bug Hunt Cart. (w/o case) $1.00
Atari Centipede Cart. $3.00
Atari Computer Chess Cart. (w/manual) $5.00
Atari Defender Cart. (w/manual) $5.00
Atari Dig Dug Cart. $3.00
Atari E.T. Phone Home Cart. (unopened) $4.00
Atari Eastern Front (1941) Cart. $3.00
Atari Flight Simulator II Cart. $5.00
Atari Football Cart. $4.00
Atari Graph It Cassettes (w/manual) $5.00
Atari Intro To Programming II Cassettes (w/manual) $6.00
Atari Introduction to Sound & Graphics Cassettes (w/manual) $5.00
```

Atari Kingdom Cassette (w/manual) $5.00
Atari Logo Computing Language Cart. (w/manual, graphics manual & ref. guide) $12.00
Atari Missile Command Cart. (w/manual) $5.00
Atari Music Composer Cart. (w/manual) $5.00
Atari Pac-Man Cart. $3.00
Atari Pac-Man Cart. (w/manual) $5.00
Atari Pilot Computing Language Cart. (w/manual, ref. guide & ref. card) $12.00
Atari Pilot Language Tutorial Cassettes (w/manual) $5.00
Atari Space Invaders Cart. (w/manual) $5.00
Atari Star Raiders Cart. $3.00
Atari Star Raiders Cart. (w/box & manual) $5.50
Atari Star Raiders Cart. (w/manual) $5.00
Atari States & Capitals Cassette (w/manual) $4.00
Atari Super Breakout Cart. $3.00
Atari Super Breakout Cart. (w/manual) $5.00
Atari Video Easel Cart. (w/manual) $5.00
EA One On One Cart. $5.00
EA One On One Disk (w/manual) $7.00
Synapse Protector II Cassette (w/manual & package artwork) $5.00

Buyers pay all shipping and insurance costs.

3485. Re: BBCS

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: "Randal R. Gray" <at289@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990411111724.2369A-100000@halifax.chebucto.ns.ca>
Source record: 53306

On Sun, 11 Apr 1999, Dennis McGuire wrote:

> Reasons to hate BBCS: How about because it didn't work! I tried
> to run it and never had it going for more than a day without locking up.
> It was written on an Apple II and I don't think it was ever de-bugged
> properly on the Atari. I have only encountered one person in the last 15
> years who claimed they had it running and I'm stilll skeptical. Let's
> hear it for BBS Express and hacked up versions of FoReM.! :)
>
>
>

I believe that I had mine up and running for about 15 consecutive days
once. Other than that it was every other day.

Geez, the "status screen" didn't even work! People would have to call
twice, once to reset the system and then again to connect!

Is Scott Brause still alive? I'd like to e-mail him a thing or two.

Randy Gray
mountain biking guy.

Local Nova Scotia mountain biking info is available at:
http://www.chebucto.ns.ca/~at289/Profile.html

3486. Where to find 8 bit archives

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: Richard Atkinson <96rga@eng.cam.ac.uk>
Message-ID: <Pine.HPP.3.96L.990411152901.23423A-100000@club.eng.cam.ac.uk>
Source record: 53307

Having got the ProSystem cable to work I am now looking for some game files, especially of cartridge ROMs, to write to disk. There must be some large emulator archives out there somewhere... does anyone know where? I've seen the umich.edu archive but I was hoping to find files in simple .ATR or .PRO formats - any ideas?

Richard

3487. Re: Advice needed for Amstrad PC 1512

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: NukeEmUp@ThePentagon.com
Message-ID: <3710b081.80144291@news.insnet.net>
Source record: 53308
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm

On Sun, 11 Apr 1999 12:09:46 GMT, l_deans@bigfoot.com (L.F.Deans)
enlightened us thusly:

>The HD is not directly attached to the motherboard but through an
>adapter PCI card, ...

The 1512 doesn't support PCI. Not unless Alan Sugar has a time
machine and isn't telling anyone.

--
David Cantrell, part-time Unix/perl/SQL/java techie
full-time chef/musician/homebrewer
occasional CPC user
http://www.ThePentagon.com/NukeEmUp

3488. Re: BBCS

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <7eqcg4$m4q$1@news.storm.ca>
Source record: 53309

I fell in love with BBSes on Montreal's Pig and Whistle BBS, which spent several months "running" BBCS. Were there problems? Yes. But was it also the best local BBS? Also yes. (With apologies to John C and The Atari Connection)

--
David P.
Dennis McGuire <sagedm@erie.net> wrote in message news:Pine.BSI.4.05L.9904110732190.21602-100000@moose.erie.net...
>
>
> On 11 Apr 1999, Steven J. Tucker wrote:
>
> >
> > "Cabell Clarke" (cabell@richmond.infi.net) writes:
> > > Anyone remember the old Bulletin Board Construction Set? I have been
> > > looking for this. I tried to run it way back in the dark ages but it was a
> > > mess if I remember correctly. Anyway, I haven't seen it anywhere and was
> > > wondering if anyone knew where I could get a copy?
> > >
> >
> > While drooling over various Atari items on Ebay last night I saw a copy
> > of that forsale. I can't imagine it will go for much so it might be
> > a good buy.
> >
> > I remember everyone in our local BBS scene really hateing BBCS for some reason
> > I cant remember. I always used hacked up versions of FOREM (FoReM?),
> > which was really cool.
>
>
> Reasons to hate BBCS: How about because it didn't work! I tried
> to run it and never had it going for more than a day without locking up.
> It was written on an Apple II and I don't think it was ever de-bugged
> properly on the Atari. I have only encountered one person in the last 15
> years who claimed they had it running and I'm stilll skeptical. Let's
> hear it for BBS Express and hacked up versions of FoReM.! :)
>

3489. Re: Nasty Telly Stuff Happens...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: Bosco <bosco2000@my-dejanews.com>
Message-ID: <7eqhi1$o2k$1@nnrp1.dejanews.com>
Source record: 53310

In article <7eq2m2rib1@newnews.global.net.uk>,
"James Foster" <james@jfostr.removethisbittoreply.globalnet.co.uk> wrote:
> Hi,
>
> I recently dug up my old Atari 800XL from the attic, only problem is I'd
> forgotten about the problem I was having with it about 5 years ago before it
> got consigned to the attic.
>
> After playing for about 15-20 minutes the TV screen, which had been
> perfectly clear, started cracking up with a pattern of fuzzy horizontal
> lines which moves rapidly up the screen in waves until eventually the
> picture is useless.
>
> This has happened with different TV sets, both PAL, and I don't know where
> to even start looking.
>
> If anyone has had similar problems then any advice would be very useful.
> I'm trying to get my head around PCXformer as well but I've forgotten how to
> use the Atari OS and the clicking noise when you type just isn't the same on
> a PC...

I've had similar problems in the past, but the problem would occur
immediately, instead of 15-20 minutes later. It was always the power supply.
I would believe it is the power supply as well in your case. Anyone else
have any input on this?

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3490. 800xl with GSD (Green Screen Disease)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990411112627.08457.00001470@ng10.aol.com>
Source record: 53311

I know this subject has come up before, but, I can't locate the info or solution for this common problem (i assume it is common because i've heard others speak of it before) I turn on the power and i get nothing but green screen, my motherboard is socketed, i removed and reinstalled all ic's, with the same result, green screen. Help!!

BG

3491. Re: BBCS

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <7eqf50$k1k$1@nw003t.infi.net>
Source record: 53312

Steven J. Tucker wrote in message <7epajf$fn1@freenet-news.carleton.ca>...
>I remember everyone in our local BBS scene really hateing BBCS for some
reason
> I cant remember. I always used hacked up versions of FOREM (FoReM?),
> which was really cool.
>

Yep. I originally put up my BBS on a hacked up A.M.I.S. system and then switched to hacked Forem's until I started beta testing BBS:Express (1986?) I think. Somewhere during all those Forem's I tried to get BBCS to run. I remember liking the concept a lot, but like everyone else, couldn't get the damn thing to run for more than a few hours at a time. But I was running the version that Brause released before Antic got their hands on it. I was curious as to whether or not it ever got fixed. From what I read here, apparently not.

3492. Machine Wars (Was:Re: Donations? What's goin' on?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: Bosco <bosco2000@my-dejanews.com>
Message-ID: <7eqisk$p1e$1@nnrp1.dejanews.com>
Source record: 53313

In article <7ej1m7$ps0$1@autumn.news.rcn.net>,
"Alan Sharkis" <asharkis@erols.com> wrote:
>
> Steven J. Tucker wrote in message <7ehh6g$40n@freenet-news.carleton.ca>...
>
> >
> >Perhaps there was just no time for pointless flaming at 300 baud :)
>
> The smiley says it all.
>
> Anyone here remember the Machine Wars? I'd call a BBS and be greeted by a
> dozen or so "My dog's bigger than your dog," types of messages.
>
> The conversations were about as mature as the computer industry!

Here in Phoenix, AZ there was quite a bit of machine wars between Atarians
and Commodore users. Usually in the form of Commodore users trying to crash
the Atari BBSes and usually succeeding. This was in the early 1980's. Later
the "war" was between the 8-bit Atarians and ST users. The "hostilities"
were more subtle, dealing between the organization of the two groups of users
as opposed to the two machines. But that's another story.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3493. Atari 8 bit for sale, (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <7eqj1s$50e$1@barcode.tesco.net>
Source record: 53314

Another clearout underway, many items of hardware, including a 1050 laser drive and an 810 happy, and also carts for sale/swap. Send for list if you are interested please.

3494. Stuff: lots of it...also attn. Paul Davis

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: John <smile4@voicenet.com>
Message-ID: <ol4Q2.924$n4.19475@news2.voicenet.com>
Source record: 53315

If Anyone in the tri-state region wants to browse Atari stuff, Ive got lots. I am only keeping one 800XL(who needs 4?), 256k, omnimon/some 810 drives, one 1050 drive, and my ATR8000(I have come to love this thing!). I have LOTS of documentation, books, hardware, and some software. I may hang on to a modem also. I have 2 130XE, 1 65XE, 3 800XL, 2 800, 1 2600, 1 XEGS...etc.

I do not presently have the time to mail items, so anyone wishing to scavenge must be able to do so in person.

Paul Davis, I owe you a book so if you read this message email me your address again(I lost it :( ) and I will send it to you. I love the music on those CD's and if you have more lets talk trade!

Prices are very cheap for big things and free for other stuff.

3495. Atari 400 question:

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: -UJB- <ujb1@ix.netcom.com>
Message-ID: <3710D227.9395778E@ix.netcom.com>
Source record: 53316

I picked up a 400 only because it had a real keyboard installed instead of the touch pads. This is the first I've seen in years, how rare is this sucker?

Thanks,

Jim A.

--
Jim Agar (UJB) Ann Arbor, MI
http://oldgames.areCool.net/ http://handheld-games.areCool.net/
Always looking for old Atari and Timex stuff!
"Atari Game and Clyster Pipe Collector"

3496. Re: Atari 800XL Question...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990411104253.22769C-100000@vtn1>
Source record: 53317

The 5-pin DIN ("Monitor") output is for a composite video monitor i.e. one
that would work hooked up to the audio and video outputs on a VCR. The
RCA-type jack ("Switchbox") is a straight 75 ohm RF signal, i.e. you can
hook it directly to a "cable ready" TV or you can run it through a balun
to a 300 ohm TV antenna hook up.

John

On 11 Apr 1999, AceMan wrote:

> Thanks. But on the back of the 800XL - which line goes tot he TV - the one
> that says Switch Box, or the one that says monitor. I only ask because I
> don't have a cable for the one that syas monitor or I would have tried it.
>
> John
>

3497. Re: BBCS

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <7eqnhh$qr7$1@dailyplanet.wam.umd.edu>
Source record: 53318

Dennis McGuire (sagedm@erie.net) wrote:

: Reasons to hate BBCS: How about because it didn't work! I tried
: to run it and never had it going for more than a day without locking up.

I remember reading somewhere that one of the biggest problems with BBCS
was due to Antic Magazine (who sold the program through their catalog).
Apparently they were mixing and matching different versions and source
codes of BBCS, which caused most of the bugs and crashes users
experienced.

I never saw a BBS that used a program myself, but it seemed like most
sysops had the general consensus that BBCS was awful.

3498. Re: Advice needed for Amstrad PC 1512

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: l_deans@bigfoot.com
Message-ID: <3710db91.30461567@news.freeserve.net>
Source record: 53319
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm

Of course I did say it had been upgraded, maybe it's got a new
motherboard ;-) and does support PCI. ;-)
I also said I knew nothing about Amstrads if it's not PCI I guess it
might be an ISA slot then, my fellow pedant! ;-))
Lawr,
On Sun, 11 Apr 1999 14:25:11 GMT, NukeEmUp@ThePentagon.com (David
Cantrell) wrote:

>On Sun, 11 Apr 1999 12:09:46 GMT, l_deans@bigfoot.com (L.F.Deans)
>enlightened us thusly:
>
>>The HD is not directly attached to the motherboard but through an
>>adapter PCI card, ...
>
>The 1512 doesn't support PCI. Not unless Alan Sugar has a time
>machine and isn't telling anyone.
>
>--
>David Cantrell, part-time Unix/perl/SQL/java techie
> full-time chef/musician/homebrewer
> occasional CPC user
> http://www.ThePentagon.com/NukeEmUp

3499. Re: Advice needed for Amstrad PC 1512

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: mig <tous@club-internet.fr>
Message-ID: <7eqrca$5td$1@front2.grolier.fr>
Source record: 53320
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm

L.F.Deans a crit dans le message <3710db91.30461567@news.freeserve.net>...
>Of course I did say it had been upgraded, maybe it's got a new
>motherboard ;-) and does support PCI. ;-)

So it is not a 1512 any more !!! You've got a new PC with the skin of a 1512
!

>I also said I knew nothing about Amstrads

Amstrad PC compatibles are like other PC compatibles : it's just a PC, but
with an enhanced CGA and a very big hard drive (in the old ages of computing
:-))

3500. Re: Advice needed for Amstrad PC 1512

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: NukeEmUp@ThePentagon.com
Message-ID: <3710f0d8.96615065@news.insnet.net>
Source record: 53321
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm

On Sun, 11 Apr 1999 18:12:45 GMT, l_deans@bigfoot.com (L.F.Deans)
enlightened us thusly:

>Of course I did say it had been upgraded, maybe it's got a new
>motherboard ;-) and does support PCI. ;-)
>I also said I knew nothing about Amstrads if it's not PCI I guess it
>might be an ISA slot then, my fellow pedant! ;-))

Modern motherboards won't fit the 1512's case. The original machine
did have ISA slots though - 8-bit only, IIRC - so the 650Mb HDD
could be a SCSI device I suppose. Not sure whether it was possible
to boot off any of the ancient 8-bit SCSI cards though. And this is
off-topic for this newsgroup.

--
David Cantrell, part-time Unix/perl/SQL/java techie
full-time chef/musician/homebrewer
occasional CPC user
http://www.ThePentagon.com/NukeEmUp

3501. FA: printer interface (only hours left!)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: David Tipton <6500dtpt@ucsbuxa.ucsb.edu>
Message-ID: <3710F7CE.FFB@ucsbuxa.ucsb.edu>
Source record: 53322

My MPP-1150 Parallel Printer interface has only a few hours left in auction and is only selling for $4.25! $4.50 will take it - doesn't _anyone_ need one? I just want to make this worth my time and trouble selling and shipping. =)

MPP-1150 Parallel Printer Interface

by Supra Corporation

This interface will allow you to hook your Atari 8-bit computer (except the Atari 1200XL) to a parallel printer. It has a pass-through SIO port. The interface is in like-new condition. The instruction manual is included.

High bidder will pay $3.20 for shipping in addition to the bid.

3502. Re: Ultima I

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <3710F82B.BED7B558@nh.ultranet.com>
Source record: 53323

Andre wrote:

> I got this week an Ultima I (Sierra online) and Ultima III (Origin) for
> Atari 8-Bit. Both version show the date 1983 on the their disk(s). Do I
> have a re-release of Ultima I and if when came the 1st release out ?
>
> Looking forward to your answers !
>
> Andre

Check out this page for a *very* detailed breakdown of Ultima I. You may have a rarity on your hands on the Sierra one.

http://www.scott.net/~rgregg/ultima/collectibles/Title_U1.html

--
B r i a n S t u r k E.E./Soft Eng. 8-Bit Computer Geek
http://www.nh.ultranet.com/~bsturk

"Whatever happened to Pong??!" Frank Black
"HOL, The Hardware Obstruction Layer" The NTChrist

3503. Re: 1MB Ram Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-Dpl8zQdgjOkl@draco>
Source record: 53324

On Sat, 10 Apr 1999 17:15:31, Erhard Puetz <erhard-puetz@kdt.de>
wrote:

> Hi Bob,
>
> nice to read your name ... :-))
>
> I guess I have the equations for the Atari 8-Bit MMU custom chip PAL/GAL.
> In case you still need it - drop me a line.
>
> Regards, Erhard
>
> (SysOp Atreju, The Neverending Story BBS, FRG)
>
>
of course we would like them. I am soon to get a pal programmer too.

Ken

3504. Re: XF551 Schematics/FSM

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-REH6C4zsSwcd@draco>
Source record: 53325

On Sat, 10 Apr 1999 18:07:38, "Jaroslaw.Kolacz"
<jaroslaw.kolacz@teleweb.at> wrote:

> You can try at ABBUC circuit service. I'm not sure if they have the complete
> service manual but they have at least the circuit. You can find it hier:
> http://www.atari-computer.de/abbuc/xl.htm
> with the Number S06:
> S06 5 Schaltplan Floppy XF 551
>
> JK
>
> "Steven J. Tucker" wrote:
>
> > I would like to get a set of schematics for the XF551 or a
> > Atari Field Service Manual. Anyone know where there might be one
> > for sale?
> >
> > I can trade other field service manuals for a copy of yours.
> >
> > Steve
> > --
> > * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> > * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> > * * * Ape Homepage: http://www.nacs.net/~classics * * *
> > !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!
>

wow, an english version of all this would help.

Ken

3505. Re: Advice needed for Amstrad PC 1512

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be845b$bd8bd1e0$9f364382@vidar>
Source record: 53326
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm

> >Of course I did say it had been upgraded, maybe it's got a new
> >motherboard ;-) and does support PCI. ;-)
> >I also said I knew nothing about Amstrads if it's not PCI I guess it
> >might be an ISA slot then, my fellow pedant! ;-))
>
> Modern motherboards won't fit the 1512's case. The original machine
> did have ISA slots though - 8-bit only, IIRC - so the 650Mb HDD
> _could_ be a SCSI device I suppose. Not sure whether it was possible
> to boot off any of the ancient 8-bit SCSI cards though. And this is
> off-topic for this newsgroup.

By using another ISA IDE card, it's indeed possible to get big disks. I have a Promise EIDE card that works for most (not all) computers. It supports up to 4 big HD's or whatever. Higher speed and autodetect HD's

If his BIOS is not setup correctly, it won't work, but if HD is set to type 1 (10Mb HD) the card kicks in and it's bios takes over.

So, it's possible to use even 4Gb or whatever (I've tested 2Gb disks and it works fine)

3506. 320xe wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: John J Boyle <magrep@northnottsmag.freeserve.co.uk>
Message-ID: <7er2it$7jq$1@news6.svr.pol.co.uk>
Source record: 53327

Hi
I own two 130xe's but would trade them for one 320xe
Please e-mail any offers(will buy if right price).
magrep@northnottsmag.freeserve.co.uk

3507. Re: Advice needed for Amstrad PC 1512

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: l_deans@bigfoot.com
Message-ID: <37110eb8.43557780@news.freeserve.net>
Source record: 53328
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm

Being off topic depends on which NG you are refering to, your answer
was posted in four NG's. But you are right it is getting off topic
thanks for your help guys I think I get the picture now....
Regards Lawrence
Part Time
NT Administrator (Qualified)
Webmaster
PC Network Hardware Engineer (Qualified)
Stand Alone PC Support Engineer (Qualified)
C++ Top Level Designer and Coder (working on it)
Smalltalk Designer and Coder (Qualified)
Object Oriented analyst and designer (Qualified)
Musician (Not Qualified)
Full Time
Back office help desk analyst.
and self confessed Anorak and Nostalgic.
;-))
Thread end.............

On Sun, 11 Apr 1999 19:00:29 GMT, NukeEmUp@ThePentagon.com (David
Cantrell) wrote:

>On Sun, 11 Apr 1999 18:12:45 GMT, l_deans@bigfoot.com (L.F.Deans)
>enlightened us thusly:
>
>>Of course I did say it had been upgraded, maybe it's got a new
>>motherboard ;-) and does support PCI. ;-)
>>I also said I knew nothing about Amstrads if it's not PCI I guess it
>>might be an ISA slot then, my fellow pedant! ;-))
>
>Modern motherboards won't fit the 1512's case. The original machine
>did have ISA slots though - 8-bit only, IIRC - so the 650Mb HDD
>_could_ be a SCSI device I suppose. Not sure whether it was possible
>to boot off any of the ancient 8-bit SCSI cards though. And this is
>off-topic for this newsgroup.
>
>--
>David Cantrell, part-time Unix/perl/SQL/java techie
> full-time chef/musician/homebrewer
> occasional CPC user
> http://www.ThePentagon.com/NukeEmUp

3508. Atari 400/800 technical books available

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: Richard Deglin <rdeglin@topaztech.com>
Message-ID: <7er6bk$lra@dfw-ixnews7.ix.netcom.com>
Source record: 53329

I have the following books available for best offer:

1. Mapping the Atari - complete memory map for programmers

2. Compute's First Book of Atari Graphics - basic and advanced graphics programming

3. Inside Atari DOS - internals programming manual with OS source code

4. Your Atari Computer - guide to programming, operation, peripherals

Please contact me directly via email as I will not be reading this newsgroup.

rdeglin@*NOSPAM_.ix.netcom.com._NOSPAM*

Just delete the *NOSPAM_ stuff!

3509. Re: BBCS

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9904112038570.26583-100000@moose.erie.net>
Source record: 53330

On Sun, 11 Apr 1999, Randal R. Gray wrote:

> On Sun, 11 Apr 1999, Dennis McGuire wrote:
>
> > Reasons to hate BBCS: How about because it didn't work! I tried
> > to run it and never had it going for more than a day without locking up.
> > It was written on an Apple II and I don't think it was ever de-bugged
> > properly on the Atari. I have only encountered one person in the last 15
> > years who claimed they had it running and I'm stilll skeptical. Let's
> > hear it for BBS Express and hacked up versions of FoReM.! :)
> >
> >
> >
>
> I believe that I had mine up and running for about 15 consecutive days
> once. Other than that it was every other day.

Must have been after everyone quit calling! :-)

3510. Re: BBCS

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9904112040450.26583-100000@moose.erie.net>
Source record: 53331

On Sun, 11 Apr 1999, Cabell Clarke wrote:

> Yep. I originally put up my BBS on a hacked up A.M.I.S. system and then
> switched to hacked Forem's until I started beta testing BBS:Express (1986?)
> I think. Somewhere during all those Forem's I tried to get BBCS to run. I
> remember liking the concept a lot, but like everyone else, couldn't get the
> damn thing to run for more than a few hours at a time. But I was running
> the version that Brause released before Antic got their hands on it. I was
> curious as to whether or not it ever got fixed. From what I read here,
> apparently not.

My very negative experience was with a copy of BBCS purchased
through Antic.

3511. help!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: Paul LeBlanc <nordicnews@sprintmail.com>
Message-ID: <371153FE.E5E76FF8@sprintmail.com>
Source record: 53332

I pulled the old atari 800 from the closet to load some games for my nephew to play. Some of the games are on the old atari 410 cassete recorder. Anyone know the command to start reading in the tape? It's been years since I've used this thing!

Thanks for the help-
Paul

3512. Re: Machine Wars (Was:Re: Donations? What's goin' on?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <923881289mnewsX_velcro_X@netunlimited.net>
Source record: 53333

> "Alan Sharkis" <asharkis@erols.com> wrote:
>
> Here in Phoenix, AZ there was quite a bit of machine wars between Atarians
> and Commodore users. Usually in the form of Commodore users trying to crash
> the Atari BBSes and usually succeeding. This was in the early 1980's. Later
> the "war" was between the 8-bit Atarians and ST users. The "hostilities"
> were more subtle, dealing between the organization of the two groups of users
> as opposed to the two machines. But that's another story.

You should tell the story! I for one would like to hear of those BBS wars!
It would be cool if someone could provide jeering messages captured from
those days, and explain the masterstrokes used to crash the opponent's BBS.
And the sad sad fate as all the BBS's died off.

vs

To email me just remove the X's and underline marks from my address.

3513. Re: XF551 Upgrade Problems - FIXED... but...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <371159F5.86D44F74@postoffice.pacbell.net>
Source record: 53334

wellll,,,, I have not tried this particular function on an XF551 or any
other controller, but:

you can step in or step out and disable Track Update in the controller
(bit 4=0)
you can seek and disable both Track Update and Verify (bit 2=0)

either of these two functions may allow you to read the "wrong" track. the
controller really does not care what track you are on so much - not like
he has to have the sector address correct.....

like I said, never tried it myself --- may have to add it to my project
list!

Bob

Erhard Puetz wrote:

> Hi Bob,
>
> if you tell the FDC to step twice, it thinks it is on track 80 while
> the drive in fact is on drive 40. If you now initiate a command you
> get a wrong track error, since the FDC reads out the sector headers
> on disk.
>
> So I dare say this is NOT sufficient :-))
>
> This is why people implemented double-stepping on the drive mechanics.
>
> Regards, Erhard

3514. FROM 30p ATARI s/ware/hware Jag ST 800XL 2600 etc.

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: David LOUGHTON <david@cyberpeeps.freeserve.co.uk>
Message-ID: <370FE296.9A1E3820@cyberpeeps.freeserve.co.uk>
Source record: 53383
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pl.comp.sys.atari,rec.games.video.atari

> Look at http://www.cyberpeeps.freeserve.co.uk for ATARI hardware &
> software for ST,JAG,2600,800XL from 30p. Private sale as space is
> needed.
> e.g. STARGLIDER2 for ST ï¿½2
> BALLBLAZER for 800XL(Disk) ï¿½2
> BREAKOUT for 2600 ï¿½3
> BRUTAL SPORTS FOOTBALL for Jaguar ï¿½15

3515. Sale From 30p ATARI s/ware/hware Jag ST 800XL 2600 etc.

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: David LOUGHTON <david@cyberpeeps.freeserve.co.uk>
Message-ID: <370FE426.90E30CFC@cyberpeeps.freeserve.co.uk>
Source record: 53384
Cross-posted to: alt.games.atari,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.st,comp.sys.atari.8bit

> Look at http://www.cyberpeeps.freeserve.co.uk for ATARI hardware &
> software for ST,JAG,2600,800XL from 30p. Private sale as space is
> needed.
> e.g. STARGLIDER2 for ST ï¿½2
> BALLBLAZER for 800XL(Disk) ï¿½2
> BREAKOUT for 2600 ï¿½3
> BRUTAL SPORTS FOOTBALL for Jaguar ï¿½15

3516. FROM 30p ATARI s/ware/hware Jag ST 800XL 2600 etc.

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: David LOUGHTON <david@cyberpeeps.freeserve.co.uk>
Message-ID: <370FE35B.C6BAA4C7@cyberpeeps.freeserve.co.uk>
Source record: 53385
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

> Look at http://www.cyberpeeps.freeserve.co.uk for ATARI hardware &
> software for ST,JAG,2600,800XL from 30p. Private sale as space is
> needed.
> e.g. STARGLIDER2 for ST ï¿½2
> BALLBLAZER for 800XL(Disk) ï¿½2
> BREAKOUT for 2600 ï¿½3
> BRUTAL SPORTS FOOTBALL for Jaguar ï¿½15

3517. "Making Traks"

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990410203029.29983.00001128@ng38.aol.com>
Source record: 53386

Just added a Trak AT D2 to my collection.
Track buffered - fast and quiet. All in all it
works good except the digital track display
shows the wrong track numbers. For
instance it shows "42" when reading the
directory. Anybody know anything
about digital displays?
Thanks,
Larry

3518. Re: Advice needed for Amstrad PC 1512

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-11 00:00:00 UTC
From: mig <tous@club-internet.fr>
Message-ID: <7eoub6atp1@front7.grolier.fr>
Source record: 53387
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm

The only topic that is excluded (in this NG):
discussion of Amstrad PC-compatible (1512, 1640, 2x86, 3x86 and
others Amstrad compatible I don't know) because these computers
are really compatible, so comp.sys.ibm.pc.* newsgroups must be
used.

For questions about these computers see
http://web.ukonline.co.uk/cliff.lawson/index.htm

Well, this NG is not a PC newsgroup, but I can to help you :

L.F.Deans a crit dans le message <370fc353.14588474@news.freeserve.net>...
>Hi Folks
>I hope some of you can advise me please...

>I just picked up an old Amstrad PC1512 with a 650mb HD

650 mb HD ??? Is that possible on an old PC like this ??? my old PC1512 had
only 20mb HD !

>but no discs, I
>can't get the thing to boot up although it does check the floppy drive
>and the hard drive in the process. The only disc I do have that I can
>try is a DOS 6.22 boot disc 5 1/4 inch 360k DD , but it comes up with
>a non system disc error.

You can find installation discs into the page of cliff lawson :
http://web.ukonline.co.uk/cliff.lawson/files.htm

>I think I need another boot disc and an operating system of some sort
>to load onto the hard drive. My problem is I don't know much about the
>Amstrad but I do want to try and get it up and running for my
>kids...The floppy drive is an old 5 1/4 inch but I'm not sure if it
>reads 360k or 720k is this right...

If it is the original drive, it can read only 360k floppy !

>and can I get an operating system
>and/or a boot disc anywhere. Also if I do get it running are there any
>games or programs available for me and my kids to play with....silly
>old fool:-))

>Thanks for reading this far...
>Regards Lawrence.....@.....www.f-deans.freeserve.co.uk
>
>PS I do beleive it's been upgraded to something other than 1512 but
>I'm not sure what. I'm sorry about the cross post please reply to one

>group only or to my email address which is l_deans@bigfoot.com

3519. Re: DGS Homepage - New photos added

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: Richard Atkinson <96rga@eng.cam.ac.uk>
Message-ID: <Pine.HPP.3.96L.990412085609.11869J-100000@club.eng.cam.ac.uk>
Source record: 53238

On Mon, 29 Mar 1999, Dean Garraghty wrote:

> Just to let you all know that I have just aquired a scanner, and I'm in the
> process of scanning old photos from the UK AMS shows
> from 1990 and 1992. I already have some up on the site, with more to come.
> I am also going to scan some UK magazine covers and 'Atari User' Show
> program covers, and some UK Atari catalogues, and anything else of
> interest. Take a look at what's there now and keep checking back for when I
> add more. http://www.dgs.clara.net

Can you please use standard HTML rather than those horrible ActiveX
controls, so that those of us using non-Microsoft browsers or who don't
want to enable the *huge* security flaw that is ActiveX can still read
your pages...

Thankyou!

Richard

3520. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: Mr Blobby <mega_being@bigfoot.com>
Message-ID: <01be84b9$e451e0e0$0164640a@server>
Source record: 53239
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

Hi,

> The initial post was a pre-announce, meaning that I wished to have
> an idea of how many active 6502 people there are nowadays.
> I guess a two months delay is good enough for writing 0.5 KB of
> code, so I should announce the start of the contest on the beginning
> of April, with submissions due for the end of May... any comments ?
>
> Anyway, I have no idea at all of whether 6502 programming is dead or not
> in the comp.sys.apple2, comp.sys.atari.8bit, comp.sys.cbm and
> comp.sys.acorn.programmer groups...
> I've only had one answer from the acorn guys who find the microtan
> a nice machine even simpler than the Atom, but nothing else...
> So, to the people interested, please raise your fingers and tell
> your intention to participate ... 8-)

You would probably get a larger responce from newsgroups specialising in
embedded control - as the old 6502 is used in many 'hidden' applications.

--

Mr Blobby

3521. Re: Ultima I

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <3711E5F5.7C3B6F49@erols.comX>
Source record: 53240

Its funny though on the Origin Website talking about the history of the Ultima collection that the Atari version aren't mentioned. C64, Amiga, Apple and IBM are the only platforms mentioned for release of the Ultima products.

Brian Sturk wrote:

> Andre wrote:
>
> > I got this week an Ultima I (Sierra online) and Ultima III (Origin) for
> > Atari 8-Bit. Both version show the date 1983 on the their disk(s). Do I
> > have a re-release of Ultima I and if when came the 1st release out ?
> >
> > Looking forward to your answers !
> >
> > Andre
>
> Check out this page for a *very* detailed breakdown of Ultima I. You may
> have a rarity on your hands on the Sierra one.
>
> http://www.scott.net/~rgregg/ultima/collectibles/Title_U1.html
>
> --
> B r i a n S t u r k E.E./Soft Eng. 8-Bit Computer Geek
> http://www.nh.ultranet.com/~bsturk
>
> "Whatever happened to Pong??!" Frank Black
> "HOL, The Hardware Obstruction Layer" The NTChrist

--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

3522. WTB XF551 w/3 1/2 mech

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <3711E650.68E02321@erols.comX>
Source record: 53241

Anyone selling one of these with the 720K 3 1/2 mech in it. Looking for
a price of one in good working order.

--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove 'X' when replying by email

3523. Re: Ultima I

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: fortran@earthlink.net
Message-ID: <MPG.117bb145ec5e257798a280@news.alt.net>
Source record: 53242

From the Void comes Andre bearing this piece of Light...
> I got this week an Ultima I (Sierra online) and Ultima III (Origin) for
> Atari 8-Bit. Both version show the date 1983 on the their disk(s). Do I
> have a re-release of Ultima I and if when came the 1st release out ?

The Ultima I is a re-release. The original was just called
"Ultima", was from California Pacific Computers, and was for the Apple][
only.

As it is, it _is_ a rare version. Care to sell it or auction it
off? :)

--

Fortran Dragon -==(UDIC)==- | "There isn't enough darkness in the world
-=[MT]=- | to quench the light of one small candle."
Hidalgo Trading Company: <http://home.earthlink.net/~fortran/>
rgcud FAQ: <http://home.earthlink.net/~fortran/faq/rgcudfaq.html>

3524. Re: help!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990412103557.08021.00002966@ngol04.aol.com>
Source record: 53243

Even if you can load the games, your nephew will think "This sucks!" after getting used to Playstations.

badbob1952@aol.com

3525. FS/T: Atari 8-bit computer items [04/12/1999]

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <371c070b.669860@news.nls.net>
Source record: 53244

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 04/05/1999

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection list for this system is currently on-line!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

{1} = requires 32K.
{2} = requires 48K.
{3} = requires 48K and printer.

Used diskette(s), with box and manual:
$ 2.50 Home Filing Manager, The (Atari)
$ 2.50 Print Shop, The (Br0derbund) {3}

$ 2.50 SynFile+ (synapse) {2} -- also includes Reference Card
$ 2.50 Timewise (Atari) {1}
$ 2.50 Touchdown Football (Electronic Arts) {2}
$ 2.50 VisiCalc (VisiCorp) {1} -- also includes Pocket Reference
Guide -- $5 shipping, due to weight, counts as 1st item

Loose cartridges, no box or manual:
$ 3.00 3-D Tic-Tac-Toe
$ 3.00 Alphabet Zoo [Spinnaker] -- no label
$ 3.00 Atariwriter
$ 3.00 BASIC -- for use with Atari 400 and Atari 800
$ 2.50 Centipede
$ 3.00 Dig Dug
$ 3.00 E.T. Phone Home!
$ 3.00 Frogger [Parker Brothers]
$ 5.00 Gateway to Apshai [Epyx]
$ 1.25 Missile Command
$ 2.50 Pac-Man
$ 3.00 Qix
$ 1.25 Space Invaders
$ 2.50 Star Raiders
$ 2.50 Super Breakout

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive does not include the power supply, or Molex
connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will
not boot up. Sold as non-working item, possibly repairable, for
parts only!

$ 4.00

*****

LOT #2

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 9.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
#1) VideoGameAdvantage@DittosRush.com -- for quickest response
#2) VGA2000@io.com -- *backup* e-mail account, please use #1
#3) dw901@cleveland.freenet.edu -- *backup* e-mail account, ditto

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs and VCDs too), Video Game Advantage
almost everything ever made, including 6861 Anthony Lane
Nintendo, Sony, Sega, Atari, 3DO, and Parma Hts., OH 44130
many more (also older computers) for over 1-440-843-8815 Voice
5 years on the Internet! Visit us on the
WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

3526. Re: Ultima I

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <3712173E.960220B2@agnld.uni-potsdam.de>
Source record: 53245

Edward Franks wrote:

> From the Void comes Andre bearing this piece of Light...
> > I got this week an Ultima I (Sierra online) and Ultima III (Origin) for
> > Atari 8-Bit. Both version show the date 1983 on the their disk(s). Do I
> > have a re-release of Ultima I and if when came the 1st release out ?
>
> The Ultima I is a re-release.

But the first release for Atari 8-bit ?

Andre

3527. Re: help!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be8500$58b677c0$88364382@vidar>
Source record: 53246

I've played several PSX games and they SUCK! I love the old classics.
Ballblazer, Bounty Bob, MULE and you can just imagine how many others.
8-bits are still more fun (You know as opposed to better graphics and sucky
gameplay)

BadBob1952 <badbob1952@aol.comspamx> wrote in article
<19990412103557.08021.00002966@ngol04.aol.com>...
> Even if you can load the games, your nephew will think "This sucks!"
after
> getting used to Playstations.
>
> badbob1952@aol.com
>

3528. Rare?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: Arcade2000 <Jeff_Kemper@email.msn.com>
Message-ID: <#soJ0QQh#GA.341@upnetnews03>
Source record: 53247

What is an Atari 400/800 computer Jr. Pac-man Cartridge (never released, beta prototype) worth?

3529. Re: BBCS

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7et9bm$cg1$1@alexander.INS.CWRU.Edu>
Source record: 53248

(People had negative experience with BBCS.)
I purchased it from Antic. My experience was it didn't work,
also. I've said this before and someone said he/she used it
and it worked very well for them. I'm glad to see other people

didn't have success with it. It was so bad, I used the disks
for something else. Don't even still have a copy of it.
Russg

3530. PC kyboard for the 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: ndary@bigfoot.com
Message-ID: <37122BF4.154BE294@bigfoot.com>
Source record: 53249

Does anyone knows what is the latest information on connecting
a PC Keyboard to the atari 8 bit computer and where i can find such
info?

Thanx in advance..

NIR

3531. Re: BBCS

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7eta9sebb1@alexander.INS.CWRU.Edu>
Source record: 53250

(About BBCS)
I had BBSes for years. I started with AMIS MPP by Matt Pritchard.
AMIS MPP was very good, until 1200 baud modems started (MPP was
approximately 300 baud, it was somewhat incompatible (the MPP
modem) with the Atari 1030, so you had to set your baud rate
at login.
Then I got BBS Express by Keith Ledbetter, in my opinion, the
most solid, best BBS software made until now (I never had BBS
Express Pro, which I would guess is equally solid.)
I tried BBCS, no good. I tried Carina (an early version), it
wasn't very solid, lockup/crash about every other day. Carina
was interesting because you could customize it to your tastes,
using regular Atari BASIC. I understand Carina is still sold
and supported and may be more solid today, but I'd recommend
BBS Express Pro for anyone trying a BBS today. Tom Hunt is
still working for Video 61, Lance Ringquist, updating and
maintaining Express Pro.
Never tried Forem.
The moral, get BBS Express Pro from Video 61 if you want
the latest best BBS software for the A8 (IMO).
Russg

3532. Re: Rare?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990412132728.03024.00002970@ng-fp1.aol.com>
Source record: 53251

"Arcade2000" <Jeff_Kemper@email.msn.com> asked:

<<What is an Atari 400/800 computer Jr. Pac-man Cartridge (never released, beta prototype) worth? >>

These can be ordered for $20 from a number of places including Best Electronics and B&C Computer Visions. They're not really that rare since a number of these companies have been burning their own copies. What kind of label is on the copy you're talking about?

3533. I'll pay $50 for a BOULDERDASH cart...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990412134401.12531.00001871@ng-fa1.aol.com>
Source record: 53252

I've been looking for a copy of First Star's BOULDERDASH on cartridge for the Atari 8-bit computers. If anybody has one for sale, let me know. Thanks.

Remove the "eGETsome" at the end of my address to reply.

3534. Re: Rare?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: Arcade2000 <Jeff_Kemper@email.msn.com>
Message-ID: <eh8O5yQh#GA.281@upnetnews03>
Source record: 53253

>These can be ordered for $20 from a number of places including Best
Electronics
>and B&C Computer Visions. They're not really that rare since a number of
these
>companies have been burning their own copies. What kind of label is on the
>copy you're talking about?

A really nice one. I only saw it for about 3 minutes, but it didn't look
homebrew. As for the companies burning their own copies, is it legal?

3535. Re: Rare?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990412141434.12542.00002070@ng-fa1.aol.com>
Source record: 53254

"Arcade2000" <Jeff_Kemper@email.msn.com> wrote:

<<A really nice one. I only saw it for about 3 minutes, but it didn't look homebrew. As for the companies burning their own copies, is it legal? >>

If the label was like a bright orange, it's probably from B&C. If it was a black & white text/picture label, it's probably from Best. Either way, if it had a nice-looking label it's probably not a true Prototype. I'm not sure if the burned copies are legal or not, (probably not) but it's a common practice. It also makes getting these games a whole lot easier and it's nice to have them on a cart as opposed to a disk, or an emulator file. I have quite a few of these burned proto games from Best, and they're very nice. Here's a few that I got from them, all about $15 - $20 each:

Animated Puzzle
Berzerk (Very Nice, with SPEECH even!)
Jr. Pac-Man (Nice scrolling Pac-Man variant)
Kangaroo (Very nice but only works on 400/800...not XE/XL)
Stargate (Kind of choppy...Defender is better.)
Super Pac-Man (Really Nice! Love this one!)
Superman III (Not sure how to play this really. Kind of confusing. May not be complete.)

B&C's site is:

http://www.myatari.com

Best's site is:

http://www.best-electronics-ca.com

Best's site is relatively new and doesn't really show even 10% of the stuff that they have. You're better off calling them on the phone at:

(408) 243-6950

Hope this helps. Later. :)

-Scott Wozniak

3536. FS: Silicon Dreams

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: Dane Stegman <cf943@freenet.buffalo.edu>
Message-ID: <FA39w2.F39@freenet.buffalo.edu>
Source record: 53255

Hi, I've got Silicon Dreams and Jewels of Darkness Disks by Firebird for sale both come with instuctions and there orginal boxes. Make an offer.

If interested e-mail me at:cf943@freenet.buffalo.edu. Thanks!

Dane Stegman

3537. Re: Advice needed for Amstrad PC 1512

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: NukeEmUp@ThePentagon.com
Message-ID: <37175538.187847350@news.insnet.net>
Source record: 53256
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm

On Sun, 11 Apr 1999 21:25:46 GMT, l_deans@bigfoot.com (L.F.Deans)
enlightened us thusly:

>Being off topic depends on which NG you are refering to, your answer
>was posted in four NG's.

All of them.

--
David Cantrell, part-time Unix/perl/SQL/java techie
full-time chef/musician/homebrewer
occasional CPC user
http://www.ThePentagon.com/NukeEmUp

3538. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: J <arc@twilighte.freeserve.co.uk>
Message-ID: <7etldn$35t$1@news8.svr.pol.co.uk>
Source record: 53257
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

Mr Blobby wrote in message <01be84b9$e451e0e0$0164640a@server>...

>
>You would probably get a larger responce from newsgroups specialising in
>embedded control - as the old 6502 is used in many 'hidden' applications.
>

Do you meen that their are companies still using the 6502 commercially?

Twilighte

3539. Re: Atari 400 question:

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <3712251E.2CB87AD@kdt.de>
Source record: 53258

Hi,

I've got one, too :-))

Regards, Erhard

3540. Re: Nasty Telly Stuff Happens...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <37122727.A90DF02D@kdt.de>
Source record: 53259

Hi,

get yourself some cooling spray, open your XL/XE and when the screen
starts to do weird things cool down the chips.

Only one at a time!

Start with ANTIC -> Refresh
Next maybe FREDDY or TTL MUX chips -> Timing
CPU -> Phi2 to Phi0 delay
RAMs .. and so on.

When the screen goes better upon an icy chip, you found the BUG.

Regards, Erhard

3541. Re: 1MB Ram Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <37123A77.E3C9F5B7@kdt.de>
Source record: 53260

Hi,

this is the file I have. I guess there is a slight difference to the
one Bob Woolley has. Check the boolean equations - I do not know which
one is correct and right now I am a bit too tired to think about
boolean equations :-/

Regards, Erhard

Atari 800 MMU

*Identification

MMU;

*Type

GAL16V8;

*Pins

%Inputs:%

A11 = 1
A12 = 2
A13 = 3
A14 = 4
A15 = 5
PB7 = 6
RD4 = 7
RD5 = 8
PB0 = 9
REF = 11
MPD = 14
PB1 = 18

%Outputs:%

S5 = 12
BASIC = 13
OS = 15
CASINH = 16
IO = 17
S4 = 19

*Boolean-Equations

```
/BASIC = REF & /RD5 & /PB1 & A15 & /A14 & A13
/S5 = REF & RD5 & A15 & /A14 & A13
/S4 = REF & RD4 & A15 & /A14 & /A13
/IO = REF & A15 & A14 & /A13 & A12 & /A11
/OS = REF & PB0 & A15 & A14 & A13
+ REF & PB0 & A15 & A14 & /A12
+ REF & PB0 & A15 & A14 & A11 & MPD
+ REF % PB0 & /PB7 & /A15 & A14 & /A13 & A12 & /A11
/CASINH = REF & PB0 & A15 & A14 & A13
+ REF & PB0 & A15 & A14 & /A12
+ REF & PB0 & A15 & A14 & /A11 & MPD
+ REF % PB0 & /PB7 & /A15 & A14 & /A13 & A12 & /A11
+ REF & /RD5 & /PB1 & A15 & /A14 & A13
+ REF & A15 & A14 & /A13 & A12 & /A11
+ REF & RD5 & A15 & /A14 & A13
+ REF & RD4 & A15 & /A14 & /A13

*End
```

3542. Re: Machine Wars (Was:Re: Donations? What's goin' on?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <37123B93.AC4F14E9@kdt.de>
Source record: 53261

Hi,

sounds interesting.

What BBS system had been crashed? Maybe it was a certain, strictly
copyrighted system where users didn't have the chance to correct those
undocumented features ....

Regards, Erhard

3543. Re: Star Raider(s) question

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <371225AF.D5EBD4B7@kdt.de>
Source record: 53262

Uhhh,

than it is the difference between being manufactured in China
and being manufactured in Malaysia ... :-))

Sorry for this unintelligent remark ...

Regards, Erhard

3544. Re: XF551 Upgrade Problems - FIXED... but...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <371229E9.C09E7ACB@kdt.de>
Source record: 53263

Hi Bob,

ok, my fault. I didn't RTFM :-)

I did never see a feature not to update the track register on other
FDCs, so I simpy did not think of something like this.

Your point. Come to Germany - you get a Pizza :-))

Regards, Erhard

3545. Re: Star Raider(s) question

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <3711559b.49355775@news.secoast.net>
Source record: 53335

On Sat, 10 Apr 1999 09:21:11 +0200, Erhard Puetz <erhard-puetz@kdt.de>
wrote:

>Hi Chuck,
>
>is the game the same (except for the name)?
>
>Regards
>
>
Yep, same game.
---
dwebster@mediaone.net

3546. Re: help!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be84a5$c98ec5c0$64374382@vidar>
Source record: 53336

Paul LeBlanc <nordicnews@sprintmail.com> wrote in article
<371153FE.E5E76FF8@sprintmail.com>...
> I pulled the old atari 800 from the closet to load some games for my
> nephew to play. Some of the games are on the old atari 410 cassete
> recorder. Anyone know the command to start reading in the tape? It's
> been years since I've used this thing!
>
> Thanks for the help-
> Paul

For most commercial games, remove BASIC cartridge and turn machine on,
while holding START button. You'll hear a beep, press PLAY on tape recorder
and ENTER on the Atari 800.

If it's BASIC programs, start machine with BASIC and type CLOAD. Beep again
and press play and ENTER.

This works for most, but there are a couple who needs BASIC, but boots with
START too.

Good luck

3547. Re: MEGA ATARI USER LIST APRIL 11, 1999

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-12 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37117E1C.15CD@geocities.com>
Source record: 53337
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hehe... you've hit the nail on the head.

You see, we are reaching INTERNET Atarians, and though there are many, I believe it covers (I would guess) one eighth to one tenth the Atari using population.

Let's put our heads together and try to understand both the Atarians off and on the internet.

ATARIANS ON THE INTERNET

1) Most are not on the Internet via an Atari computer. This is true for 8-bit users especially. Most surf and download with a PC or Macintosh.
2) Those that do use internet browsers are slowly growing in numbers, but since this is not a native idea for the Atari, it is rare nonetheless.
3) Atarians on the internet by the above means was counted at roughly 600 in an operating systmem poll, and that was just the people that were aware of it. I would venture to say that the active crowd of Atarians some how involved with the internet would actually number somewhere in.. ??? would I be optismistic to say somewhere near 10,000? (considering 8-bit, 2600, Lynx, Jaguar, and ST.) ST users I think would number in the 2000-3000 range.

(I'm throwing out an estimation.. which invites challenges for other numbers higher or lower. I welcome the input.)

ATARIANS OFF THE INTERNET

1) People who use them for specific applications (word processors, Midi, graphics). To them, the idea of using an Atari for the internet is about as alien as using an etch-a-sketch for faxing.
2) Closet Atarians... those who like them, and keep the machine in storage for one day when they will revisit the old "outdated" computer.
3) The die hard Atarian... they are alone in a world without Atari, long after the others have left.
4) The poor Atarian... they are still using Atari because they can't afford another machine.
5) BBS ranger... still plugging away at the BBS's... since internet is out of reach for an ST and too strange to try.
6) Atarian with phobia... afriad to try the internet.

(Please submit other examples here)

Problem:

The Atari computer was released long for the dawn of the internet era, thus making the means for surfing for Atarians on the internet somehwat null and void. This is perhaps the greatest challenge in finding Atarians today... finding other media in which to locate those isolated souls unaware of an active Atari community, resellers, vendors, and developers.
Till Novmeber 1998, I was one of those people. I stumbled into an Atari user group.

So, here are some means to get the word out that I've come up with so far.

1) e-bay... people buy and sell Atari equipment there all the time from around the world. There you can see vendor and buyer addresses. It is possible that the people buying have a love for the computers, and would love to hear of an existing community. But I'm sure there are many there that buy the equipment for it's nostalgia, being sure that nothing is being done with the equipment.
Auctions of similar nature might prove useful.

2) BBS's... off the internet, still striving in their own right, many members are off the internet entirely. Many call long distance to log on.

3) Old user club listings. Got a club, or had a local club in the area? See if you can find a list of old Atarians. Given them a call, let them know what's going on. The number might be changed, the person might not be interested in Atari at all. But I will say too that with reestablishing contacts I've brought back quite a few Atarians who didn't know anything was still going on!

4) Flyers... at universities, computer stores, and anywhere that will accept a flyer. Also consider placing flyers at sci-fi conventions, computer shows, and shows involving gadgetry.

5) Computer shows... display a Atari computer! That'll shake some of the people up! Hand out flyers

6) Where Atari clothing when walking around for the fun of it. You'll be amazed how many people will stop you to ask you about the Atari and talk about the 2600!

7) Sci-fi conventions.. have to be a great source of computer geeks. Computer geeks run in two categories... ultimate gadgetry or ecclectic gadgetry. Chances are, you will find Atarians in that crowd.

8) Newspaper.. reaches tens of thousands. An add will probably be see by quite a few if you put out an add. If you an get the newspaper to do a story about your club, probably even more so.

9) Comic book stores.... see sci-fi conventions.

10) Radio... get the local public radio station to advertise some special event, such as an Atari show case or computer show being held free for the community.

11) Television (Public Access) Really bold and just brainstorming, but many public access channels allow free time to local interests, and will usally supply equipment for filming. Only problem... usually tends to be a city by city basis.

Those are my ideas for a start.. and let's not forget the best way to bring in Atari users...

12) through contacts of associates and friends. :)

Doctor Clu

|||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

3548. Re: Where in time is Atari 2600?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: jcditz@tardis.svsu.edu
Message-ID: <rALQ2.1269$36.426585@WReNphoon2>
Source record: 53188

They've sure been around a long time.
Pretty sure (correct me if I'm wrong) but I believe the newer Atari 2600
(under 50 bucks???) were assembled until the end of the 1980's. You could
still find them for closeout sales for quite awhile after that (I could kick
myself for not going to my local Big Lots when they advertised back in 1993
Atari 2600's brand new in box for $20 each).

**** Posted from RemarQ - http://www.remarq.com - Discussions Start Here (tm) ****

3549. Acton!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: Jan-Otto Happel <johappel@cs.tu-berlin.de>
Message-ID: <7f02te$h5r$1@news.cs.tu-berlin.de>
Source record: 53189

```
Hi Guys!
Does anybody has a decription of ACTION! Syntax or the famous C65?
Would be fine.
Thanx ;-)
Jan
```

3550. Re: Ultima I

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: fortran@earthlink.net
Message-ID: <MPG.117d535b1e8b769198a282@news.alt.net>
Source record: 53190

From the Void comes Stephen Knox bearing this piece of Light...
> Its funny though on the Origin Website talking about the history of the
> Ultima collection that the Atari version aren't mentioned. C64, Amiga, Apple
> and IBM are the only platforms mentioned for release of the Ultima products.

The Origin web site was a crappy effort. Check out Underworld
Dragon's _The Notable Ultima_ web site <http://scott.net/~rgregg/ultima/>
for a far superior source of information.

--

Fortran Dragon -==(UDIC)==- | "There isn't enough darkness in the world
-=[MT]=- | to quench the light of one small candle."
Hidalgo Trading Company: <http://home.earthlink.net/~fortran/>
rgcud FAQ: <http://home.earthlink.net/~fortran/faq/rgcudfaq.html>

3551. Re: Ultima I

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: fortran@earthlink.net
Message-ID: <MPG.117d53d973eecc3498a283@news.alt.net>
Source record: 53191

From the Void comes Andre bearing this piece of Light...
[Snip]
> But the first release for Atari 8-bit ?

Yes, it is the first and only release of Ultima I for the Atari 8-
bit. When Origin remade Ultima I they only released it for the Apple][,
Commodore 64, and the IBM PC.

--

Fortran Dragon -==(UDIC)==- | "There isn't enough darkness in the world
-=[MT]=- | to quench the light of one small candle."
Hidalgo Trading Company: <http://home.earthlink.net/~fortran/>
rgcud FAQ: <http://home.earthlink.net/~fortran/faq/rgcudfaq.html>

3552. Printshop help

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: enercom@my-dejanews.com
Message-ID: <7f0aitlkt1@nnrp1.dejanews.com>
Source record: 53192

I own a 1025 printer. I cant seem to get it to work with printshop for the Atari. Of course my printer is not in the printer setup. But I did not think that a direct connect printer needed a set up.

Is there two types of printshops? One of printer interfaces and one for direct connect printers.

Help!?

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3553. Things for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: enercom@unidial.com
Message-ID: <7f0cj8nbo1@nnrp1.dejanews.com>
Source record: 53193

Atari stuff for sale:

Atari 800 no power supply, I am using it for another system. This computer work though. $12

Axiom Printer interface no power supply. It to works. Misplaced power though $5

Power supply for 600xl 800xl $8

Star NP 10 Printer $12

Okidata U92 Printer $12

No reasonable offer will be refuse!
All stuff works unless otherwise stated. Shipping is not icluded in price.
Prepaid Money orders only. Thanks

More things to come soon. Have to go through it.

Wish list: Working SIOPC cable, software and, docs.,

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3554. Re: Where in time is Atari 2600?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990413161811.26022.00000133@ng142.aol.com>
Source record: 53194

jcditz@tardis.svsu.edu (Jason C. Ditz) wrote:

<<You could
still find them for closeout sales for quite awhile after that (I could kick myself for not going to my local Big Lots when they advertised back in 1993 Atari 2600's brand new in box for $20 each). >>

Yup. Around 1990, Job-Lot Pushcart Company in NYC was selling the systems for $20 each and every cart (including now RARE titles) for 50 cents each. I remember seeing 3rd party carts like Riddle Of The Sphinx, Keystone Kapers and Space Chase, all brand new for 50 cents. If I only knew then what I know now...

3555. Re: Acton!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: Don Rae <donrae@telusplanet.net>
Message-ID: <GwOQ2.1733$m3.4004@news0.telusplanet.net>
Source record: 53195

Action! syntax is very similar to BASIC, in both language and form (minus line numbers). The only difference is that the statements are actually function calls.

ie.

SOUND(argument1,argument2,argument3,argument4)
PRINT(textstring)

etc etc

- Don

Jan-Otto Happel wrote in message <7f02te$h5r$1@news.cs.tu-berlin.de>...
> Hi Guys!
>Does anybody has a decription of ACTION! Syntax or the famous C65?
>Would be fine.
>Thanx ;-)
> Jan
>
>

3556. Re: 2600 color palette

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: Richard Atkinson <96rga@eng.cam.ac.uk>
Message-ID: <Pine.HPP.3.96L.990413224718.14660C-100000@club.eng.cam.ac.uk>
Source record: 53196

> How many colors has the 2600?
> Is it 256?

The 2600 has 128 colours. The Atari 8 bit computers and the 5200 have 128 colours in all modes except one, where they have 256 colours. The 7800 has 256 colours.

> How high is the resolution?
> Is it 320*200?

The background (playfield) resolution is 40*240 (or however many lines you can fit into an NTSC screen). The sprite resolution is 160*240 I believe.

Richard

3557. Re: Printshop help

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7f0i2ahou1@autumn.news.rcn.net>
Source record: 53197

IIRC, the 1025 doesn't do graphics at all. The direct-connect aspect has
nothing to do with it.

enercom@my-dejanews.com wrote in message
<7f0aitlkt1@nnrp1.dejanews.com>...
>I own a 1025 printer. I cant seem to get it to work with printshop for the
>Atari. Of course my printer is not in the printer setup. But I did not
think
>that a direct connect printer needed a set up.
>
>Is there two types of printshops? One of printer interfaces and one for
>direct connect printers.
>
>Help!?
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3558. Selling all my Atari Books and Software please buy before I trash it all

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: tech204@apk.net
Message-ID: <7f0qkhkuf1@plonk.apk.net>
Source record: 53198

Selling off the last of my Atari Books and Software to make room before I move. I will take offers on any groups of the following items. Pick what you want and make me an offer for it because it is all in good condition and if I can't sell it I have to throw it out.

E-mail your picks and offer to: tech204@apk.net

BOOKS:
INSIDE ATARI BASIC by Bill Carris 183 pages

ATARI USER'S GUIDE Basic and Graphics for Atari 400,600XL, 800, 800XL, 1200XL
By Mark Ellis, Robert Ellis and Larry Joel Goldstien 268 pages

ABC's of ATARI COMPUTERS the definitive reference source for ATARI owners.
By David E. Mentley 228 pages

ATARI XE User's Handbook Weber Systems, Inc. Staff 352 pages

CARTRIDGES:

AtariWriter w/manual
ALF in the Color Caves w/o manual
GATO Submarine Warfare Spectrum Holobyte w/o manual
BarnYard Blaster & Crime Buster with Sega Light Gun Modified for Atari Joystick port w/o manual
Typo Attack w/o manual
Battle Zone w/o manual
Pole Position w/o manual
Caverns of Mars w/o manual
Mario Bros. w/o manual
Donkey Kong w/o manual
Pac Man w/o manual
Star Raiders w/o manual
Star Trek from SegaSoft w/o manual

SOFTWARE:

PaperClip with SpellPack Dictionary - Batteries Included - w/ manual
AtariWriter Plus with Proofreader w/ manual
Atari Planetarium w/ manual
Music Construction Set - Electronic Arts w/ manual
Movie Maker - Electronic Arts w/o manual
S.A.M. Software Automatic Mouth - Don't Ask Computer Software w/ manual
The NEWSROOM - Springboard (Desktop publishing program) w/ manual
ANTIC Music Processor w/o Docs
Sesame Street Print Kit w/ manual

Atari Paint w/ manual
Micro Painter (Bill Bishop) w/ manual
RamBrant from ANTIC Software Disk A & B, docs on disk.

GAMES:

Blue Max by Bob Polin w/ manual
Leather Goddesses of Phobos - Infocom w/ manual, Comic book, 3D Glasses,
Scratch n' Sniff card
Miniature Golf Plus - XLEnt Software w/ manual
Dragon Quest or a Twist in a Tail - ANTIC Software, docs on disk
Orbit - A trip to the Moon ANTIC software, docs on disk
King Tut's Tomb ANTIC software, docs on disk
XTAL (Crystal) ANTIC software, docs on disk
Klondike Solitaire & Sevens ANTIC software, docs on disk.
Hacker - Activision - Program never had manual of docs, you have to figure
it out on your own.
ChessMaster 2000 w/ manual 2 disk set
Spy Hunter Sega/Midway Balley w/ manual
Computer Crosswords Softie w/ manual
Mercenary - Flight Sim Adventure Datasoft 1986 w/ manual
Realm of Impossibility - Electronic Arts Directions on disk
ARCHON - Electronic Arts w/ manual
Crusade in Europe - Microprose 1985 w/ manual
Kennedy Approach - Microprose 1985 w/ manual
Conflict in Viet Nam - Microprose 1986 w/ manual
F-15 Strike Eagle - Microprose w/o manual
Rescue on Fractalus - LucasArts 1985 w/ manual
Infiltrator - Mindscape w/ manual
Trolls& Tribulation - Creative Software 1984 w/o manual
Fight Night - Accolade w/o manual

E-mail me at tech204@apk.net

3559. new carts for the atari8

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <8368-3713FB95-16@newsd-171.iap.bryant.webtv.net>
Source record: 53199

here is a list of all the new carts we have released n the last 2
years,all carts come in a box,with documentation,except sparta
dos3.3c,we are currently working on doc's,all carts run directly from
the cart port except the 3 utility carts,they are installed,then taken
out,we currently are working on more titles,and we will post them when
we are able to,all titles carry a $19.95 a peice price,
mydos xl/xe only,this is the newest version,and has some improvements
sparta dos 3.3c xl/xe only,this is the most solid sparta yet
translator cart xl/xe only,now you can have fast boot of your
incompatible 400/800 programs,no more wait time for translator disk boot
up,this aso works on many carts
amazemaze 48k,maze craze type game
hearts 48k,based on the popular card game
montana solitaire 64k,nice solitiare type puzzle game
checkers 16k,nice checkers game
jailbreak 64k,2-4 player arcade style game
ricochet 64k,paddles requirerd in this breakout style game
sharp shoooter 64k,light gun shooting game
my jong 64k,chinese puzzle style game
paddle wars 48k,pong style game
bumpers 48k,fast breakout style game
lights out 48k,1-2 player puzzle game
puzzler 48k,20 dungeons of puzzle fun
paddle pack 48k,two pong games on one cart
puzzled 48k,jigsaw puzzle fun
twin pack 48k,two games on one cart,battle ship/jump the pegs
solitaire 48k,real good version of solitaire,nice and addicting
video slots 48k,nice video slot machine good graphics
desmonds dungeons 16k,good platform style game
dungeonlords 48k,like dark chambers,or gauntlet
maze war 16k,fast fun 1-4 player game(4player 400/800 only)
dan strikes back 16k,good platform style game
elevator man 16k, donkey kong style game
plaqueman 16k,pacman maze style game
coming soon,
zybex
concentration

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3560. Re: I'll pay $50 for a BOULDERDASH cart...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <3713FD02.30497251@postoffice.pacbell.net>
Source record: 53200

wow... $50.00 EACH???

Bob

Swozniak wrote:

> I've been looking for a copy of First Star's BOULDERDASH on cartridge for the
> Atari 8-bit computers. If anybody has one for sale, let me know. Thanks.
>
> Remove the "eGETsome" at the end of my address to reply.

3561. FA: Atari 1050 disk drive, 1027 printer, all cables, last day

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <7euesh$6ds$3@geraldo.cc.utexas.edu>
Source record: 53264

Current bid is $20.
1050 drive and 1027 printer, all cables
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=87972897

--
Alex Bilstein
BA in Art History, University of Texas
Are you a fan of the Atari 2600? Then check out the Atari 2600 Nexus:
http://ccwf.cc.utexas.edu/~bilstein/atari2600nexus/index.html

3562. Re: PC kyboard for the 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19990413025355.15677.00002446@ngol07.aol.com>
Source record: 53265

Im Artikel <37122BF4.154BE294@bigfoot.com>, ndary@bigfoot.com schreibt:

>Does anyone knows what is the latest information on connecting
>a PC Keyboard to the atari 8 bit computer and where i can find such
>info?

look at: http://www.macfalkner.de

for the AKI Atari Keyboard Interface.

Theres a new bugfixed software (V1.1A) for the AKI available since Nov 1998.

In Feb 1999 i have added a new board layout. Theres no more soldering necessary
on the POKEY (if your POKEY is socketed !). This time the new layout is only
available in the german doc, i hope i have the english one complete soon.

bye, MacFalkner

3563. SCRAM!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: louis@vegas.infi.net
Message-ID: <louis-1304990029270001@pm1-53.vegas.infi.net>
Source record: 53266

I remember in the early days of Atari Computer there was a game called 'SCRAM' which was a necular power plant simulation. I only seen this program demoed on television shows like 'Livewire' (Origional show from the early days of Nickelodeon), but I never seen it in the stores, or none of my friends had a copy. The closest anyone I heard of getting close to the software is obtaining the software instruction manual. Does anyone know of where to obtain a copy of this program?

Thanks,
Louis Di Fazio

3564. Re: Atari 800XL Question...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <3712fd57.0@news.iglou.com>
Source record: 53267

On 1999-04-10 dwmarek@kcinter.net said:
>AceMan wrote:
>> I've just aquired an Atari 800XL with what looks to be like a
>>complete package - It came with a 1050 Disk Drive for 5 1/4 disks,
>>a printer, paddles, lots of games, and all the connectors.
>> I've looked it over but can't seem to get anything to happen upon
>> connecting it together. I've read that the system itself had a
>>self test of some sort, but I can't seem to get that up either.
>>Can some one give me a link to a web site or possibly explain how
>>I need to hook this system up to get it working? The one thing I
>>think may be the problem is on the back of the system there is a
>>monitor port, for which I dont have a cable - but there is also
>>what looks to be an AV port (switch) that I am assuming is like a
>video out. Any help would be greatly appreaciated. >
That port is RF out. You can connect it to the antenna or cable input of a
TV, using adapters from Radio Shack. You would get a better picture with
a monitor cable connected to audio/video inputs.

Net-Tamer V 1.08X - Test Drive

3565. Re: help!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: dalibor5561@my-dejanews.com
Message-ID: <7ev741$lf6$1@nnrp1.dejanews.com>
Source record: 53268

In article <01be84a5$c98ec5c0$64374382@vidar>,
"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> Paul LeBlanc <nordicnews@sprintmail.com> wrote in article
> <371153FE.E5E76FF8@sprintmail.com>...
> > I pulled the old atari 800 from the closet to load some games for my
> > nephew to play. Some of the games are on the old atari 410 cassete
> > recorder. Anyone know the command to start reading in the tape? It's
> > been years since I've used this thing!
> >
> > Thanks for the help-
> > Paul
>
> For most commercial games, remove BASIC cartridge and turn machine on,
> while holding START button. You'll hear a beep, press PLAY on tape recorder
> and ENTER on the Atari 800.
>
> If it's BASIC programs, start machine with BASIC and type CLOAD. Beep again
> and press play and ENTER.
>
> This works for most, but there are a couple who needs BASIC, but boots with
> START too.
>
> Good luck
>

Vidar is right absolutely,

but there are third way necessary for any of programs.

load with BASIC command RUN"C:", any official released programs need it to
load, especially combined B/ML.

Dalibor

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3566. Re: PC kyboard for the 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3712F1AE.1589B390@asw.cz>
Source record: 53269

ndary@bigfoot.com wrote:
>
> Does anyone knows what is the latest information on connecting
> a PC Keyboard to the atari 8 bit computer and where i can find such
> info?

http://members.aol.com/MacFalkner/atari/aki/index_e.htm

Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj

3567. File formats

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3712F280.AA602606@asw.cz>
Source record: 53270

Hell-o!

Anybody has a list of common Atari file formats?
I think I've seen it somewhere, but can't find it...

Also, descriptions of the formats would be useful.

Thanks,
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj

3568. Re: Stuff: lots of it...also attn. Paul Davis

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <924004247mnewsX_velcro_X@netunlimited.net>
Source record: 53271

>
> If Anyone in the tri-state region wants to browse Atari stuff, Ive got lots.
> I am only keeping one 800XL(who needs 4?), 256k, omnimon/some 810 drives,
> one 1050 drive, and my ATR8000(I have come to love this thing!). I have
> LOTS of documentation, books, hardware, and some software. I may hang on to

where is the tri-state region?

vs

To email me just remove the X's and underline marks from my address.

3569. Re: Can you tell me if I could hook up atari 800XL to internet &How????!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <7ev59j$iko@user.iwaynet.net>
Source record: 53272

In article <370F8C03.312C84BF@kdt.de>,
Erhard Puetz <erhard-puetz@kdt.de> wrote:
>In case you just wanna do email ...
>There are some nets providing internet email as textfile up-/download
>via x/y/z modem.
>
>Connect a modem to your 8-Bit and transfer the file using BobTerm.

But remember that BobTerm can only tell the size of a file when running under SpartaDOS and the file is actually on a SpartaDOS disk.So if you upload a file under other DOSes BobTerm won't know the size of the file and will simply omit this information.Which that their will be extra bytes added on to the file since the downloader won't know where the file stops.

>Write your own TurboBasic program to read/write mail.

Or use TextPro to write mail and COL80 (from Ice-T) to read.

3570. Re: 800xl with GSD (Green Screen Disease)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-wdPXRrhQQS08@localhost>
Source record: 53273

On Sun, 11 Apr 1999 15:26:27, bgarvey355@aol.com (BGarvey355) wrote:

> I know this subject has come up before, but, I can't locate the info or
> solution for this common problem (i assume it is common because i've heard
> others speak of it before) I turn on the power and i get nothing but green
> screen, my motherboard is socketed, i removed and reinstalled all ic's, with
> the same result, green screen. Help!!
>
> BG

time to start swapping chips around with a known working computer.

3571. Re: Nasty Telly Stuff Happens...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-Dsjr3hNjjFBr@localhost>
Source record: 53274

On Sun, 11 Apr 1999 16:10:45, Bosco <bosco2000@my-dejanews.com> wrote:

> In article <7eq2m2rib1@newnews.global.net.uk>,
> "James Foster" <james@jfostr.removethisbittoreply.globalnet.co.uk> wrote:
> > Hi,
> >
> > I recently dug up my old Atari 800XL from the attic, only problem is I'd
> > forgotten about the problem I was having with it about 5 years ago before it
> > got consigned to the attic.
> >
> > After playing for about 15-20 minutes the TV screen, which had been
> > perfectly clear, started cracking up with a pattern of fuzzy horizontal
> > lines which moves rapidly up the screen in waves until eventually the
> > picture is useless.
> >
> > This has happened with different TV sets, both PAL, and I don't know where
> > to even start looking.
> >
> > If anyone has had similar problems then any advice would be very useful.
> > I'm trying to get my head around PCXformer as well but I've forgotten how to
> > use the Atari OS and the clicking noise when you type just isn't the same on
> > a PC...
>
> I've had similar problems in the past, but the problem would occur
> immediately, instead of 15-20 minutes later. It was always the power supply.
> I would believe it is the power supply as well in your case. Anyone else
> have any input on this?

Yes. I have had that happen as well. in your case, i would think it is
a capactor in the PSU. Freezer spray should find the dying one.

3572. Re: Atari 400 question:

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-C5PdYP8Kugwn@localhost>
Source record: 53275

On Sun, 11 Apr 1999 16:47:35, -UJB- <ujb1@ix.netcom.com> wrote:

> I picked up a 400 only because it had a real keyboard installed instead of
> the touch pads. This is the first I've seen in years, how rare is this
> sucker?
>
> Thanks,
>
> Jim A.
>
> --
> Jim Agar (UJB) Ann Arbor, MI
> http://oldgames.areCool.net/ http://handheld-games.areCool.net/
> Always looking for old Atari and Timex stuff!
> "Atari Game and Clyster Pipe Collector"

many years ago, several componies came out with a real keyboard for
the 400. Atrai itself didn't. so the keyboard you see is a third party
one.

3573. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-z2pdZmQ1Z9fN@localhost>
Source record: 53276

On Mon, 5 Apr 1999 20:29:11, ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:

>
> LWhite6497 (lwhite6497@aol.com) writes:
> > Hi Ernest-
> > My only knowledge of the compatability
> > issue is that one person who bought a
> > Speedy upgrade could not get it to work
> > with his US system.
>
> I have a Speedy 1050 here (thanks again Ernest), and I
> can verify that it will not load its built software
> on NTSC computers due to its high SIO transfer
> rate.

It is not the speed that is the problem but the timing. bit banging at those high speeds require precise timing. When my predicesser desinged Supermax, he had the high speed timing very close but not quite right. He tried adding and deleting NOP instructions but could not get it right. He then looked at the USD timing and found he was 1 machine cycle out in the 1050. The minium number of machine cycles for an instruction on the 6502 is 2 cycles. so a different combation of instructions to achive the same goal was used. tricky stuff.
Indus gt highspeed works great for my PAL system tho it was designed on NTSC systems. Indus highspeed is somwhere near 80000 baud.
Another timing problem occured in the first XF551's that landed here (Australia). Atari quickly fixed that by putting a slightly longer delay in the send/recieve code for the 8040 in the XF. This new rom should work equally well on NTSC systems. CSS had the same problems with the XF code till I sent him the patch for the original rom and he quickly came up with a new version his XF products. Again, this new rom workes on both PAL and NTSC systems.

James

3574. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-kkq0FrizIbrI@localhost>
Source record: 53277

>
> Well, this is obviously not on purpose. I mean, the PAL machines have
> some differences in timing because of the video differences. They
> were designed like that. I do not think Atari ever designed PAL disk
> drives. This sounds more like a programming error in the ROM for the
> XF551. That they (or Bob) fixed it does not mean that there is such a
> thing as a PAL drive.

Your right . there shouden't.

>The specifications for the SIO protocol and
> timing can be found in the hardware manual. It clearly states that
> the I/O rate is 19200 bps.

I once put a frequency counter on the clock out and it wasen't 19200
but it was close.

> It also specifies the timing for the
> command frames and all that. The specifications are the same for all
> machines and devices, since what else would be the use for
> specifications. Everything should comply. If the PAL machines
> do not comply with this, this is a programming error in the PAL
> version of the O.S. rom of the XL/XE. Apparently they did not
> test the XF551 on PAL machines.
> I suppose fixing it in the offensive drive was easier.

Yes but there is a window of speed that will work, something like .5%
either side (not sure on this figure) that will work fine. step out
side that window and things play up. I did once have the speed
difference between NTSC and PAL. NTSC is something like 1.789772 Mhz
and PAL is 1.773447 Mhz. Not much I know but enough to cause problems
for programmers of I/O devices when divided down to the sio speeds.
1050 will not be affected much but the xf processor runs at something
like 8Mhz and is has mostly 1 cycle instructions. Large problem there.

3575. FA on eBay, 130XE new in box

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7evd5f$q7l$1@nnrp1.dejanews.com>
Source record: 53278

check it out..
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=90403206

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3576. For Sale: Atari 320XE, 130XE, 65XE, 1050 USDoubler, 1050, 1027

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: tech204@apk.net
Message-ID: <7evfop$c8r$1@plonk.apk.net>
Source record: 53279

For Sale: I must get rid of the following Atari hardware or it goes out in
the trash before I move.

Atari 130XE with 320K memory upgrade mod... $80.00/obo
Power Pak and TV Cables/ Clean Like New

Atari 130XE $50.00/obo
Power Pak and Cables/ Case Smoke Stained

65XE works but has a bad keyboard $20.00
No Power Pak or Cables, Clean Case

1050 Disk Drive with ICD Disk Doubler Chips $80.00/obo
Power Pak and SIO Cable

1050 Disk Drive $50.00/obo
SIO Cable but no Power Park

Atari 1027 Printer $20.00
Power Pak/ Needs New Ink Roller/ Case Smoke Stained

If you're interested respond with your offer to tech204@apk.net

3577. Re: Brag?!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: "Johansson, Anette" <mattias.bredviken@telia.com>
Message-ID: <3713452d.0@d2o59.telia.com>
Source record: 53280

WAS it a 2600 version of Ikari?
Wow!
How is the graphics?
Is it the aeroplane crash in the beginning?

Bowling skrev i meddelandet ...
>I bought Ikari Warriors for the Atari 2600 ... for only $13!
>Can anyone provide me with an estimate (in US Dollars) of what they think
>it's worth? (it's in terrific condition!)
>NOTE: I collect Atari stuff because I enjoy it, therefore I won't be
selling
>it. But, the bargain-hunter in me wants to know HOW good of a deal I got!
>--Mark
>
>

3578. 2600 color palette

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: "Johansson, Anette" <mattias.bredviken@telia.com>
Message-ID: <37134616.0@d2o59.telia.com>
Source record: 53281

How many colors has the 2600?
Is it 256?
How high is the resolution?
Is it 320*200?
M.J.

3579. 2600 Californiagames

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: "Johansson, Anette" <mattias.bredviken@telia.com>
Message-ID: <371346ad.0@d2o59.telia.com>
Source record: 53282

WHAT IN THE H**L IS IT TO DO?
When i start, a scroller appears.
then, a new scroller
then,a picture with water and a couple of dots!
But then?
If i wait a hour,a surfer appears sometimes!
Mattias J

3580. Re: Colecovision Mr. Do's Castle for trade

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: "Johansson, Anette" <mattias.bredviken@telia.com>
Message-ID: <371347b2.0@d2o59.telia.com>
Source record: 53283

Your FOOL!
This is an AT-AT-AT-AT-ARI 8BIT NEWSGROUP!
FACE IT!
COLECOVISION SUCKS!
(But not colecovision popeye, it is better than the atari 2600 version
:-( )

Tempest skrev i meddelandet <7e8ug5$5l3$1@msunews.cl.msu.edu>...
>I have a mint condition Mr. Do's Castle for the Colecovision for trade. I
>would like to trade it for the Atari 2600 version, but I'll take any ER not
>on my list at
>
>http://pilot.msu.edu/user/reicher6/2600.txt
>
>Tempest
>
>
>

3581. Re: help!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990413105931.02595.00003279@ngol03.aol.com>
Source record: 53284

Hey! Don't get me wrong. I love these old games too. But we are a vocal minority. More often than not, people think I'm a bit eccentric to say the least, in part, because I don't "upgrade" to those 3D fighter games or whatever.

badbob1952@aol.com

3582. FS: Atari 800, 1020 printer, plus more!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: alankays@my-dejanews.com
Message-ID: <7f0030blo1@nnrp1.dejanews.com>
Source record: 53285

Hi, I'm selling the following stuff on Ebay right now:

Atari 800

Atari 1020 color printer, new, unopened in box

and some non-8bit stuff you might be interested in:

1040 st complete system, with sm124 monitor, sf354 disk drive, mouse, cables and a bunch of software

5200 game system with 2 controllers and 5 games

Adversary game system (National Semiconductor) in box

S Four Thousand game system (made by Kmart)

2 semi-working Super Pongs (1 Atari, 1 Sears) - both turn on, and both have weird problems of their own.

plus some assorted games for various systems, all in original packaging:

Dr. J/Larry Bird Go One On One (IBM) still sealed

Gauntlet (IBM)

Wasteland (Apple II)

Bard's Tale 1 (Apple II)

Ultima Online (pc) with 2 strategy guides

Sid Meier's Alpha Centauri (pc)

OK, I think that's it for now! Thanks for looking.

use this link:

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=alankay

(you might have to cut and paste the whole thing, sometimes whatever is after the "&" isn't part of the link)

or you can go here:

http://pages.ebay.com/aw/search.html

and in the "seller search" box type in

alankay

Thanks!

Alan

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3583. Re: help!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be85d5$f6513d00$90374382@vidar>
Source record: 53286

> Vidar is right absolutely,
>
> but there are third way necessary for any of programs.
>
> load with BASIC command RUN"C:", any official released programs need it
to
> load, especially combined B/ML.
>
> Dalibor

Ooops, thanks for adding this. I have used it once or twice (Caverunner ???
by English Software), but forgot it!

3584. atari8-l mailing list

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-13 00:00:00 UTC
From: krap@zwieracz.ideefixe.nom.pl
Message-ID: <7evuuq$55g$1@zwieracz.ideefixe.nom.pl>
Source record: 53287

echlo

i'd like to invite all of you to atari8-l mailing list.

it's probably the biggest atari 8 bit related mailing list in the world -
- connected bidirectionally to old list at MARIST, and gatewayed to the
FidoNet(tm) international ATARI8-L echo.

for now it has about a 100 subscribers, from all around the world. the list
is free from all the F/S messages, and other off-topic discussions, so
you can find there pure atari8 related stuff... all the messages comes right
to your email account, so there is no need to contact a newsserver, there
is no old-messages deleting, and so on... my wish is that every atari user
would be subscribed, so the atari community stay together and grow in
strenght.

if you maintain an atari8 related WWW site, please put some informations
about the list on it - i'll help others - not everyone has access to
usenet.

to subscribe, please send the message to majordomo@zwieracz.ideefixe.nom.pl
with the following line in the body (not the subject) of your message:

subscribe atari8-l

the language we use is, of course, english. the list is fast, reliable,
regularily maintained.

please, share this message with all people that are interested in atari8
topics you know, and help make this mailing list wide known.

--
= krap@ideefixe.nom.pl = phone +48-602-339173 = InterNIC: MKG5 =
= 2:480/70 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
= finger me or mail a message with subject: 'get-pgpkey' for pgp key =

3585. Re: WTB XF551 w/3 1/2 mech

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7f0mhu$kkg@freenet-news.carleton.ca>
Source record: 53201

Stephen Knox (gooch@erols.comX) writes:
> Anyone selling one of these with the 720K 3 1/2 mech in it. Looking for
> a price of one in good working order.

You can get 1.4 meg pulls for around $6-$8 at a lot of surplus places
on the web. They work find, and 1.44 meg disks will work find, just cover
the media sense hole with a sticker, or use 720k disks.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3586. Re: Acton!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <3713e44a.11820274@207.106.92.52>
Source record: 53202

Goto http://www.umich.edu/~archive/atari/8bit/Languages/Action/
There you will find a few docs and much source code to study. It
should be enought to get you started.

On Tue, 13 Apr 1999 20:36:54 +0200, "Jan-Otto Happel"
<johappel@cs.tu-berlin.de> wrote:

> Hi Guys!
>Does anybody has a decription of ACTION! Syntax or the famous C65?
>Would be fine.
>Thanx ;-)
> Jan
>
>

3587. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: Mr Blobby <mega_being@bigfoot.com>
Message-ID: <01be8605$d43d7af0$0164640a@server>
Source record: 53203
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

Hi,

> Do you meen that their are companies still using the 6502 commercially?

One assumes that that was a retorical question! ;-)

--
Mr Blobby

3588. ATR 8000 Hard Disk Port

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990413233740.17907.00000378@ng08.aol.com>
Source record: 53204

Hi-
I recently was fortunate enough to acquire a
very nice ATR 8000 (16K version). There is
some documentation that mentions a hard
disk interface, but nothing in great detail.
Upon opening the ATR, there is a daughter
board with a 50-pin scsi-type header.
Anybody know something about this?
Likewise, does anyone know if anyone has
ever got these running at more than 19K to
the drives? Looks like 3-1/2" drives would be
no big deal at all, but I've never heard anyone
talk about higher comm rates on these or
the Percom. (?)
Larry

3589. Re: File formats

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990414000506.17907.00000403@ng08.aol.com>
Source record: 53205

>Anybody has a list of common Atari file formats?

I have never seen such a list, but there is
at least one Basic program that tells you
what kind of file a given filename has.
It is called "DETECT2.BAS" and has
an accompanying doc file. It is usually
found with Archivers.

It was written by Ray Goldman - the
Daisydots author, I believe.

Larry

3590. Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: enercom@unidial.com
Message-ID: <7f19u6fid1@nnrp1.dejanews.com>
Source record: 53206

```
810 disk drive $12
410 cassette drive $6

Does not include shipping. All order are prepaid.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
```

3591. Re: 2600 color palette

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: Richard Atkinson <rga24@cam.ac.uk>
Message-ID: <Pine.WNT.4.10.9904140217380.-297537@hapsby.chu.cam.ac.uk>
Source record: 53207

On Tue, 13 Apr 1999, Derek Peschel wrote:

> >The 2600 has 128 colours. The Atari 8 bit computers and the 5200 have 128
> >colours in all modes except one, where they have 256 colours. The 7800 has
> >256 colours.
>
> Which mode is that? I've been curious about the 256-color capabilities of
> the 400/800/etc. The topic did come up on comp.sys.atari but I think it
> degenerated into confusion (and argument?) with no clear answers.

It's either mode 9 or mode 11 - I always get those two confused. It's a mode of the GTIA where you have one chrominance (hue) and can set the luminance to any of 16 values. Since the luminance values are in the bitmap, they don't suffer the 3 bit limitation of the colour registers. The resolution is 80x240 which makes it hard to work with.

> Also, do you know anything more about the 7800? What I've heard implies
> that the graphics circuitry is an extended version of that in the other
> machines (for example, I think you get a Display List List instead of just a
> Display List). It sounds very impressive. I don't know if the encryption
> algorithm has been broken yet, though.

I'd very much like to know about the 7800, but the one person who really does know about it on the net is in a huff about no-one buying his monitor program, and won't talk about it anymore. If only he would make it freely available - it would save a lot of duplicated effort!

The encryption should be easy to break as you can disassemble the ROM and see what it's doing on powerup. However, since any development 7800s will be fairly hacked units anyway, you might as well just replace that ROM with one of your own and forget about it. Here in the UK, 7800s don't have encryption anyway, due to US export laws.

For a while I enthused about programming the 7800, even taking apart a Ballblazer cartridge with the POKEY chip extension, so that it might be possible to connect a keyboard and SIO bus peripherals from the 400/800 computer series. But I got sidetracked when the lack of information became apparent.

If you *are* interested in programming the 7800, try adapting Atari BASIC from the computers to work with the 7800's operating system, and find one of those Ballblazer cartridges so you can add a keyboard and maybe disk drives. I'd be interested to hear the outcome :)

Richard

3592. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: Rubywand <rubywand@swbell.net>
Message-ID: <37145456.5F20C941@swbell.net>
Source record: 53208
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

Fabrice Frances writes ...

....
>
> The initial post was a pre-announce, meaning that I wished to have
> an idea of how many active 6502 people there are nowadays.
> I guess a two months delay is good enough for writing 0.5 KB of
> code, so I should announce the start of the contest on the beginning
> of April, with submissions due for the end of May... any comments ?
>
That time frame may be a bit short. Unless there is some rush, why not
shoot for the end of July? This would allow time for more 6502 programmers to
find out about the contest and get involved.

> Anyway, I have no idea at all of whether 6502 programming is dead or not
> in the comp.sys.apple2, comp.sys.atari.8bit, comp.sys.cbm and
> comp.sys.acorn.programmer groups...

Every once in a while Apple II users do 6502 programming.

> I've only had one answer from the acorn guys who find the microtan
> a nice machine even simpler than the Atom, but nothing else...
....

Microtan looks like a cute idea.

Writing a program for it could be fun; but, at present, the emulator
mentioned at http://oric.ifrance.com/oric/microtan/microtan2000.html does not
seem to be available. You get a 'Document does not exist' message when you
click on the emu link.

Rubywand

3593. Re: help!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: dalibor5561@my-dejanews.com
Message-ID: <7f24ou$5os$1@nnrp1.dejanews.com>
Source record: 53209

In article <01be85d5$f6513d00$90374382@vidar>,
"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> > Vidar is right absolutely,
> >
> > but there are third way necessary for any of programs.
> >
> > load with BASIC command RUN"C:", any official released programs need it
> to
> > load, especially combined B/ML.
> >
> > Dalibor
>
> Ooops, thanks for adding this. I have used it once or twice (Caverunner ???
> by English Software), but forgot it!
>

Yeah,

it's unusual, I remember useful with Diamond Mine by Blue Ribbon.
D.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3594. Re: File formats

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: roadhogg@aol.com
Message-ID: <19990414104201.27337.00000479@ng-fy1.aol.com>
Source record: 53210

>Anybody has a list of common Atari file formats?
>
>
The Atari Disk Operating System II Manual is quoted as follows:

"SYS system files
BAS BASIC program files
DAT data files
MUS ATARI Music Composer files
ASM assembly language files
OBJ binary load files
SRC source files
LST files created by the LIST command
SVE files created by the SAVE command"

hope this helps...

3595. Re: 1MB Ram Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-9idTdMcrd7KX@draco>
Source record: 53211

thanks

Ken

3596. HELP! THE WRITERS TOOL by OSS cart?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <I63R2.3331$Sr.89126@newse3.tampabay.rr.com>
Source record: 53212

When I insert cart, and turn on my 800, I get only the blue "Atari Memo Pad"
screen. Is the cart not working, or is this the screen that is supposed to
come up (I'm familiar with this cart, so it could be either one...the cart
DOES appear to be in EXCELLENT condition however).
--Mark

3597. Re: ATR 8000 Hard Disk Port

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <3714C3CE.79530870@netmagic.net>
Source record: 53213

LWhite6497 wrote:
>
> Hi-
> I recently was fortunate enough to acquire a
> very nice ATR 8000 (16K version). There is
> some documentation that mentions a hard
> disk interface, but nothing in great detail.
> Upon opening the ATR, there is a daughter
> board with a 50-pin scsi-type header.
> Anybody know something about this?
Never had one of these.
> Likewise, does anyone know if anyone has
> ever got these running at more than 19K to
> the drives? Looks like 3-1/2" drives would be
> no big deal at all, but I've never heard anyone
> talk about higher comm rates on these or
> the Percom. (?)
> Larry
From what I have heard, they don't use a serial chip for the Atari serial cable, just plain bit banging. I don't know what a 2 mHz Z80 can do, but I would imagine it could do a bit better then 19.2k. I know zilch about Z80 programming, so I never bothered trying to get the thing to run faster.

As far as drives go, mine currently has 4 [720 3.5", 720 5.25", 720/360 switch able 5.25", 360k 5.25"].

The system works fine in its native mode, but if I try to switch the disks into something like a XF551 with 80 track drives I get problems with formats. Not sure, maybe ATR using both sides of a disk for a double sided drive right from the first write where as the XF fills up one side first.

They are kind of cute in some respects, for instance if you do a read on an IBM disk it will error out but still return all 512 bytes in the sector to you. But they are a bit slow, if I use anything now, it is mostly sio2pc.

3598. Re: 2600 color palette

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7f2hu5qbf1@news6.svr.pol.co.uk>
Source record: 53214

Hi Richard,

>I'd very much like to know about the 7800, but the one person who really
>does know about it on the net is in a huff....

Who's that then?

>The encryption should be easy to break as you can disassemble
>the ROM and see what it's doing on powerup.....

My thoughts exactly. I've been doing that myself but recently became side tracked disassembling the 5200 ROM....I'm hoping to get back the the 7800 ROM soonish. From what I've done so far it looks like it's not exactly going to be a picnic.

>....However, since any development 7800s will be fairly hacked units
>anyway....

Early development 7800s were standard (NTSC) units with the standard ROM replaced with one which would talk to a host system (usually an ST) via the joystick ports and would support a banked RAM cart - into which your game was downloaded.

Later units were 100% standard 7800s with a different RAM cart which connected directly to the host system (rather than via the joyports).

Can't comment on PAL development systems as I never used one, I assume they're the same as the later NTSC ones.

>....you might as well just replace that ROM with one of your
>own and forget about it.

This was my thought. However from chatting with people on the Stella list it would seem that most NTSC units had the ROM soldered in. :-(

>For a while I enthused about programming the 7800....

It's great fun, one of the nicest systems I've ever used.

>If you *are* interested in programming the 7800, try adapting
>Atari BASIC from the computers to work with the 7800's
>operating system....

There's little chance of that being possible. The 7800s architecture is COMPLETELY different from that of the 8-bit computers and it doesn't contain an operating system - the ROM simply checks the cartridge encryption and switches the unit to run in 7800 or 2600 mode appropriately. It then switches itself out and runs the cartridge, all your program sees is a clean system with NO ROM at all.

That said, I don't see why it shouldn't be possible (with a LOT of work) to get the 8-bit OS to run on the machine. You might then be able to get BASIC etc running, but you'd have to add a lot of hardware (RAM etc) and there'd still be ZERO chance of getting any games to run.

The 5200 OTOH is another matter....

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

3599. Re: 2600 color palette

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: TJ Edmister <damage_x@hotmail.com>
Message-ID: <3714E3AF.50567B52@hotmail.com>
Source record: 53215

An Atari 7800 emulator was being added to the multisystem emulator called MESS, last I knew they had pole position working somewhat. Perhaps the authors will put together some documentation.

3600. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: TJ Edmister <damage_x@hotmail.com>
Message-ID: <3714E3F1.A9457DE5@hotmail.com>
Source record: 53216
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

What is this contest about? I missed the original post.

3601. Re: 2600 color palette

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: Richard Atkinson <rga24@cam.ac.uk>
Message-ID: <Pine.LNX.4.05.9904141830160.311-100000@hapsby.chu.cam.ac.uk>
Source record: 53217

On Wed, 14 Apr 1999, Peter Pachla wrote:

> Hi Richard,

Hi Peter. How's the SGI?

> >I'd very much like to know about the 7800, but the one person who really
> >does know about it on the net is in a huff....
>
> Who's that then?

I can't remember - it was a while ago... I did receive a reply from him
though, so maybe if I search through all my mail...

> >The encryption should be easy to break as you can disassemble
> >the ROM and see what it's doing on powerup.....
>
> My thoughts exactly. I've been doing that myself but recently became side
> tracked disassembling the 5200 ROM....I'm hoping to get back the the 7800
> ROM soonish. From what I've done so far it looks like it's not exactly going
> to be a picnic.

http://atarihq.com/danb/files/7800bios.asm

It needs more commenting... :)

The sites I have found on 7800 development are:

http://atarihq.com/danb/78tech.htm

http://members.aol.com/jpsoftco/7800.htm

> >....However, since any development 7800s will be fairly hacked units
> >anyway....
>
> Early development 7800s were standard (NTSC) units with the standard ROM
> replaced with one which would talk to a host system (usually an ST) via the
> joystick ports and would support a banked RAM cart - into which your game
> was downloaded.

I meant a homemade development system - just a standard 7800 that you'd
replace the ROM inside with one of your own.

> >....you might as well just replace that ROM with one of your
> >own and forget about it.
>
> This was my thought. However from chatting with people on the Stella list it
> would seem that most NTSC units had the ROM soldered in. :-(

All PAL units I've seen have had socketed ROMs, but since when was
desoldering a ROM a problem? ;)

> >If you *are* interested in programming the 7800, try adapting
> >Atari BASIC from the computers to work with the 7800's
> >operating system....
>
> There's little chance of that being possible. The 7800s architecture is
> COMPLETELY different from that of the 8-bit computers and it doesn't contain
> an operating system - the ROM simply checks the cartridge encryption and
> switches the unit to run in 7800 or 2600 mode appropriately. It then
> switches itself out and runs the cartridge, all your program sees is a clean
> system with NO ROM at all.

That's neat, I like that - who wants to be tied to someone's OS?
Especially if it's not a particularly good OS... :)

> That said, I don't see why it shouldn't be possible (with a LOT of work) to
> get the 8-bit OS to run on the machine. You might then be able to get BASIC
> etc running, but you'd have to add a lot of hardware (RAM etc) and there'd
> still be ZERO chance of getting any games to run.

You'd need to hack the OS to use the 7800's hardware - I'm assuming that
you'd use a POKEY cartridge to get the keyboard and SIO support, though I
don't know where those carts bank POKEY in. Then Atari BASIC ought to run
without any modifications, unless the presence of the TIA in zero page
messes things up.

> The 5200 OTOH is another matter....

The 5200 is just an Atari 8 bit computer really. Why reinvent the wheel?
:)

Richard

3602. The search for Carl M. Evans

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <3714edf0.3287566@news.wxs.nl>
Source record: 53218

I am working on some stuff that is related to Atari Cassette units.
Carl Evans wrote a series of articles in the Antic magazine about
this topic. He also wrote some books. I would like to get in
touch with him. Does anyone know his E-mail address?

Keep those cassette units buzzing.

3603. Re: HELP! THE WRITERS TOOL by OSS cart?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <Gf6R2.3352$Sr.89337@newse3.tampabay.rr.com>
Source record: 53219

(I meant to say that I'm NOT familiar with this cart)

Bowling wrote in message ...
>When I insert cart, and turn on my 800, I get only the blue "Atari Memo
Pad"
>screen. Is the cart not working, or is this the screen that is supposed to
>come up (I'm familiar with this cart, so it could be either one...the cart
>DOES appear to be in EXCELLENT condition however).
>--Mark
>
>

3604. emuators

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: Mknzy@webtv.net
Message-ID: <7206-3714EEAF-35@newsd-112.bryant.webtv.net>
Source record: 53220

What would be a good 8-bit emulator to run on a 486 dx-50 running windows 95?

3605. Atari Experts, HELP!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: SpiderX@postoffice.pacbell.net
Message-ID: <3715109A.EF44EB32@postoffice.pacbell.net>
Source record: 53221

About 10 years ago, I was playing a few Atari games which i really want to find and play again. I think it was Atari 130/800 XE, but instead of cartridges, the games would load from a cassete tape. Where would i find this system? Would I be getting the same thing if I got Atari 130 XE with a disk drive? The games I played were (I think) : Robo (small robot collects bolts to complete his spaceship), Monti (Mario type game with skulls rolling on the floor), Diamond Run (or Boulder Dash, my favorite, collect diamonds underground). If anyone has any info on this subject, or knows where to buy that system, please help.

Thanks,

Andrey

3606. Atari Books, Software, Manuals and Controllers

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <7f33j4$ld1$1@ramp2.tir.com>
Source record: 53222

```
Publications
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Atari Astroids Cart. Manual $3.00
Atari AtariWriter Cart. Manual & Quick Reference Card $5.00
Atari AtariWriter Plus Disk Manual & Quick Reference Card $5.00
Atari Basic Quick Reference Guide by John Wiley & Sons $3.00
Atari DOS 3 Intro & Ref. Manuals $5.00
Compute!'s First Book of Atari $3.00
Compute!'s First Book of Atari Graphics $3.00
Compute!'s Mapping the Atari $3.00
Compute!'s Second Book of Atari $3.00

Joysticks
---------
4-Button Joystick $2.00
SVI Quickshot I Joystick $3.00

Software
--------
Analog Movie Themes Cassette (requires Atari Music Composer) $2.00
APX Three Holiday Games Cassette (w/manual) $3.50
Atari Assembler Editor Cart. (w/manual & SY6500 Instruction Set Summary
Card) $12.00
Atari Atari Artist Cart. $3.00
Atari BASIC Cart. $2.00
Atari BASIC Cart. (w/ orig. box) $2.50
Atari BASIC Cart. (w/manual) $6.00
Atari Basketball Cart. $3.00
Atari Blackjack Cassette (w/manual) $5.00
Atari Bug Hunt Cart. $3.00
Atari Bug Hunt Cart. (w/o case) $1.00
Atari Centipede Cart. $3.00
Atari Defender Cart. (w/manual) $5.00
Atari Dig Dug Cart. $3.00
Atari E.T. Phone Home Cart. (unopened) $4.00
Atari Eastern Front (1941) Cart. $3.00
Atari Flight Simulator II Cart. $5.00
Atari Football Cart. $4.00
Atari Graph It Cassettes (w/manual) $5.00
Atari Logo Computing Language Cart. (w/manual, graphics manual & ref. guide)
$12.00
Atari Missile Command Cart. (w/manual) $5.00
Atari Music Composer Cart. (w/manual) $5.00
Atari Pac-Man Cart. $3.00
Atari Pac-Man Cart. (w/manual) $5.00
```

Atari Pilot Computing Language Cart. (w/manual, ref. guide & ref. card)
$12.00
Atari Pilot Language Tutorial Cassettes (w/manual) $5.00
Atari Space Invaders Cart. (w/manual) $5.00
Atari Star Raiders Cart. $3.00
Atari Star Raiders Cart. (w/box & manual) $5.50
Atari Star Raiders Cart. (w/manual) $5.00
Atari Super Breakout Cart. $3.00
Atari Super Breakout Cart. (w/manual) $5.00
Datasoft Zaxxon Cassette (w/manual) $5.00
EA One On One Cart. $5.00
EA One On One Disk (w/manual) $7.00
Synapse Protector II Cassette (w/manual & package artwork) $5.00

Buyers pay all shipping and insurance costs.

3607. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: Rubywand <rubywand@swbell.net>
Message-ID: <37151891.A56E31C@swbell.net>
Source record: 53223
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

TJ Edmister writes ...
>
> What is this contest about? I missed the original post.

It is a contest for the best 6502 code and BASIC programs written for a
little hand-held 6502-based computer called a "Microtran".

Here is the info from the original 25 March 1999 posting from Fabrice
Frances ...

....

>>

Hello 6502 lovers, I'm pleased to pre-announce a
6502 programming contest in the spirit of the 80's.

Do you remember when programs were optimized
to fit in available memory ? Here is your chance to
feel again the atmosphere of this golden age:

THE 1KB MICROTAN PROGRAMMING CONTEST

Huh ? What's this Microtan thingy ?
Imagine a small 6502 system with 1KB ram and 1KB rom,
with discrete logics driving a video output, very few I/O ports,
and you are done. Tangerine's Microtan65 can be seen as
the 6502 version of Sinclair's ZX80...

So, with 1KB of ram (half of it being used as video memory),
will you dare writing THE incredible program ?

The programming contest rules can be read on the
Microtan65 page of http://oric.ifrance.com
along with a cycle-based emulator.

6502 programmers of all platforms (Atari, Acorn, Commodore,
Apple, Oric, etc) : please enter the hall of fame of 6502
programming and sign in this competition which will allow
all 6502 programmers to meet !!

Also, if you are not a programmer but still interested in
the programs your friends will write, you can postulate
for the international jury that will evaluate the programs !

Best regards to all,

Fabrice

<<

The contest info page (in English) is at ...
http://oric.ifrance.com/oric/microtan/microtan2000.html .

The prize is a Microtran (which, according to the contest info page, costs about $115 US). There are supposed to be emulators for several machines (including PC and Mac) upon which you can develop your code.

The emulator info page is (in French) at ...
http://oric.ifrance.com/oric/emulateur.html

For now, at least some of emulators do not seem to be available for downloading. Just clicking on the "microtan emulator package" link near the bottom of the contest info page led to a 'Document does not exist' message. A right-click gives you a chance to download a .zip file; but, the last time I tried, it downloaded very slowly and turned out to be corrupted.

Rubywand

3608. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <48F2C7033E%news@youmustbejoking.demon.com.uk>
Source record: 53224
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

In message <37145456.5F20C941@swbell.net>
Rubywand <rubywand@swbell.net> wrote:

[snip]
> That time frame may be a bit short. Unless there is some rush, why not
> shoot for the end of July? [...]

That's a bit silly. You haven't specified what is to be shot, with what it is
to be shot, and what weapon is to be used.

;-)

--
| Darren Salt | ds@youmustbejoking,demon,co,uk | Acorn | nr. Ashington,
| Risc PC, Spec +3, | ds@zap,uk,eu,org ** anti-UCE | Club | Northumberland
| A3010, BBC M128 | arcsalt@spuddy,mew,co,uk | NE | Toon Army
| Let's keep the pound sterling

consciousness(n): annoying time between naps.

3609. Re: Atari Experts, HELP!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <5593-37152DC6-15@newsd-174.iap.bryant.webtv.net>
Source record: 53225

two of the games i am familar with,the robo one could be mr.robot&his robot factory,and the diamond run could be boulder dash,or if you went down mine shaft,then collected diamonds,the game could be diamond mine,the mario style one i am not sure of at all,we have diamond mine in stock,we are looking at doing mr.robot on cart,if you want boulder dash on cart,its really rare,and i do not think that you will find it,we are looking at publishing a boulderdash type game on cart soon,we have boulder dash constuction set on disk in stock,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3610. Re: Rare?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <5592-37152ECE-31@newsd-174.iap.bryant.webtv.net>
Source record: 53226

we have them in stock for $19.95 a peice,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3611. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: Rubywand <rubywand@swbell.net>
Message-ID: <37153996.F2D89713@swbell.net>
Source record: 53227
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

Darren Salt writes ...
>
> In message <37145456.5F20C941@swbell.net>
> Rubywand <rubywand@swbell.net> wrote:
>
> [snip]
> > That time frame may be a bit short. Unless there is some rush, why not
> > shoot for the end of July? [...]
>
> That's a bit silly. You haven't specified what is to be shot, with what it is
> to be shot, and what weapon is to be used.
....

Good point!

If the emus needed to do the programming for the contest are not available
in a week or so, we could shoot the emu programmers with a spit wad using a
rubberband.

Rubywand

3612. Re: 2600 color palette

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <924142487mnewsX_velcro_X@netunlimited.net>
Source record: 53228

> The 2600 has 128 colours. The Atari 8 bit computers and the 5200 have 128
> colours in all modes except one, where they have 256 colours.
>
> Richard

Richard, are you insane? Get a grip! No way do the Atari 8bits have that
kind of graphic power.

vs

To email me just remove the X's and underline marks from my address.

3613. Re: Atari Experts, HELP!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: Bill McCord <billmccord@hotmail.com>
Message-ID: <924146359.048.55@news.remarQ.com>
Source record: 53229

The other one you were wondering about, one of my personal favorites, is Montezuma's Revenge....
It had rolling skulls, snakes, and I believe spiders. You climbed doun ladders and forth to reach Montezuma at the bottom.
Don't know where to get it, I have it on disk, but it was very FUN !!!

Bill....

<SpiderX@postoffice.pacbell.net> wrote in message news:3715109A.EF44EB32@postoffice.pacbell.net...
> About 10 years ago, I was playing a few Atari games which i really want
> to find and play again. I think it was Atari 130/800 XE, but instead of
> cartridges, the games would load from a cassete tape. Where would i find
> this system? Would I be getting the same thing if I got Atari 130 XE
> with a disk drive? The games I played were (I think) : Robo (small robot
> collects bolts to complete his spaceship), Monti (Mario type game with
> skulls rolling on the floor), Diamond Run (or Boulder Dash, my favorite,
> collect diamonds underground). If anyone has any info on this subject,
> or knows where to buy that system, please help.
>
> Thanks,
>
> Andrey
>

3614. Used For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3715492A.54663B98@sisna.com>
Source record: 53230

1 ea. Atari 130XE, power supply video cable, good condition, shipping
inc. $35.00

1 ea. Atari 800XL poser supply video cable shipping included $25.00

1ea Atari 1050, poser supply and sio cable shipping included $20.00

All items guaranteed 30 days plus.

Also taking offers on an Atari 1050 with Real Happy board installed.
Have to check it
out thoroughly first.

bob

3615. Atari P/D CD-Rom

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-14 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <371549B8.64B694E7@sisna.com>
Source record: 53231

IBM format CD-ROM with ovr 600mg of public domain software, 80% of the first Pool Disk plus 3 clubs librairis added, some BBS Express! Professional (tm) public domain third party software included.

Price $20.00 shipping included.

bob

3616. Re: 2600 color palette

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: Richard Atkinson <rga24@cam.ac.uk>
Message-ID: <Pine.LNX.4.05.9904150233460.236-100000@hapsby.chu.cam.ac.uk>
Source record: 53138

On 14 Apr 1999, velcro_spy wrote:

> > The 2600 has 128 colours. The Atari 8 bit computers and the 5200 have 128
> > colours in all modes except one, where they have 256 colours.
>
> Richard, are you insane? Get a grip! No way do the Atari 8bits have that
> kind of graphic power.

My dear fellow, the _colour_palettes_ of the 8 bit machines are exactly as described. They are generated in a very simple way, using a 3 or 4 bit luminance control (8 or 16 luminances) and a 4 bit chrominance control (16 chrominances or 15 in PAL because one is duplicated). The hardware to do this is *much* simpler than generating RGB and encoding it to composite; the colours it produces vary somewhat in saturation depending on the hue, but it's good enough for Atari, Commodore and Nintendo (and maybe a few others) to get away with using systems like this in their 8 bit machines.

The problem with the Ataris is that the number of colours you can display on the screen *at*once* is very limited - the 8 bit computers and the 5200 only have 9 colour registers and the 2600 even less. This can be got round using display list interrupts on the computers or a clever display kernal on the VCS, but many games (especially the early ones) don't do this.

It is an inescapable fact than the Atari VCS had more colours in its palette than the NES or Sega Master Systems that were to replace it, let alone the high-powered IBM PC XT / AT systems or the Apple IIs.

Richard

3617. Re: CO61619 PAL

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: brunergs@pcisys.net
Message-ID: <924154423.697.88@news.remarQ.com>
Source record: 53139

In article <7ectmqbpq1@nets3.rz.RWTH-Aachen.DE>, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:
>In article <37004955.8ED804B9@postoffice.pacbell.net>,
>rwoolley@postoffice.pacbell.net says...
>>
>>This is the logic in your MMU PAL for the XL machines. The 1200XL is
>>essentially the same except for the two OS ROMs and no BASIC.
>
>Howdy Bob
>
>All Atari 8 bit's seem to use the same MMU, EXCEPT the XEGS. It uses one of
>the outputs as an input. PB6 is connected to this one. I believe it is pin
>13.
>

I speculate that is what Atari used for the extra chip select signal (or a high low address signal for a bigger EPROM) for selection between BASIC and Missile Command.

I don't have a XEGS in my possesion to verify this though.

Glenn Bruner
brunergs@pcisys.net

3618. Re: CO61619 PAL

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: brunergs@pcisys.net
Message-ID: <924154574.435.53@news.remarQ.com>
Source record: 53140

In article <37004955.8ED804B9@postoffice.pacbell.net>, rwoolley@pacbell.net wrote:
>This is the logic in your MMU PAL for the XL machines. The 1200XL is
>essentially the same except for the two OS ROMs and no BASIC.
>

Bob,

Thanks again for sharing the info. If not anything else, I have some logic examples to play with in the digital logic class I'm taking. Ahhh....hacking on Atari hardware!!

Glenn Bruner
brunergs@pcisys.net

3619. Re: Decompiling Atari Games?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: brunergs@pcisys.net
Message-ID: <924155289.499.4@news.remarQ.com>
Source record: 53141

In article <3709bbee.0@news.sitcom.co.il>, "Itay C." <itayc@spam.sitcom.co.il> wrote:
>tetsuya@eskimo.com wrote in message <37043FED.1E80EB76@eskimo.com>...
>>Does anyone know how i would go about decompiling a Atari game Mainly
>>just the game "Mail Order Monsters"
>
>
>A good disassembly/debugging environment can be found in MAE
>(Macro Assembler Editor) by John Harris (no, I don't know exactly
>where to find it).

You can find it in the UMICH Atari Archive. Go to the following address
and search through the subdirectories:

http://www.umich.edu/~archive/atari/8bit/

I just visited there are found it at the following address:

http://www.umich.edu/~archive/atari/8bit/Languages/Assembly/

Below is a listing of the directory for MAE:

mae11.arc 04-Jul-1997 21:34 73k
mae11.blurb 04-Jul-1997 21:34 1k
mae951.blurb 10-May-1995 19:48 1k
mae951.ps 10-May-1995 19:48 138k
mae96.arc 21-Jul-1995 04:05 66k
mae96.blurb 21-Jul-1995 04:12 1k
mae_95.arc 02-May-1995 20:14 49k
mae_95.blurb 06-Oct-1997 03:48 1k
mae_95.txt 02-May-1995 20:15 7k

The blurb files are discriptions of the files. The ARC files are the actual
compressed files for the program. The PS file is a post script print file
of the manual. MAE is probably the best freeware assembler you will
ever find for the 8bit. John Harris has done a great job of bringing the
assembler he used while writing 8bit games at Sierra On-line to us 8bitters
who still enjoy programming on our machines.

Enjoy,
Glenn Bruner
brunergs@pcisys.net

3620. Re: Atari Experts, HELP!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be8714$3ee14940$39364382@vidar>
Source record: 53142

> The other one you were wondering about, one of my personal favorites, is
> Montezuma's Revenge....
> It had rolling skulls, snakes, and I believe spiders. You climbed doun
> ladders and forth to reach Montezuma at the bottom.
> Don't know where to get it, I have it on disk, but it was very FUN !!!
>
> Bill....

Don't be offended, but I must correct you. It IS very fun ;-)

Take Atarian care

3621. Re: File formats

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3715A1FB.9ABFF056@asw.cz>
Source record: 53143

JTKirk wrote:
> Maybe he has in mind something I proposed long ago...
> to put the whole secs of the different formats in a
> web site. Someone should do it. I have recollected
> some already, but...

But what?

Gimme the docs, I'll format them somewhat and put them on my web page,
no problem.

Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj

3622. Re: Atari Experts, HELP!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: SpiderX@postoffice.pacbell.net
Message-ID: <3715A582.E49E1B35@postoffice.pacbell.net>
Source record: 53144

Bill......THATS IT !!! That's the game, I didn't know the title. So you don't need to have a cassete tape drive to play the game? What do I need then? What's the best system to play that game on? Do they make that game on cart as well? If so, is it any better then the disk version?

Thank you VERY much,

Andrey

Bill McCord wrote:

> The other one you were wondering about, one of my personal favorites, is
> Montezuma's Revenge....
> It had rolling skulls, snakes, and I believe spiders. You climbed doun
> ladders and forth to reach Montezuma at the bottom.
> Don't know where to get it, I have it on disk, but it was very FUN !!!
>
> Bill....
>
> <SpiderX@postoffice.pacbell.net> wrote in message
> news:3715109A.EF44EB32@postoffice.pacbell.net...
> > About 10 years ago, I was playing a few Atari games which i really want
> > to find and play again. I think it was Atari 130/800 XE, but instead of
> > cartridges, the games would load from a cassete tape. Where would i find
> > this system? Would I be getting the same thing if I got Atari 130 XE
> > with a disk drive? The games I played were (I think) : Robo (small robot
> > collects bolts to complete his spaceship), Monti (Mario type game with
> > skulls rolling on the floor), Diamond Run (or Boulder Dash, my favorite,
> > collect diamonds underground). If anyone has any info on this subject,
> > or knows where to buy that system, please help.
> >
> > Thanks,
> >
> > Andrey
> >

3623. Re: Atari Experts, HELP!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: SpiderX@postoffice.pacbell.net
Message-ID: <3715A7E2.A09D47A3@postoffice.pacbell.net>
Source record: 53145

I have seen a lot of types of Diamond Run games. All of them had a human character collection diamonds, and that's not it. The one I'm looking for has a diamond shaped robot. In some parts of the game, the diamonds turn into water or liquid stuff. Anyone know the name of the game? And what's the best version of the game (tape , cart , or disk)?

Thank you all.

Andrey

Lance Ringquist wrote:

> two of the games i am familar with,the robo one could be mr.robot&his
> robot factory,and the diamond run could be boulder dash,or if you went
> down mine shaft,then collected diamonds,the game could be diamond
> mine,the mario style one i am not sure of at all,we have diamond mine in
> stock,we are looking at doing mr.robot on cart,if you want boulder dash
> on cart,its really rare,and i do not think that you will find it,we are
> looking at publishing a boulderdash type game on cart soon,we have
> boulder dash constuction set on disk in stock,thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

3624. Re: Atari Experts, HELP!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: SpiderX@postoffice.pacbell.net
Message-ID: <3715A8D0.11538FEF@postoffice.pacbell.net>
Source record: 53146

Also, about 'Robo' game. A little robot collects bolts for his spaceship. There are a lot of puzzles, killer magnets which have to be blocked by some object before you can pass, and evil 'eyes' that hunt you down. I thought it was called ROBO, but I can't seem to find that game anywhere, is it what's it called? And do you have a copy of it for sale?

Thank you all,

Andrey

Lance Ringquist wrote:

> two of the games i am familar with,the robo one could be mr.robot&his
> robot factory,and the diamond run could be boulder dash,or if you went
> down mine shaft,then collected diamonds,the game could be diamond
> mine,the mario style one i am not sure of at all,we have diamond mine in
> stock,we are looking at doing mr.robot on cart,if you want boulder dash
> on cart,its really rare,and i do not think that you will find it,we are
> looking at publishing a boulderdash type game on cart soon,we have
> boulder dash constuction set on disk in stock,thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

3625. Re: Atari Experts, HELP!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: dalibor5561@my-dejanews.com
Message-ID: <7f4d0u$4gv$1@nnrp1.dejanews.com>
Source record: 53147

Hi,

right, that's ROBBO by L.K.Avalon.
Great logic game.

I have a few of them but just on cassette tapes. (i think more than 10 continuances was released, Robbo 2,3, Super Robbo, The Warsaw Robbo etc.... I have any of them in my collection) Also Robbomaniacs club exist in Czech Republic, they released Robbo 97 and Robbo 98 in last 2 years yet.....

D.

In article <3715A8D0.11538FEF@postoffice.pacbell.net>,
SpiderX@pacbell.net wrote:
> Also, about 'Robo' game. A little robot collects bolts for his spaceship.
> There are a lot of puzzles, killer magnets which have to be blocked by some
> object before you can pass, and evil 'eyes' that hunt you down. I thought it
> was called ROBO, but I can't seem to find that game anywhere, is it what's
> it called? And do you have a copy of it for sale?
>
> Thank you all,
>
> Andrey
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3626. Re: Atari Experts, HELP!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3715BA13.3CF54D13@asw.cz>
Source record: 53148

SpiderX@postoffice.pacbell.net wrote:
>
> Also, about 'Robo' game. A little robot collects bolts for his spaceship.
> There are a lot of puzzles, killer magnets which have to be blocked by some
> object before you can pass, and evil 'eyes' that hunt you down. I thought it
> was called ROBO, but I can't seem to find that game anywhere, is it what's
> it called? And do you have a copy of it for sale?

First, always visit XL-Search: http://www.newbreedsoftware.com/xlsearch/
Enter Robbo - you'll get at least 10 files.

Here are few mods: http://www.jrc.cz/atari/robbo98.zip

Robbo is also here: ftp://matrix.ibb.waw.pl/pub/a8/Games-files/r/
And here:
ftp://ksk.novastor.com/pub/Atari/CTH/Atari_8bit/More_Atari8bit/Games/FILES/R/

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

3627. Re: Atari Experts, HELP!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: SpiderX@postoffice.pacbell.net
Message-ID: <3715BF20.C9EFF223@postoffice.pacbell.net>
Source record: 53149

THANKS A LOT GUYS!!

dalibor5561@my-dejanews.com wrote:

> Hi,
>
> right, that's ROBBO by L.K.Avalon.
> Great logic game.
>
> I have a few of them but just on cassette tapes. (i think more than 10
> continuances was released, Robbo 2,3, Super Robbo, The Warsaw Robbo etc.... I
> have any of them in my collection) Also Robbomaniacs club exist in Czech
> Republic, they released Robbo 97 and Robbo 98 in last 2 years yet.....
>
> D.
>
> In article <3715A8D0.11538FEF@postoffice.pacbell.net>,
> SpiderX@pacbell.net wrote:
> > Also, about 'Robo' game. A little robot collects bolts for his spaceship.
> > There are a lot of puzzles, killer magnets which have to be blocked by some
> > object before you can pass, and evil 'eyes' that hunt you down. I thought it
> > was called ROBO, but I can't seem to find that game anywhere, is it what's
> > it called? And do you have a copy of it for sale?
> >
> > Thank you all,
> >
> > Andrey
> >
> >
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3628. Re: Atari Experts, HELP!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: SpiderX@postoffice.pacbell.net
Message-ID: <3715BF24.FBB260DE@postoffice.pacbell.net>
Source record: 53150

THANKS A LOT GUYS!!

dalibor5561@my-dejanews.com wrote:

> Hi,
>
> right, that's ROBBO by L.K.Avalon.
> Great logic game.
>
> I have a few of them but just on cassette tapes. (i think more than 10
> continuances was released, Robbo 2,3, Super Robbo, The Warsaw Robbo etc.... I
> have any of them in my collection) Also Robbomaniacs club exist in Czech
> Republic, they released Robbo 97 and Robbo 98 in last 2 years yet.....
>
> D.
>
> In article <3715A8D0.11538FEF@postoffice.pacbell.net>,
> SpiderX@pacbell.net wrote:
> > Also, about 'Robo' game. A little robot collects bolts for his spaceship.
> > There are a lot of puzzles, killer magnets which have to be blocked by some
> > object before you can pass, and evil 'eyes' that hunt you down. I thought it
> > was called ROBO, but I can't seem to find that game anywhere, is it what's
> > it called? And do you have a copy of it for sale?
> >
> > Thank you all,
> >
> > Andrey
> >
> >
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3629. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_924181239@rtfm.mit.edu>
Source record: 53151
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 2, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

3630. 1,000,000 Atari Classics: Mint condition

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: "J.F.S." <jfsjr@primary.net>
Message-ID: <3715ee29.0@news.primary.net>
Source record: 53152
Cross-posted to:
alt.video.games,alt.video.games.reviews,comp.sys.atari.8bit,hk.rec.videogame,rec.games.video,rec.games.video.arcade

We own 1,000,000 Atari 2600/7800 videogames, all games are new and in mint condition with over 40 titles cost is $.80 each + shipping we accept Mastercard and Visa, our site is www.oshealtd.com

Thank You
O'Shea, Ltd.

3631. 1,000,000 Atari Classics: Mint Condition

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: "J.F.S." <jfsjr@primary.net>
Message-ID: <3715eec7.0@news.primary.net>
Source record: 53153
Cross-posted to: alt.video.games,alt.video.games.reviews,alt.videogames.hacking,comp.sys.atari.8bit,hk.rec.videogame

We own 1,000,000 Atari 2600/7800 videogames, all games are new and in mint condition with over 40 titles cost is $.80 each + shipping we accept Mastercard and Visa, our site is www.oshealtd.com

Thank You
O'Shea, Ltd.

3632. Re: Atari P/D CD-Rom

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7f4vjekak1@nnrp1.dejanews.com>
Source record: 53154

How do we get it?

In article <371549B8.64B694E7@sisna.com>,
bobkla19@sisna.com wrote:
> IBM format CD-ROM with ovr 600mg of public domain software, 80% of the
> first Pool Disk plus 3 clubs librairis added, some BBS Express!
> Professional (tm) public domain third party software included.
>
> Price $20.00 shipping included.
>
> bob
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3633. Re: c.s.a.a alive again?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <7f537pnld1@nnrp1.dejanews.com>
Source record: 53155
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In article <3715aab6f366e0@tripnet.se>,
kennethm@tripnet.se (Kenneth Medin) wrote:
> Just got this article in the since long dead comp.sys.atari.announce
> group. Looks like someone is able to moderate it?

Yes indeed!

After a lengthy hiatus, the newsgroup comp.sys.atari.announce is
back. I have taken over as moderator, and just approved a posting, the
group's first in years.

I plan to update the group's charter, and will work with the Atari/Usenet
community to make the newsgroup as useful as it can be. c.s.a.a will be a
low-volume newsgroup offering news about Atari software, hardware, Web
sites, and other information relevant to Atari users. Articles may be
related to Atari 8-bit, ST, Portfolio, and PC clones.

I would appreciate your help in getting the word out about
comp.sys.atari.announce -- after such a long lull, I'm sure many
Atari-loving newsgroup readers have forgotten about this newsgroup. Of
course, I also invite folks to post any Atari-related announcements to the
group.

Kevin Savetz

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3634. Re: Atari P/D CD-Rom

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: Bosco <bosco2000@my-dejanews.com>
Message-ID: <7f538lnlm1@nnrp1.dejanews.com>
Source record: 53156

In article <371549B8.64B694E7@sisna.com>,
bobkla19@sisna.com wrote:
> IBM format CD-ROM with ovr 600mg of public domain software, 80% of the
> first Pool Disk plus 3 clubs librairis added, some BBS Express!
> Professional (tm) public domain third party software included.
>
> Price $20.00 shipping included.

Hiya Bob! Long time, no hear! How are the files archived on the disk? In .ATR or are they "BBS ready" in .ARC and DCM formats? Most preceeding CD's produced are in .ATR formats to cater to those using emulators with no regards to people using "real" Ataries.

JC! :^)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3635. Re: 2600 color palette

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: "Johansson, Anette" <mattias.bredviken@telia.com>
Message-ID: <37160e1d.0@d2o59.telia.com>
Source record: 53157

That's a joke.
Atari 8-bit's HAS 256 colors, Goofy_spy!

```
velcro_spy skrev i meddelandet
<924142487mnewsX_velcro_X@netunlimited.net>...
>> The 2600 has 128 colours. The Atari 8 bit computers and the 5200 have 128
>> colours in all modes except one, where they have 256 colours.
>>
>> Richard
>
>Richard, are you insane? Get a grip! No way do the Atari 8bits have that
>kind of graphic power.
>
>vs
>
>
>
>To email me just remove the X's and underline marks from my address.
>
>
```

3636. Re: emuators-Try Here

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: DML <netrunnr68@yahoo.com>
Message-ID: <37161458.A3481DEB@yahoo.com>
Source record: 53158

Lorne H wrote:

> What would be a good 8-bit emulator to run on a 486 dx-50 running
> windows 95?

I have one on my page that will work just fine & links to atari game
images as well

http://home.paclink.com/users/netrunnr/

3637. Re: Atari Experts, HELP!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: Bill McCord <billmccord@hotmail.com>
Message-ID: <924194227.747.24@news.remarQ.com>
Source record: 53159

I don't know about a Cart version. I'm sure there is, I've just always seen
the disk. As far as I know, it can be played on a 800, as well as the
600Xl,800XL,65XE, and the 130XE.....
Anyone Correct me if I'm wrong....
And Vidar, or should I call you "Hawk", you are RIGHT !!!
It IS FUN !!! I just haven't played it in awhile....

Bill.....

<SpiderX@postoffice.pacbell.net> wrote in message
news:3715A582.E49E1B35@postoffice.pacbell.net...
> Bill......THATS IT !!! That's the game, I didn't know the title. So you
don't
> need to have a cassete tape drive to play the game? What do I need then?
> What's the best system to play that game on? Do they make that game on
cart as
> well? If so, is it any better then the disk version?
>
> Thank you VERY much,
>
>
> Andrey
>
> Bill McCord wrote:
>
> > The other one you were wondering about, one of my personal favorites, is
> > Montezuma's Revenge....
> > It had rolling skulls, snakes, and I believe spiders. You climbed doun
> > ladders and forth to reach Montezuma at the bottom.
> > Don't know where to get it, I have it on disk, but it was very FUN !!!
> >
> > Bill....
> >
> > <SpiderX@postoffice.pacbell.net> wrote in message
> > news:3715109A.EF44EB32@postoffice.pacbell.net...
> > > About 10 years ago, I was playing a few Atari games which i really
want
> > > to find and play again. I think it was Atari 130/800 XE, but instead
of
> > > cartridges, the games would load from a cassete tape. Where would i
find
> > > this system? Would I be getting the same thing if I got Atari 130 XE
> > > with a disk drive? The games I played were (I think) : Robo (small
robot
> > > collects bolts to complete his spaceship), Monti (Mario type game with

> > > skulls rolling on the floor), Diamond Run (or Boulder Dash, my
favorite,
> > > collect diamonds underground). If anyone has any info on this subject,
> > > or knows where to buy that system, please help.
> > >
> > > Thanks,
> > >
> > > Andrey
> > >
>
>
>

3638. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: "White Flame (aka David Holz)" <white-flame!!!@geoRemove!!!cities.com>
Message-ID: <7f5bgs$g9q$1@barad-dur.nas.com>
Source record: 53160
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

Rubywand wrote in message <37151891.A56E31C@swbell.net>...
>TJ Edmister writes ...
>>
>> What is this contest about? I missed the original post.
>
> It is a contest for the best 6502 code and BASIC programs written for
a
>little hand-held 6502-based computer called a "Microtran".

Oh, it's definitely not hand-held. It's basically a 6502, text/low-res gfx
frame buffer, and 1k memory. That's it. Looks like fun! :)
http://oric.ifrance.com

White Flame (aka David Holz)
http://fly.to/theflame

3639. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: Mickey Johnson <mickster@geneseo.net>
Message-ID: <7f5d7vlpk1@news3.infoave.net>
Source record: 53161

```
>Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about
the
>Atari 8-bit family of computers! These include the 400, 800, 1200XL,
600XL,
>800XL, 65XE, 130XE, 800XE, and the XE Game System.
>

atari made a 800XE????????????
```

3640. Atari 800XE WANTED

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: SpiderX@postoffice.pacbell.net
Message-ID: <3716420B.5AD5FD9B@postoffice.pacbell.net>
Source record: 53162

Hi, I'm looking for 800XE system. Prefferably with all the necessary cables ready to go. Preffer in like-new condition. Also, if you have a disk and tape drive for the system, I'll get them too. Games are a plus. (Particularly looking for Robbo, Boulder Dash, and Montezuma's Revenge.) I'm in California.

Thanks

Andrey

3641. Re: CO61619 PAL

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7f5jdm$kjc@freenet-news.carleton.ca>
Source record: 53163

(brunergs@pcisys.net) writes:
> In article <7ectmqbpq1@nets3.rz.RWTH-Aachen.DE>, nisse-ma@reze-1.rz.rwth-aachen.de
(Mathy Van Nisselroy) wrote:
>>In article <37004955.8ED804B9@postoffice.pacbell.net>,
>>rwoolley@postoffice.pacbell.net says...
>>>
>>>This is the logic in your MMU PAL for the XL machines. The 1200XL is
>>>essentially the same except for the two OS ROMs and no BASIC.
>>
>>Howdy Bob
>>
>>All Atari 8 bit's seem to use the same MMU, EXCEPT the XEGS. It uses one of
>>the outputs as an input. PB6 is connected to this one. I believe it is pin
>>13.
>>
>
>
> I speculate that is what Atari used for the extra chip select signal (or a
> high low address signal for a bigger EPROM) for selection between BASIC
> and Missile Command.
>
> I don't have a XEGS in my possesion to verify this though.

Yes the XEGS uses a 256k ROM to hold the OS, BASIC, and Missile Command. The
high address lines are used in combination with the CS/OE to select
which rom appears on the bus.

I think I worked out the XEGS MMU at one time, I will find my notes and post
the pinout.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3642. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: Rubywand <rubywand@swbell.net>
Message-ID: <37166544.29F72F1B@swbell.net>
Source record: 53164
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

"White Flame (aka David Holz)" writes ...
>
> Rubywand wrote in message <37151891.A56E31C@swbell.net>...
> >TJ Edmister writes ...
> >>
> >> What is this contest about? I missed the original post.
> > >
> > > It is a contest for the best 6502 code and BASIC programs written for
> a
> >little hand-held 6502-based computer called a "Microtran".
> >
> Oh, it's definitely not hand-held.

According to the specs on the contest page ...

>>
Physical characteristics

125x80x10mm fits nicely in your palm
150g only, your pocket doesn't look like a satchel
<<

Unless the specs are wrong, this comes out to about 5" x 3" x 0.4" and 1/3 lb--
pretty much hand-holdable. The pic on the contest page is a bit larger than actual
size.

> It's basically a 6502, text/low-res gfx
> frame buffer, and 1k memory. That's it. Looks like fun! :)
....

Really, it does. I wonder how/where you save programs?

Rubywand

3643. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7f5psfjke1@autumn.news.rcn.net>
Source record: 53165

Mickey Johnson wrote in message
>
>atari made a 800XE????????????

Yes, but it was marketed in Europe, not the US.

3644. Re: 2600 color palette

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7f5qqluod1@news6.svr.pol.co.uk>
Source record: 53166

Hi Richard,

>Hi Peter. How's the SGI?

Didn't realise you were into Atari stuff too.

I'm working on the SGI, hope to have it up and running soon - got just about all the info I need, though I'm still missing a kbd and mouse (working on that though.... :-)).

>I can't remember - it was a while ago... I did receive a reply from him
>though, so maybe if I search through all my mail...

The reason I ask is that you mentioned he'd produced a monitor cartridge for the 7800. There was some chat on one of the mailing lists I subscribe to about him as he MAY know how to defeat or get around the 7800's encryption - something I'm VERY curious about.

>It needs more commenting... :)

Aha, I didn't realise Dan had put it up on his web page. I'll have a look and see how mine compares with his.

>I meant a homemade development system - just a standard 7800
>that you'd replace the ROM inside with one of your own.

Ah, sorry. That's an entirely different kettle of fish.

>That's neat, I like that - who wants to be tied to someone's OS?
>Especially if it's not a particularly good OS... :)

Heh, heh. It's amazing how liberating it is when you don't have to work inside the confines of an OS - then again the 8-bit OS is also one of the nicest I've come across. True it has a few faults, but nothing major.

>You'd need to hack the OS to use the 7800's hardware....

Yes, it would be a fairly big job. But from what I recall of the OS the main bulk of changes would probably be required in the "E:" handler (a BIG job), the majority of the rest of it should be very straightforward. Hmm....

>....I'm assuming that you'd use a POKEY cartridge to get the
>keyboard and SIO support, though I don't know where those
>carts bank POKEY in....

Yes, you'd need more RAM too - the 7800 has very little as standard. Not a problem for games, but....

I'd like to know how/where they mapped POKEY in, I've never seen any
documentation of this.

>....Then Atari BASIC ought to run without any modifications,
>unless the presence of the TIA in zero page messes things up.

Hmmm, I'm no expert on Atari BASIC I'm afraid. I only used it briefly (a week
or two) before I moved on to using the ASm/Ed cart....then Mac65 and Action!
when they appeared.

I've got the BASIC sourcebook(?) somewhere, that would give the definitive
answer I'm sure.

>The 5200 is just an Atari 8 bit computer really. Why reinvent the wheel?

Yes, but it's just different enough to make it interesting....I'd love to get
hold of one but they seem impossible to get over here. :-(

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

3645. Atari Stuff For Sale - Including Touch Tablet

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <7f5qud$1cm$1@ramp2.tir.com>
Source record: 53167

```
Book
----
Your Atari Computer: A Guide to Atari 400/800 Personal Computers $5.00

Accessories
-----------
Atari Keyboard Controllers Set (w/box) $3.00
Atari Touch Tablet (w/manual & Atari Artist Cart.) $15.00

Software
--------
Sublogic Flight Simulator II Disk (w/manuals & box) $10.00

Buyers pay all shipping and insurance costs in U.S. funds.
```

3646. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <48F348FE3E%news@youmustbejoking.demon.com.uk>
Source record: 53168
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

In message <37153996.F2D89713@swbell.net>
Rubywand <rubywand@swbell.net> wrote:

> Darren Salt writes ...
>> In message <37145456.5F20C941@swbell.net>
>> Rubywand <rubywand@swbell.net> wrote:
>>> That time frame may be a bit short. Unless there is some rush, why not
>>> shoot for the end of July? [...]
>> That's a bit silly. You haven't specified what is to be shot, with what it
>> is to be shot, and what weapon is to be used.
> ....

> Good point!

Yes, I like picking on Americanisms :-)

> If the emus needed to do the programming for the contest are not available
> in a week or so, we could shoot the emu programmers with a spit wad using a
> rubberband.

I suppose that we'll be shooting them all, then; the emus probably won't have
been programmed due to the programmers having given up because said emus have
been attacking the programmers and eating various items belonging to them.
We'll have to watch for them eating the elastic bands too...

;-)

--
| Darren Salt | nr. Ashington, | Acorn | ds@youmustbejoking,demon,co,uk
| Risc PC, Spec +3, | Northumberland | Club | ds@zap,uk,eu,org ** anti-UCE
| A3010, BBC M128 | Toon Army | NE | arcsalt@spuddy,mew,co,uk
| BMPSprite. DrawMerge. DrawShape.

Program complexity grows until it exceeds the capability of the maintainer.

3647. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: Mickey Johnson <mickster@geneseo.net>
Message-ID: <7f66c7$4l0$1@news3.infoave.net>
Source record: 53169

just curious, what was the difference in it compared to the 65xe and 130xe,
just the fact that it was PAL????

Alan Sharkis wrote in message <7f5psfjke1@autumn.news.rcn.net>...
>
>Mickey Johnson wrote in message
>>
>>atari made a 800XE????????????
>
>
>Yes, but it was marketed in Europe, not the US.
>
>

3648. Re: 2600 color palette

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <924235075mnewsX_velcro_X@netunlimited.net>
Source record: 53170

Richard wrote:

> On 14 Apr 1999, velcro_spy wrote:
> > > The 2600 has 128 colours. The Atari 8 bit computers and the 5200 have 128
> > > colours in all modes except one, where they have 256 colours.
> > >
> > Richard, are you insane? Get a grip! No way do the Atari 8bits have that
> > kind of graphic power.
> >
> My dear fellow, the _colour_palettes_ of the 8 bit machines are exactly as
> described. They are generated in a very simple way, using a 3 or 4 bit
> >
> The problem with the Ataris is that the number of colours you can display
> on the screen *at*once* is very limited - the 8 bit computers and the 5200

Well, that is what I obviously meant, on-screen at once.

vs

To email me just remove the X's and underline marks from my address.

3649. Re: 2600 color palette

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <924234843mnewsX_velcro_X@netunlimited.net>
Source record: 53171
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Dopey Annette said:

> That's a joke.
> Atari 8-bit's HAS 256 colors, Goofy_spy!

> velcro_spy skrev i meddelandet

> >> The 2600 has 128 colours. The Atari 8 bit computers and the 5200 have 128
> >> colours in all modes except one, where they have 256 colours.
> >>
> >> Richard
> >
> >Richard, are you insane? Get a grip! No way do the Atari 8bits have that
> >kind of graphic power.

Oh they do not, and you should know it! There is a friggin' grayscale mode
with 16 shades at about 80 x 192. Then you can have 16 colors at 80 x 192.
Then all the lesser modes with LESS colors than 16, and LESS resolution.
Then there is a TWO colour mode at 320 x 192.

vs

To email me just remove the X's and underline marks from my address.

3650. Re: File formats

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <3716708a.6806337@news.unired.net.pe>
Source record: 53232

On 14 Apr 1999 14:42:01 GMT, roadhogg@aol.com (Roadhogg) wrote:

>>Anybody has a list of common Atari file formats?
>>
>>
>The Atari Disk Operating System II Manual is quoted as follows:
>
>"SYS system files
>BAS BASIC program files
>DAT data files
>MUS ATARI Music Composer files
>ASM assembly language files
>OBJ binary load files
>SRC source files
>LST files created by the LIST command
>SVE files created by the SAVE command"
>
>hope this helps...

Maybe he has in mind something I proposed long ago...
to put the whole secs of the different formats in a
web site. Someone should do it. I have recollected
some already, but...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

3651. Re: 800xl with GSD (Green Screen Disease)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <371574E3.46539DB6@kdt.de>
Source record: 53233

Is system clock working?

Regards, Erhard

3652. Re: Stuff: lots of it...also attn. Paul Davis

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <37157513.F8F2A4DB@kdt.de>
Source record: 53234

Others call it Twilight Zone, I guess ....

:-)))))))

3653. Re: SCRAM!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <371575C8.FFAA1CAF@kdt.de>
Source record: 53235

Do you mean "nuclear" power plant simulation?

yes, I've got it.

Regards, Erhard

3654. Re: ATR 8000 Hard Disk Port

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: brunergs@pcisys.net
Message-ID: <924154119.372.58@news.remarQ.com>
Source record: 53236

In article <19990413233740.17907.00000378@ng08.aol.com>, lwhite6497@aol.com (LWhite6497) wrote:
>Hi-
>I recently was fortunate enough to acquire a
>very nice ATR 8000 (16K version). There is
>some documentation that mentions a hard
>disk interface, but nothing in great detail.
>Upon opening the ATR, there is a daughter
>board with a 50-pin scsi-type header.
>Anybody know something about this?

I had own a ATR8000 years ago that was loaded with
the following stuff:

Standard ATR8000, 64k ram
Co-Power 88 (128k RAM IBM PC XT with 8088 processor)
SASI hard drive interface

That daughter board you have in the machine is a SASI
interface (Shugart Associates System Interface). The
interface standard that SCSI was born from. I know of only
one DOS for the Atari that had a driver to support that interface,
MYDOS. I don't remember the exact version, but I used to have
a copy of it that had the ATR8000 hard drive interface driver.
If you can find that and a SASI capable drive, you could get it
working.

Since SASI is much older that SCSI, you probably won't find
any drives with SASI embedded controllers on them. You will
have to use what is called a "Bridge Controller." This will adapt
the signals between the SASI bus and a MFM hard drive bus,
plus provide command interpretation for the drive. One of the more
popular ones were made by a company called XEBEC. Computer
Software Services (CSS), which has changed names but I can't
remember, sold them. See if you can reach Bob Puff on that issue.

If you are really serious about using a hard drive on a 8bit, your
time and money is better spent on a Black Box. It connects through
the parallel bus and provides the some of the same features as the
ATR8000, except for the CPM stuff.

>Likewise, does anyone know if anyone has
>ever got these running at more than 19K to
>the drives? Looks like 3-1/2" drives would be
>no big deal at all, but I've never heard anyone
>talk about higher comm rates on these or

>the Percom. (?)

Unless you want to hack the Z80 BIOS code in the ATR8000 to
support US Doubler rates? I've never heard of anyone trying. The Z80
running at 2MHz should easily be able to do it. After all, a lonely 6507
is doing it in a 1050. But then again, I may be wrong if the circuitry
in the ATR8000 may be wired in a way to not support it?

Glenn Bruner
brunergs@pcisys.net

3655. Re: File formats

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-15 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990415012941.17227.00000743@ng110.aol.com>
Source record: 53237

>Anybody has a list of common Atari file formats?
>>The Atari Disk Operating System II Manual is quoted as follows:...

If the file type by extension name is what he
was after, there was a much longer list
published in a ZMag issue. I'll see if I can't
find it, but it contained no specs, just the
extension name.
Larry

3656. FT: BC's Quest for Tires cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <TGLR2.17$xr.5501@newse3.tampabay.rr.com>
Source record: 53088

I'd like to consider trading my BC's Quest for Tires Cart for any of these CARTS (boot possible):

Rally Speedway
Track & Field
Seafox
Speedway Blast
Tutankham
Porky's
Super Zaxxon
Tapper
Up N Down
Capture the Flag
Fantastic Voyage
Frantic Freddie
The Pharaoh's Curse
Survivor (w/Manual)
Zeppelin
Droids

3657. APE ProSystem trouble

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: dcaputi@worldnet.att.net
Message-ID: <7f880khgg1@nnrp1.dejanews.com>
Source record: 53089

I'm trying to use the APE/ProSystem (v1.17) to archive my old low density floppies.

I have an Atari 800 and 810 FD. I built both a ProSystem cable and APE cable. The APE cable works great. I can make working ATR images using APE via the DOS duplicate disk command. I had no luck making a simple ATR image of an unprotected disk using the ProSystem. It seems to create the image OK, but when I try to use it from APE, the Atari bootstraps and locks up with a corrupted display.

Has anyone done this with an 800 and an 810? Also, how can I tell if my 810 drive is "happy" modified? (maybe that's my problem).

Please also reply via e-mail to dan.caputi@reuters.com

- Dan C.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3658. Re: ATR 8000 Hard Disk Port

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <37179580.7759FF67@kdt.de>
Source record: 53090

No, the ATR 8000 writes side 1 first, from the outside to the inside,
than side 2 from the outside to the inside, just like a lot of other
drives.

As far as I know the XF551 is the only drive which writes side two
from the inside to the outside, which is the contrary of all others.

Regards, Erhard

3659. Some nice Atari items on EBAY.

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7f84uv$79k@freenet-news.carleton.ca>
Source record: 53091

Atari 8-bit ULTIMA II - RARE BIG BOX VERSION
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=91041404

Atari 8-bit ULTIMA III - EXODUS MINT SET w/ EXTRA BOOK!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=91042048

ULTIMA VI - The False Prophet - MIB IBM PC
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=91042536

UR - Sega Game Gear PROTOTYPE Batman Returns
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=91040168

UR - Game Gear PROTOTYPE Wimbleton Tennis
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=91040347

UR - Sega Game Gear PROTOTYPE - X-Men
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=91040575

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3660. Atari 130xe upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <19990416161526.16586.00001525@ng-fd1.aol.com>
Source record: 53092

Does anyone out there still do memory upgrades for 8-bit ataris? ALso I would like to have the video upgrade done on it too.

Allan B.
Nach4321@aol.com
Branford,Connecticut

3661. Re: Atari P/D CD-Rom

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3717BDA9.762FC3FA@sisna.com>
Source record: 53093

You would generaly reply to the sender of the message.

But for those of you that need a little help.

For the CD-ROM...Atari 8-bit Public Domain CD.

You can send a check/mo now or whenever, they will be available
indefinately, to:

Bob Klaas
%K-Proucts
P. O. Box 22122 A.M.F.
Salt Lake City, Ut. 84122

or for those that do not like P.O. Box numbers

Bob Klaas
%K-Products
4267 W. Midway Dr.
Salt Lake City, Ut. 84120

The P.O. Box saves about 2 days in mailing time.

bob

3662. Re: Atari P/D CD-Rom

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3717BE2F.1B5EFA8D@sisna.com>
Source record: 53094

Most of the files are in ARC, or DCM format, I have not jumped to the
ATR format CD-ROM yet. ARC and DCM decompilers are on the CD-ROM.

Thank you for the inquiry..

Good to hear from you again.

bob

3663. Chimera

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: Mark Keates <mark@mkeates.force9.co.uk>
Message-ID: <hcOR2.3127$14.708@wards>
Source record: 53095

Does anyone have a link to a version of this isometic game
that'll work under a800win?

I have downloaded it from a Yogi mirror site but it crashes
upon loading. After examining the file it seems that the multi
part loading sizes arn't specified properly (it wants to load
blocks between $2A80 and $2C80 which it then moves
to where they should live?) Does anyone recognise this
method of packing programs? What were the common
compression techniques used by the crackers?

Back to the game, I remember playing it years ago on my XL
and found that, in the pause mode, you could press some keys
and a message 'A different kettle of fish' would appear. I thought
it may have been an apparent sub-game but nothing happened
after this screen. Does anyone know anything more about this?

Mark

3664. Re: BBCS

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3717C062.409379EB@sisna.com>
Source record: 53096

If anyone wants to run a BBS program on the Atari 8-bit then purchase BBS Express! Professional from Video 61. He has at least 5 programers available to modify the program to your needs provided there is a genuine need for a change.

It is without a doubt the best BBS program available for any Atari 8-bit user, has ANSI graphics for the IBM user, networks with other boards, at a high speed rate, using Arc and Unarc for the transfer of files online.

I do not know Lance's price for the program but it is not outragious. And if you want a Professional BBS program for your board, then by all means please give Video 61 a chance.

bob

3665. Updated Atari Emulation Page

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: DML <netrunnr68@yahoo.com>
Message-ID: <3717D014.953BBC00@yahoo.com>
Source record: 53097
Cross-posted to: alt.atari.2600,abg.atari,comp.sys.atari.8bit

Just got through updating my Atari Emulation sections on my page

http://home.paclink.com/users/netrunnr/

Enjoy

netrunnr68@yahoo.com

3666. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: "White Flame (aka David Holz)" <white-flame!!!@geoRemove!!!cities.com>
Message-ID: <7f900p$6bv$1@barad-dur.nas.com>
Source record: 53098
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

Jim Groom wrote in message <3717808C.D23C86BD@virgin.net>...
>The original 1980's microtan was a desktop beast, but Fabrice has
>produced a smaller modern day copy, so Rubywand and Whiteflame, you are
>both right! :-)

I'll wait until Fabrice gets back from his trip... :)

White Flame (aka David Holz)
http://fly.to/theflame

3667. Re: Atari Experts, HELP!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19990415220054.24775.00001660@ng-fv1.aol.com>
Source record: 53172

AH! Another lost sheep back into the fold!

3668. Re: SCRAM!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: idavis@my-dejanews.com
Message-ID: <7f6i6hqk1@nnrp1.dejanews.com>
Source record: 53173

Louis, I have a copy of the atr file on my website, with some screen shots. Go to www.geocities.com/BourbonStreet/1055 and it is on the main page. I also have the manual somewhere, but it is packed, and I am in the process of moving cross country, so it will be sometime in June or July before I have access to it again.

Isaac Davis
indavis@juno.com

In article <louis-1304990029270001@pm1-53.vegas.infi.net>,
louis@vegas.infi.net (Louis Di Fazio) wrote:
> I remember in the early days of Atari Computer there was a game called
> 'SCRAM' which was a necular power plant simulation. I only seen this
> program demoed on television shows like 'Livewire' (Origional show from
> the early days of Nickelodeon), but I never seen it in the stores, or none
> of my friends had a copy. The closest anyone I heard of getting close to
> the software is obtaining the software instruction manual. Does anyone
> know of where to obtain a copy of this program?
>
> Thanks,
> Louis Di Fazio
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3669. Re: 1,000,000 Atari Classics: Mint condition

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: Gapp Poirrier <gapp@ns.sympatico.ca>
Message-ID: <0OzR2.1386$Up1.18029@sapphire.mtt.net>
Source record: 53174
Cross-posted to:
alt.video.games,alt.video.games.reviews,comp.sys.atari.8bit,hk.rec.videogame,rec.games.video,rec.games.video.arcade

```
J.F.S. wrote in message <3715ee29.0@news.primary.net>...
>We own 1,000,000 Atari 2600/7800 videogames, all games are new and in mint
>condition with over 40 titles cost is $.80 each + shipping we accept
>Mastercard and Visa, our site is www.oshealtd.com
>
>Thank You
>O'Shea, Ltd.
>Would you ship fob Canada
>
>
```

3670. Re: BBCS

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: atari8man@aol.com
Message-ID: <19990416020311.09322.00001380@ng-cc1.aol.com>
Source record: 53175

> Reasons to hate BBCS: How about because it didn't work! I tried
>to run it and never had it going for more than a day without locking up.
>It was written on an Apple II and I don't think it was ever de-bugged
>properly on the Atari. I have only encountered one person in the last 15

>15
>years who claimed they had it running and I'm stilll skeptical. Let's
>hear it for BBS Express and hacked up versions of FoReM.! :

The BBCS did work V2.4 I ran it for over 1 year with no problems.. The documetation was flawed with tons of errors. What I did was just work around them.. I then Ran 850 express then moved over to Express PRO.

3671. Re: BBCS

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: atari8man@aol.com
Message-ID: <19990416021316.09322.00001383@ng-cc1.aol.com>
Source record: 53176

>I never saw a BBS that used a program myself, but it seemed like most
>sysops had the general consensus that BBCS was awful.
>
The BBCS is a good small BBS program and fun to run, its also a fast system at
2400 bps
Like I said before the problems was in the doc's and a few system bugs.. In
fact I set the board up with out them..

3672. FS: ATARI 9VAC Power Supply - NEW in box

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: PEW@NOSPAM.YOU
Message-ID: <37187be4.3007314@news.erols.com>
Source record: 53177
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Original Atari 9 VAC Power Supply (C017945)

New! in Original Box - Never used.

$10.00 + Shipping US Funds Only

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

3673. FS: ATARI 2600 Keyboard Controllers - MINT Condition in box

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: PEW@NOSPAM.YOU
Message-ID: <37177bd2.2990009@news.erols.com>
Source record: 53178
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Original ATARI 2600 Keyboard Controller Sets ATARI CX50

NEW, Never used except to be tested.

Original Box - Mint Condition
2 Keyboard Controllers - Mint Condition

$15.00 a set + Shipping US Funds Only

2 sets are available.

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

3674. FS: ATARI 2600 Thickbottom (circa 1977)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: PEW@NOSPAM.YOU
Message-ID: <37197bed.3016327@news.erols.com>
Source record: 53179
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Atari 2600 Thickbottom - 6 Switch (circa 1977)

This unit was one of the first Atari 2600 units built.

This is one of the units built in Sunnyvale, CA

Unit is in very good condition. Works great.

Unit Only - No Joysticks or Power Supply

$25.00 + SHIPPING US funds only.

Joysticks, Power Supplies, and Games available at extra cost.

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

3675. Re: Atari 800XE WANTED

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: dalibor5561@my-dejanews.com
Message-ID: <7f7057cqu1@nnrp1.dejanews.com>
Source record: 53180

Andrey,

if you are from California, I think that you will have problems to find Atari 800 XE version there.
This ver. was produced especially for Czech, Slovak, German and Polish market. Not so rare there.... but in California ????

Better if you'll check for 800 XL or 130 XE (nothing bad on another 8-bit Atari types), but if you are starting with this system again, these can be most useful.

But... if you stay on this, to find 800 XE only, I can try to find any for you.

Dalibor

In article <3716420B.5AD5FD9B@postoffice.pacbell.net>,
SpiderX@pacbell.net wrote:
> Hi, I'm looking for 800XE system. Prefferably with all the necessary
> cables ready to go. Preffer in like-new condition. Also, if you have a
> disk and tape drive for the system, I'll get them too. Games are a plus.
> (Particularly looking for Robbo, Boulder Dash, and Montezuma's Revenge.)
> I'm in California.
>
> Thanks
>
> Andrey
>
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3676. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: dalibor5561@my-dejanews.com
Message-ID: <7f71v2$e9e$1@nnrp1.dejanews.com>
Source record: 53181

Not so much differences there.
simply it's 130XE without of 64kb more RAM, looks the same.
And (as this was marketed in Europe only) PAL.

> just curious, what was the difference in it compared to the 65xe and 130xe,
> just the fact that it was PAL????
>
> Alan Sharkis wrote in message <7f5psfjke1@autumn.news.rcn.net>...
> >
> >Mickey Johnson wrote in message
> >>
> >>atari made a 800XE?????????????
> >
> >
> >Yes, but it was marketed in Europe, not the US.
> >
> >
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3677. Re: 2600 color palette

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <FAA1CK.H9u@cix.compulink.co.uk>
Source record: 53182

In article <924235075mnewsX_velcro_X@netunlimited.net>,
X_velcro_X@netunlimited.net (velcro_spy) wrote:

> Richard wrote:
>
> > On 14 Apr 1999, velcro_spy wrote:
> > > > The 2600 has 128 colours. The Atari 8 bit computers and the 5200
> > > > have 128
> > > > colours in all modes except one, where they have 256 colours.
> > >
> > > Richard, are you insane? Get a grip! No way do the Atari 8bits have
> > > that
> > > kind of graphic power.
> >
> > My dear fellow, the _colour_palettes_ of the 8 bit machines are
> > exactly as
> > described. They are generated in a very simple way, using a 3 or 4 bit
> >
> > The problem with the Ataris is that the number of colours you can
> > display
> > on the screen *at*once* is very limited - the 8 bit computers and the
> > 5200
>
> Well, that is what I obviously meant, on-screen at once.
Use DLI's and you can have them all on screen at once, just not all on one
scanline.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

3678. ATARI, ATARI, ATARI! Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <7f720hmjh1@user1.teleport.com>
Source record: 53183
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I've been working hard on adding more Atari stock to my inventory. I
wanted to have everything in place by April 15th for those of you with
Tax refund checks. Still, I've done pretty well. And I'm expecting more
to show up and add more to my inventory. So keep checking my website at
either http://www.teleport.com/~bensmith/bscomputers.shtml or
http://www.atari.benjamin.net

<h3>Click for WebSite!</h3>

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-
Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at
http://www.atari.benjamin.net And Jump to my FTP site linked to my Web
Site so you can Download Free Catalogs or FTP directly to my site at:
ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way,
Feel free to Request catalogs through E-Mail. Really, it's not an
inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both!
Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail.
Please let me know if I can attach text files to your E-Mail. Catalogs
are just regular ASCII text files so you can download them into your
text editor and view them, edit them or print them out! It would make
things easier for me if you take my Catalogs, load them into your text
editor, delete what you don't want and E-Mail me the rest! To expedite
things, include your complete Mailing address so I can figure your
Shipping/Postage & Handling. I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

3679. ATARI adoption agency! Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <7f71t0$mi4$1@user1.teleport.com>
Source record: 53184
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,pnw.forsale,pnw.wanted

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with the NewsGroups.

Atari adoption agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
or atari@benjamin.net

For those reading this, I sell/ship Atari anywhere the law (& customs)
allow. As far as receiving Atari goods, I'm trying to limit it locally
to Oregon and it's neighboring states for now.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

3680. Re: SCRAM!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: jack <jackaloy@ix.netcom.com>
Message-ID: <37175460.68CA@ix.netcom.com>
Source record: 53185

I have the cassette version of SCRAM (no box or manual). I don't know whether it works or not but you are welcome to it. Just email me your address and I will send it out to you.

Jack

3681. Giveaway

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: jack <jackaloy@ix.netcom.com>
Message-ID: <371755FD.6559@ix.netcom.com>
Source record: 53186

For anyone who wants them:

Linear Equations from CBS software
Dragon Mix - multiplication and division game with numbers 0 - 9 DLM
Alien Addition - addition with numbers 0 - 9 DLM Software
Alligator Mix - addition and subtration with numbers 0 -9 DLm
Chatterbee from Tronix talking spellchecker
Graphic Generator from Datasoft

All of these are for the Atari 400/800 systems. All are complete in
their original box. None have been used and none have been tested.
These are all diskettes.

All I want is shipping from NY,

Jack

3682. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-16 00:00:00 UTC
From: Jim Groom <james.groom@virgin.net>
Message-ID: <3717808C.D23C86BD@virgin.net>
Source record: 53187
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

The original 1980's microtan was a desktop beast, but Fabrice has
produced a smaller modern day copy, so Rubywand and Whiteflame, you are
both right! :-)

Regards,

Jim

3683. 800xl and 256k

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: Chris Gill <seqrdat@the.net.nz>
Message-ID: <7f8c8v$8ta$1@reader1.reader.news.ozemail.net>
Source record: 53099

Hi there,
Just wondering if anyone can point me to where to find schematics for a 256k mem expansion for 800XL's all I can seem to find are details on modifying existing setups.

also I have one sick 800xl, I've tested all it's socketed chips by trying them in a working 800xl, the problem it has is on power up is comes up with what looks like the self test screen, but the graphics are scrambled and there are no response to key press. It also does not check for boot disks.

Thanks in advance.

3684. FA: Atari 400/800 32K RAM board & adaptor (Mosaic)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: scolindber@aol.com
Message-ID: <19990416215603.04521.00001447@ng-fx1.aol.com>
Source record: 53100

I hope this is OK to post here, so I apologise if this doesn't belong....

These Atari computer items are up for auction on eBay-

32K RAM board for Atari 400 & 800 computers (Made by Mosaic) Complete with box and instructions...
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=92010136

Adaptor for the Atari 800 "RAM System" (Made by Mosaic) Still sealed in its original shrinkwrap...
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=92014146

Thanks for your time!

Scott Lindberg-- | the VideoTwit's Atari 2600 page...
scolindber@AOL.com | http://www.geocities.com/soho/workshop/2663/index.html
videotwit@hotmail.com | home of the A#1 Fancy Lable(sic) Club Gallery!

3685. Re: File formats

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <3718095a.1603523@news.unired.net.pe>
Source record: 53101

On Thu, 15 Apr 1999 10:23:23 +0200, Jindrich Kubec <kubecj@asw.cz> wrote:

>JTKirk wrote:
>> Maybe he has in mind something I proposed long ago...
>> to put the whole secs of the different formats in a
>> web site. Someone should do it. I have recollected
>> some already, but...
>
>But what?
>
"BUT" only meaning "but there are others I don't have..."
For example, Advanced Music System files. THough I nearly got
the format (I had to since I wanted to do AMS<->MIDI conversion)

>Gimme the docs, I'll format them somewhat and put them on my web page,
>no problem.
>
>Jindroush <kubecj@asw.cz>
>See http://www.asw.cz/~kubecj

I'll look for them (don't remember if I have them on Atari or
PC disks). Then there are others which aren't in electronic media,
I would have to type them.
Then there are other formats that are not typically Atari,
but nothing hinders developing programs to support those formats
(for example, .WAV and .MID files - knowing the format, it's
perfectly possible to write a player for the Atari... How about
those? BMP and GIF too...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

3686. Re: APE ProSystem trouble

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7f93h7cqc1@alexander.INS.CWRU.Edu>
Source record: 53102

(Somebody says Pro-image .atr loads with corrupt display and
locks up.)
Could be something amiss with the Pro cable, I guess, but
that sounds a lot like what happens if you don't hold OPTION
on an XL/XE at boot for some boot disks. It is loading over
the display list because BASIC pushes the DL under $A000.
I dunno.
Russg

3687. Re: Chimera

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7f93nudkq1@alexander.INS.CWRU.Edu>
Source record: 53103

(Mark says 'chimera' doesn't load right.)
Sounds like you're using DOS to load a .obj/.exe/.com binary
file.
Many of the games must be loaded from a boot loader disk, because
they load in areas that cruch DOS. Maybe?
Russg

3688. Re: 800xl and 256k

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7f93umdla1@alexander.INS.CWRU.Edu>
Source record: 53104

(This would be good to have a quoter to respond, which I don't have.)
The person describes a sick 800XL which doesn't boot properly and
had swapped out all socketed chips. Swapping out chips is a good
way to locate a problem, often. This one sounds to me like it
might be the OS ROM chip, did you swap that one?
Russg

3689. Scram and Energy Czar

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <37181abb.29251753@207.106.92.52>
Source record: 53105

Someone recently mentioned the game Scram. I found and downloaded the .BAS, but could not find any documentation. Does anyone have the docs to this game?

The game was written by Chris Crawford. Around the same time Chris also wrote a game called Energy Czar. Does anyone have this game?

Thanks,

3690. ATARI-400 gesucht

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: flottmann@online.de
Message-ID: <3718543d.28767994@news.online.de>
Source record: 53106

Suche funktionstï¿½chtigen ATARI-400 mit Zubehï¿½r, Modulen,
Kassetten und Bï¿½chern.
mail an flottmann@online.de

3691. FA: Atari 800 / XE Diamond GOS cart! VERY VERY rare! Includes extras and all manuals!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <37185EF1.4F00@primenet.com>
Source record: 53107

Don't pass this up, this is priceless and rare! This turns your
8-bit Atari into an ST, even uses ST mouse right in your 8-bit port!

Go to:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=92206530

for more info. Good luck!
--
I'm astounded by people who want to "know" the universe
when it's hard enough to find your way around Chinatown.
Woody Allen

3692. DGS Website - Summary of Contents

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01be88bb$775d07c0$LocalHost@comgar-w95-001>
Source record: 53108

Over the past few weeks the DGS Atari 8-bit Website has been undergoing a few changes. This has included a slightly new interface and new stuff added. My ISP keeps giving me more and more free space whether I ask for it or not, and we're now up to 50Mb!! Therefore, I recently invested in a scanner and decided to scan old show photos, magazine covers, etc. I have already done some of this and the results are on the website now.

This is what we now have available on the website (and it it's all free of course!):

* Our main PD/Commercial software catalogue
* Latest list of used hardware/software/books/mags we have for sale
* List of PC CD-ROMs we have left which need clearing out
* Free demos of the Quick programming language and Digi-Studio to download
* 17 articles written by me and originally published in the Atari 8-bit News-Paper and Page 6 magazine
* Photos from the 1990 and 1992 AMS shows held in the UK
* Cover scans of the early Page 6 issues including the very rare Issue 1
* Cover scans of all 5 issues of Atari UK's I/O magazine from the early 80's, including the rare Issue 1
* Cover scans of the Official Show Guides to the Spring and Autumn 1987 'Atari User Shows'
* A scanned article from I/O magazine about how Atari got its name
* A cover scan of an old Silica Shop catalogue from 1987

More stuff will be added quite regularly, so make sure you come by from time-to-time.

The site now uses frames (only 2 to be exact!) so it may take a while to start up on some machines/browsers. Be patient!

Don't forget that DGS still support the Atari 8-bit with a wide range of PD and exclusive Commercial software. Full details are in the catalogue on the website.

All you need now is the address, which is: http://www.dgs.clara.net

Please stop by and take a look!

Dean Garraghty

3693. Re: Atari 8-bit Docs, Hints and Solutions...WHERE'D IT GO?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <37186ABF.B184A1A1@cyou.com>
Source record: 53109

My ISP changed from www.crestviewfl.com to www.cyou.com some time ago,
but both are still valid on my end... so I don't know why the original
link doesn't work for some people. Anyway, it is safe to use the
www.cyou.com/~richard/atari-docs.htm address.

Alan Sharkis wrote:
>
> Oh! It's Larry Richardson!
>
> I should have known.
>
> Alan

Did I miss something??? I don't know how to take the above comment?!

3694. Printer cable info

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: Wm Perry <wperry3092@worldnet.att.net>
Message-ID: <7fa2f6$35n$1@bgtnsc03.worldnet.att.net>
Source record: 53110

I have an Atari800XL with the printer. Does anyone know what the acutal pin specifications are for the printer port on the computer? I want to build an interface box so I might use the parallel port on my PC to print by converting it into a serial train of data to go to the Atari printer. It is time to use it as something other than a paperweight.
Please also email replies to :
WPerry3092@Worldnet.ATT.Net
Thanks

3695. Re: Scram and Energy Czar

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <7fa2eg$c9e$1@barcode.tesco.net>
Source record: 53111

I have original docs for both, and would be happy to provide copies if
anyone wants them they could then be placed onto this site if req'd

Richard

EParent wrote in message <37181abb.29251753@207.106.92.52>...
>Someone recently mentioned the game Scram. I found and downloaded the
>.BAS, but could not find any documentation. Does anyone have the docs
>to this game?
>
>The game was written by Chris Crawford. Around the same time Chris
>also wrote a game called Energy Czar. Does anyone have this game?
>
>Thanks,
>

3696. Re: Scram and Energy Czar

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: Mickey Johnson <mickster@geneseo.net>
Message-ID: <7fa3megjb1@news3.infoave.net>
Source record: 53112

was energy czar where you ran a kingdom that you decided how
many oats you planted each year, then how many you fed to the people?

mickster

or was that called kingdom??

either way, I would love to play that one again

Richard Daley wrote in message <7fa2eg$c9e$1@barcode.tesco.net>...
>
>I have original docs for both, and would be happy to provide copies if
>anyone wants them they could then be placed onto this site if req'd
>
>Richard
>
>EParent wrote in message <37181abb.29251753@207.106.92.52>...
>>Someone recently mentioned the game Scram. I found and downloaded the
>>.BAS, but could not find any documentation. Does anyone have the docs
>>to this game?
>>
>>The game was written by Chris Crawford. Around the same time Chris
>>also wrote a game called Energy Czar. Does anyone have this game?
>>
>>Thanks,
>>
>
>

3697. Percom Drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990417105536.27722.00001835@ng-da1.aol.com>
Source record: 53113

What is the difference between
a single density Percom and
a DD version as regards its
hardware. I see that the SD
version has a daughter card
with a 1771A FDC. Does the
whole card have to be relaced,
or? Also, is there a different
ROM for the SD and DD
versions? I have a manual, but
it doesn't go into much detail.
Any sources of info on the web?
Larry White

3698. Making TRAKs #2

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990417110114.27722.00001837@ng-da1.aol.com>
Source record: 53114

The manual for my Trak AT D2 talks
about "Turbo Charged Software".
It implies that the TRAK is capable
of Ultra Speed (in addition to it's
track buffering). Anyone out there
using/has used one of these and
know something of its capabilities?
Thanks,
Larry White

3699. Re: Scram and Energy Czar

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be88e8$33ae3e40$f8364382@vidar>
Source record: 53115

Nope, that's Kingdom. I have that and find it quite a nice game actually!

Mickey Johnson <mickster@geneseo.net> wrote in article
<7fa3megjb1@news3.infoave.net>...
> was energy czar where you ran a kingdom that you decided how
> many oats you planted each year, then how many you fed to the people?
>
> mickster
>
> or was that called kingdom??
>
> either way, I would love to play that one again
>
>
>
>
> Richard Daley wrote in message <7fa2eg$c9e$1@barcode.tesco.net>...
> >
> >I have original docs for both, and would be happy to provide copies if
> >anyone wants them they could then be placed onto this site if req'd
> >
> >Richard
> >
> >EParent wrote in message <37181abb.29251753@207.106.92.52>...
> >>Someone recently mentioned the game Scram. I found and downloaded the
> >>.BAS, but could not find any documentation. Does anyone have the docs
> >>to this game?
> >>
> >>The game was written by Chris Crawford. Around the same time Chris
> >>also wrote a game called Energy Czar. Does anyone have this game?
> >>
> >>Thanks,
> >>
> >
> >
>
>
>

3700. atari-history.com

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <3718B2BE.D3BD133@postoffice.pacbell.net>
Source record: 53116

Did anyone see the article in the San Francisco Chronicle on 4/12? Page B2 had a 32 point article about some guy in New York who collects stuff about old Atari computers. This Curt Vendel fella even came out here to Sunnyvale and went dumpster diving at Atari headquarters! Can you imagine?

Noteworthy is not that such people exist, but that such an item would warrant as much space in a major newspaper. I had friends calling me about this.... are we missing something? Have you seen the prices that some of our old stuff goes for on ebay? There is one auction for a bunch of cartridges that is almost $100! These are just games and such - no ACTION or MAC65 types and no hardware.

What is the world coming to?

Bob

3701. Re: Atari 8-bit Docs, Hints and Solutions...WHERE'D IT GO?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7faf0f$6uf$1@autumn.news.rcn.net>
Source record: 53117

Nothing bad meant.

IIRC, somebody suggested a link to a site run by somebody named "Larry" in Florida that didn't work. He really wanted to get back to it because he liked it. I followed the the link and reported that it was OK. He didn't know which Larry it was, and I followed up and said it was you, and that I should have known it was you!

Larry Richardson wrote in message <37186ABF.B184A1A1@cyou.com>...
>My ISP changed from www.crestviewfl.com to www.cyou.com some time ago,
>but both are still valid on my end... so I don't know why the original
>link doesn't work for some people. Anyway, it is safe to use the
>www.cyou.com/~richard/atari-docs.htm address.
>
>
>Alan Sharkis wrote:
>>
>> Oh! It's Larry Richardson!
>>
>> I should have known.
>>
>> Alan
>
>Did I miss something??? I don't know how to take the above comment?!

3702. Re: atari-history.com

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7faf46$7jb$1@autumn.news.rcn.net>
Source record: 53118

I hope the world (well, actually some small part of it) can come to The Ol' Hackers AUG and take over my spot as newsletter editor!

Any suggestions?

rwoolley@postoffice.pacbell.net wrote in message <3718B2BE.D3BD133@postoffice.pacbell.net>...
>Did anyone see the article in the San Francisco Chronicle on 4/12? Page
>B2 had a 32 point article about some guy in New York who collects stuff
>about old Atari computers. This Curt Vendel fella even came out here to
>Sunnyvale and went dumpster diving at Atari headquarters! Can you
>imagine?
>
>Noteworthy is not that such people exist, but that such an item would
>warrant as much space in a major newspaper. I had friends calling me
>about this.... are we missing something? Have you seen the prices that
>some of our old stuff goes for on ebay? There is one auction for a bunch
>of cartridges that is almost $100! These are just games and such - no
>ACTION or MAC65 types and no hardware.
>
>What is the world coming to?
>
>Bob
>

3703. CGE '99 Announces Guests

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <3718d520.704732@news.pipeline.com>
Source record: 53119
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit

For Immediate Release
Contact Keita Iida and John Hardie
info@cgexpo.com
516-568-9768
http://www.cgexpo.com

CLASSIC GAMING EXPO '99(tm) ANNOUNCES DISTINGUISHED GUESTS

AUGUST SHOW FAST BECOMING INDUSTRY PHENOMENON

April 15, 1999

VALLEY STREAM, NY -- Hot on the heals of an announcement by Hasbro Interactive to publish eleven Namco blockbuster classic video games including "Pac-Man" and "Galaga", the Classic Gaming Expo '99(tm) (CGE'99) promoters released a partial list of celebrities scheduled to attend the August event. In all, over thirty video game and computer pioneers have confirmed plans to actively participate, including industry legends such as Mr. Nolan Bushnell, founder of Atari, and Mr. Ralph Baer, father of the Magnavox Odyssey.

Among the many industry dignitaries that have confirmed their plans to attend are:

-- Mr. Steve Cartwright, Activision designer of such classic hits as "Megamania" and "Barnstorming" for the Atari VCS.

-- Mr. David Crane, Atari programmer and Activision co-founder. Designer of numerous Atari VCS classics including "Outlaw", "Slot Machine", "Freeway", and the mega-hit "Pitfall!".

-- Mr. Rob Fulop, Atari programmer and Imagic co-founder. Designed the Atari VCS versions of "Night Driver" and "Missile Command", as well as "Demon Attack". Also responsible for the highly-controversial Sega CD title, "Night Trap".

-- Mr. Arnie Katz, Mr. Bill Kunkel, and Ms. Joyce Worley. The pioneers of videogame magazine publishing. This elite media trio was responsible for co-founding Electronic Games Magazine and several others throughout the years.

-- Mr. Ed Logg, the creator of numerous arcade mega-hits including "Asteroids", "Centipede", "Millipede", "Gauntlet", and "Xybots".

-- Mr. Jay Smith, mastermind responsible for bringing us the Vectrex, the first and only vector home game system.

Up-to-the minute details and an expanded guest list, as well as discount ticket and travel information may be found at the official Classic Gaming Expo '99 (tm) Web Site at http://www.cgexpo.com.

The Classic Gaming Expo will take place at the beautiful Plaza Hotel on Saturday, August 14 and Sunday, August 15 in the heart of Las Vegas. The Expo includes back-to-back keynote presentations, an elaborate museum containing many rare and unreleased software and hardware products, demonstrations of forthcoming classic products from Hasbro, The Blue Sky Rangers, and Nyko Technologies as well as a spectacular opportunity to buy and trade classic video game systems and software.

Conceived and coordinated by two of the individuals responsible for coordinating last year's highly successful "World of Atari" event, Classic Gaming Expo(tm) is the industry's only annual event that is dedicated to celebrating the roots of electronic entertainment, bringing together industry pioneers, gaming enthusiasts and the media for the ultimate in learning, game-playing and networking. Classic Gaming Expo(tm) is a production of CGE Services, Corp. (www.cgexpo.com)

Media assistance provided by http://www.icwhen.com

Note: trade names used herein are trademarks or registered trademarks of their owning companies.

END

3704. Re: Scram and Energy Czar

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <3718ee48.83416862@207.106.92.52>
Source record: 53120

I would very much like copies. If they are in a digital format could
you please post copies in the binaries news group? I beleive its
"alt.binaries.comp.atari8bit". Perhaps copies should be sent to Larry
Richardson's site at http://www.cyou.com/~richard/atari-docs.htm.

Thanks,
Eric

On Sat, 17 Apr 1999 14:36:14 +0100, "Richard Daley"
<Richard.Daley@tesco.net> wrote:

>
>I have original docs for both, and would be happy to provide copies if
>anyone wants them they could then be placed onto this site if req'd
>
>Richard
>
>EParent wrote in message <37181abb.29251753@207.106.92.52>...
>>Someone recently mentioned the game Scram. I found and downloaded the
>>.BAS, but could not find any documentation. Does anyone have the docs
>>to this game?
>>
>>The game was written by Chris Crawford. Around the same time Chris
>>also wrote a game called Energy Czar. Does anyone have this game?
>>
>>Thanks,
>>
>
>

3705. Re: atari-history.com

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <3718f087.83992038@207.106.92.52>
Source record: 53121

Curt Vendel has an impressive collection. Check out his web page at
http://www.atari-history.com/
His "Virtual Atari Museum" covers all Atari platforms.

On Sat, 17 Apr 1999 09:11:43 -0700, rwoolley@postoffice.pacbell.net
wrote:

>Did anyone see the article in the San Francisco Chronicle on 4/12? Page
>B2 had a 32 point article about some guy in New York who collects stuff
>about old Atari computers. This Curt Vendel fella even came out here to
>Sunnyvale and went dumpster diving at Atari headquarters! Can you
>imagine?
>
>Noteworthy is not that such people exist, but that such an item would
>warrant as much space in a major newspaper. I had friends calling me
>about this.... are we missing something? Have you seen the prices that
>some of our old stuff goes for on ebay? There is one auction for a bunch
>of cartridges that is almost $100! These are just games and such - no
>ACTION or MAC65 types and no hardware.
>
>What is the world coming to?
>
>Bob
>

3706. Need Repair Schematic for Atari 800 (component CR207)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: unibuyer@aol.com
Message-ID: <19990417174044.24785.00002334@ng-fv1.aol.com>
Source record: 53122

I booted up my Atari 800 the other day only to have smoke billow from the internal power supply board. I've tracked the culprit to a cracked component (CR207) on the power supply board.

I'm no repair specialist but I know how to solder. Can someone tell me what this component is (it appears to be a resistor) and it's value so that I can pick a replacement up at the corner supply store?

Or if anyone has an extra power supply board you'd be willing to sell I'd be interested in that.

Thanks in advance.

Neal

3707. More new scans at the DGS website

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01be8921$38386a60$a24d08c3@comgar-w95-001>
Source record: 53123

I have just unearthed Issue 1 of the UK's "Monitor" magazine published in the 80's by The UK Atari Computer Owners Club. Issue 1 is very rare, being a photocopied hand cut and pasted offering, but users in the UK are unlikely to have seen it, let alone anyone outside of the UK! Go have a look now at: http://www.dgs.clara.net

Dean Garraghty

3708. Still around

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <7fb28j$1uv$1@alexander.INS.CWRU.Edu>
Source record: 53124

In case anybody cares, I wanted to show I'm reading the group again.

The problem is that my employer's news server has been down for months, and since no one is complaining loudly they may just drop Usenet here altogether.

So here I am back to reading news on the Cleveland Free-Net!

Does anyone recommend any of the web-based Usenet reading sites? What little I've tried I haven't liked, but I suppose they're still improving?

-Michael
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3709. Re: Need Repair Schematic for Atari 800 (component CR207)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-17 00:00:00 UTC
From: Paul Grammens <pgrammen@sonic.net>
Message-ID: <37196FC5.5894@sonic.net>
Source record: 53125

Unibuyer wrote:
>
> I booted up my Atari 800 the other day only to have smoke billow from the
> internal power supply board. I've tracked the culprit to a cracked component
> (CR207) on the power supply board.
>

CR is the designator for a diode. You may be able to read the part
number on the diode with a good magnifying glass.
-Paul

3710. Re: Percom Drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-18 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990418120813.00322.00002921@ng-fp1.aol.com>
Source record: 53038

>Did Percom ever use single-density drives?

I'm 90% sure that they did.
The model # is AT88 S1. An Atari
computer store where I shopped and "play-tested" stuff always used a Percom in
one of their set-ups, and I don't remember
ever using DD on it. Also, the manual
only talks about single density. Ben
Poehland was quite knowledgable about
Percom's. Anybody know of an email
address for him? Haven't seen him on CSA8
for a long, long time. I'm also going to check
the Deja News archive and look back at Ben's article in AC.
Larry

3711. Re: Printer cable info

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-18 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <7fd29s$hr6$1@news.storm.ca>
Source record: 53039

Atari didn't use a standard serial line for the SIO bus. All peripherals
are intelligent (have a CPU) and require data in the proper format. I
doubt - very greatly - that there exists a PC print driver that will send
data in the SIO format.

--
David P.
Wm Perry <wperry3092@worldnet.att.net> wrote in message
news:7fa2f6$35n$1@bgtnsc03.worldnet.att.net...
> I have an Atari800XL with the printer. Does anyone know what the acutal
pin
> specifications are for the printer port on the computer? I want to build
an
> interface box so I might use the parallel port on my PC to print by
> converting it into a serial train of data to go to the Atari printer. It
is
> time to use it as something other than a paperweight.
> Please also email replies to :
> WPerry3092@Worldnet.ATT.Net
> Thanks
>
>

3712. HELP 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-18 00:00:00 UTC
From: "gestionr.sarl" <gestionr.sarl@wanadoo.fr>
Message-ID: <7fd665$573$1@wanadoo.fr>
Source record: 53040

Hi all,

Who can tell me how to load a game in tape ?
Is the good command ?
LOAD "C:"

Thank you very much for answer.
Is it possible to change a PC into a 800 XL.

Didier, France.

3713. Re: Scanned Manuals Archive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-18 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <3719CCC1.773D3542@kdt.de>
Source record: 53041

Hi,

aren't docs in grafix format too huge?

Regards

3714. Re: Need Repair Schematic for Atari 800 (component CR207)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-18 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7fd9n3$1hk@freenet-news.carleton.ca>
Source record: 53042

(rwoolley@postoffice.pacbell.net) writes:
> CR207 is one of the power rectifiers in the main bridge circuit. Many times these
> things look bad but are not. If it is really bad (you could not read the stripe)
> replace it with a 3amp 200v power diode. Use an ohmmeter and measure its
> resistance - open one direction, short in the other.

Also make sure there is not a short after the rectifier section, which
is usually what causes the diodes to melt down. If there is a short
you will just blow another diode or whichever old part cant
handle the huge current the short will draw.

Common culprits are large filter caps and voltage regulators.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3715. monty

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-18 00:00:00 UTC
From: Kelly Joseph <seisolo@eros.net>
Message-ID: <7fder4$aa6$1@news.aros.net>
Source record: 53043

I think that Monty is the best 8 bit game.

3716. Re: Need Repair Schematic for Atari 800 (component CR207)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-18 00:00:00 UTC
From: Paul Grammens <pgrammen@sonic.net>
Message-ID: <371A67B1.325A@sonic.net>
Source record: 53044

Unibuyer wrote:
>
> Thanks Paul,
>
> It is a black diode (fat black with a silver strioe around one end). I'll pull
> out the magnifyer and see if I can read something.
>
> I'll let you know what I find.
>

One thing- power rectifiers are usually pretty tough. I've seen 'em get
so hot they melted their solder, and when I fixed the problem (some kind
of short in the circuitry causing a high current draw) the rectifier
still worked. So- be careful, you may have a short somewhere else that
took out the rectifier.

> By the way, do you know when I could find a field service manual for these
> machines (especially online)?
>

No, sorry. I fix a lot of things by studying the layout of components
and following the traces. Sometimes I make notes on the board, or even
sketch out a schematic to help make sense of it.
I'm an electronic tech, BTW.
-Paul

3717. Re: FOUND! Qb

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-18 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <371A1E70.CFA6DFB9@kdt.de>
Source record: 53045

Hi Andrew,

I am writing from Germany. I would like to introduce ABBUC (Atari Bit Byter User Club) reg.assoc. to you.

ABBUC has some 500 members and provides a large PD library.

ABBUC's chief is Wolfgang Burger (mailto:wburger@cityweb.de)

You may visit ABBUC's homepage at www.atari-computer.de/abbuc or mine at www.atari-computer.de/atreju.

Since ABBUC has worldwide members I'ld like to suggest ABBUC or simply gibe this game to everybody / every club who wants it. You said it will be PD, so several distribution sites won't matter, will they?

Regards, Erhard

3718. Re: 800xl and 256k

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-18 00:00:00 UTC
From: Chris Gill <seqrdat@the.net.nz>
Message-ID: <37193BB1.1565B632@the.net.nz>
Source record: 53126

> way to locate a problem, often. This one sounds to me like it
> might be the OS ROM chip, did you swap that one?
> Russg

Thanks for your reply.
The sicks system has a dual OS installed,I initially thought it may have been the swich causing problems with bad connections and so I bridged the connections together manually testing each one, the standard OS rom gave a sick self test display and the secondary of unknown origin (eeprom) gave a black screen. Thinking that maybe the secondary rom was in some way shorting out the primary I desolded it and reconnected all the pins of the original OS rom back to the original location. Again the only result was a scrambled self test screen.
I've just recieved mail from someone suggesting the ram may be faulty, I'll have a scratch around for soem spare ram and give it a go. I'll post the results as it may come in handy for anyone else that has a simular problem.

Cheers,
Chris.

3719. FS: Atari ST software:

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-18 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <371d48cf.4892618@news.earthlink.net>
Source record: 53127

Please email me with your orders. Shipping is extra; usually $3.50
priority Mail. My rating scheme is at the end of the list.

ATARI ST STUFF:

Complete Software Packages
Assume there is a box unless it says otherwise.
==========

3D POOL from Microplay. Floppy, manual.
VG++/NM
$7.50

BALANCE OF POWER THE 1990 EDITION by Chris Crawford from Mindscape.
3.5" floppy requires Dual-sided drive. Manual, warranty card,
reference card. Box has two small puncture wounds on rear side,
otherwise perfect.
VG+/NM
$10.00

BARD'S TALE; TALES OF THE UNKNOWN. Electronic Arts. 1985. Role
playing. Two 3.5" floppys, manual, loading instructions, folder.
Good/VG++
$8.00

BATTLEHAWKS 1942 from LucasFilm. Two 3.5" floppys, manual (which is a
spiral bound book).. Box is shrinkwrapped except top where opende. 1"
tear in flap).
VG++/VG++
$20.00

CAPTAIN FIZZ MEETS THE BLASTER-TRONS. from Psygnosis. 1988. 3.5"
floppy, manual. Platform game. Box crushed a bit only on underside.
VG+/NM
$10.00

CHAMPIONSHIP WRESTLING from Epyx. 3.5" floppy, manual, box. Box has
been crushed
VG+/VG+
$7.50

CHAOS STRIKES BACK expansion set #1 from FTL Games for Dungeon Master.
Requires a saved game from Dungeon Master. 4 floppys: Master disk;
Utility Disk;disk editor; hint disk, manual, paper map and FTL paper
patch.
VG/VG++

$12.00

CYBER STUDIO CAD-3D 2.0 & CYBERMATE 1.1 from Antic software. Floppys, manual in a plastic 3 ring folder.
VG++/VG++
$18.00

DATA MANAGER ST from Timeworks. Floppy, manual in a large notebook/box. Database program
VG+/Vg++
$15.00

EAST VS. WEST BERLIN 1948 from Time Warp. 1989. Floppy, manual, audio cassette. "First ever computer package to include a 15 minute film with real sound track on cassette."
New (shrink wrap comming off)
$18.00

ELITE from Rainbird. 3.5" floppy for color machines only. Manual, loading card, warranty card.
VG++/NM
$10.00

FALCON THE F-16 FIGHTER SIM from Spectrum Holobyte. 1987. Two 3.5" floppys, manual, map, warranty cards, lots of inserts. Box is shrinkwrapped except at top, where opened.
VG++/NM
$20.00

FALCON THE F-16 FIGHTER SIM from Spectrum Holobyte. 1987. Two 3.5" floppys, manual, map, warranty cards, code wheel lots of inserts. Box is shrinkwrapped except at top, where opened.
VG+/NM
$18.00

FIRE-BRIGADE; THE BATTLE FOR KIEV 1943 from Panther Games. Ver. 1.2. Floppy, manual, supplament, 3 maps, etc.
NM/NM
$15.00

HOYLE BOOK OF GAMES VOLUME 2 SOLITARE from Sierra. 3.5" floppy, manual, warranty card.
VG++/NM
$10.00

KING OF CHICAGO from Cinemaware. Two 3.5" floppys, manual, loading card.
VG+/vg++
$20.00

LEISURE SUIT LARRY IN THE LAND OF THE LOUNGE LIZARDS from Sierra. Two 3.5" floppys, manual, reference card, aratist reference card, read-me-first sheet.

VG++/VG++
$15.00

M1 TANK PLATOON from Microprose. 2 floppys, manual, keyboard template, supplaments.
VG+/VG++
$12.00

MARBLE MADNESS from EA. 2 floppys, no manual, in a folder/box.
VG++
$5.00

PALADIN from Omnitrend. includes the Quest disk. 3.5" floppys, manual.
VG++/NM
$12.00

PALADIN from Omnitrend. includes the Quest disk. 3.5" floppys, manual.
VG/NM
$10.00

POPULOUS by Bullfrog from Electronic Arts. There are 2 differend 3.5" floppys in this package. One has a yellow label #e09731XL and the other is black #352702. The spring for the sliding door is missing on the Yellow label so the black on may haver been a replacement. Manual, warranty card, loading instructions.
NM/NM
$15.00

PRINTMASTER PLUS from Unison World. Floppy, manual, etc. Also included is ART GALLERY I and ART GALLERY II disks and a poster for those disks. Also included is FONTS AND BORDERS floppy plus it's manual.
VG+/VG++
$12.00

PROCOPY ST from ProCo. Backup Utility. Floppy, manual in a baggie.

ROCKET RANGER. For the Atari ST. Cimemaware. Interactive Movie. Complete with all props, and three 3.5" floppys.
VG++/NM.
$25.00

S.D.I. from Cinemaware.6 Two 3.5" floppys, manual.
VG+/VG++
$20.00

SHADOW OF THE BEAST from Psygnosis. Two 3.5" floppys, manual.
VG++/NM
$10.00

SPACE CUTTER from Rainbird. 3.5" floppy, manual, warranty card. This looks new but there is a 1" scrape on top flap of box.
VG++/NM
$10.00

STAC THE ATARI ST ADVENTURE CREATOR. from Terrific Software. 1988. Two 3.5" floppys, manual.
NM/NM
$10.00

STARFLEET I from Interstel. NO Floppy, 2 manuals, quick reference card.
GOOD/VG++ (the top of the box is nice. The back has a puncture wound).

STARGLIDER II from Rainbird. Dual Amiga/Atari ST version. Floppy, audio cassette tape, key guide, warranty card, play guide, novella.
VG++/NM
$15.00

STARQUAKE from Terrific Software. 3.5" floppy, manual, warranty card, aftermarket paper map. Box is still shrinkwrapped except top where opened.
VG++/VG++
$10.00

SWIFTCALC ST from Timeworks. Floppy, manual in a large notebook/box. Spreadsheet program.
VG+/Vg++
$15.00

TALESPIN. AN ADVENTURE GAME CREATION PROGRAM from Microdeal. 1989. Two 3.5" floppys, manual, warranty card, lots of inserts. Box has one 3" wrincle.
VG++/NM
$10.00

TETRIS from Spectrum Holobyte. 1987. Two 3.5" floppys, manual, warranty card.
VG+/NM
$10.00

THEIR FINEST HOUR from LucasFilm Games. Two 3.5" floppys, manual (a spiral bound book), code wheel, warranty card, inserts, reference card.
VG++/NM
$15

TOWER TOPPLER from Epyx. 3.5" floppy for color machines only. Platform game. Manual, loading card, catalog, lots of inserts. Box is shrinkwrapped except at top.
VG++/NM
$7.50

TRAILBLAZER from Mindscape. Floppy, manual, in a folder/box.
VG++/VG++
$7.50

TV SPORTS FOOTBALL from Cimemaware. 3.5" floppy, manual, player guide, warranty card, catalog, lots of inserts.

VG+/NM
$15.00

WAR IN MIDDLE EARTH from Melbourne House. three 3.5" floppys, manual.
Missing the paper map.
VG++/G++
$15.00

WORLD KARATE CHAMPIONSHIP from Epyx. Two 3.5" floppys, manual, box.
Box has been crushed. Manual has rusty staples.
VG+/VG+
$7.50

ZAK McKRACKEN AND THE ALIEN MINDBENDERS. from Lucas Arts. 1988.
Graphic adventure. Three 3.5" floppys, manual, security card, National
Inquisitor newspaper, box.
VG++/VG++.
$15.00

ZAK McKRACKEN AND THE ALIEN MINDBENDERS. from Lucas Arts. 1988.
Graphic adventure. Three 3.5" floppys, manual, security card, National
Inquisitor newspaper, box.
VG+/VG+.
$15.00

ZAK McKRACKEN AND THE ALIEN MINDBENDERS. Hint Book. Lucas Arts. still
usable but missing the red plastic strip fro viewing the book.
VG++
$5.00

ZANY GOLF from Electronic Arts. Two 3.5" floppys, box. No manual.
VG+/NM
$5.00

Floppy disk only
==========

TV TITLES 2.0 from J.P. Deziel Serial # 120.
VG++
$5.00

Here is the way I grade software. There are seperate grades for the
box first, and what's in the box second. For example, VG++/NM would
mean the box is VG++ and the contents of the box is near mint.

Shrinkwrapped (ss)
Self-explanatory.

Near Mint (NM)
This is the highest grade for an unsealed item.
"Mint" is not used as a grade because, without a
microscope and 40
minutes of inspection, perfection cannot be verified
to

everyone's satisfaction. Near Mint ranges from
appearing unused, to an item that may have been used,
but is
without a notable cosmetic defect as evidence of that
use.

Basically, a NM/NM package should be a reasonable
simile to a fresh, unused
copy.

Very Good Plus Plus (VG++)
This grade refers to an attractive,
fresh-in-appearance item that, upon closer
inspection, has been disqualified from the NM
category due to (usually)
one flaw that could not be overlooked.

For boxes, this includes: a small split of the seam;
some clear tape on one corner.
Basically, and this includes the contents of the box
as well, a VG++ item is qualified by having a
noticeable, yet functionally insignificant defect that
verifies that the item has been used. A VG++ item
appears neither blatantly
second-hand, nor does it have the sparkle of
"brand-new".

Very Good Plus (VG+)
This is the broadest grade serving as a catch-all for
any decent, presentable,
average, usable (not marred or defective) item.
People ordering VG+ items
usually are prepared to accept an imperfect item
representing the artifact
that it is, and are going to enjoy it without being
excessively preoccupied
with cosmetic details. VG+ is a fine copy that is
indisputably "used", being
your basic "decent used package" for utilitarian
purposes.

Boxes and contents will have some combination of one
to a few of the following
defects:
partial seam split (with or without clear tape
repairs), minor dirt ring,
some minor warping due to moisture, a creased
corner, small squishing of the
box.
The box and contents must be free of major
defacements, and will certainly not have ALL of the
preceding minor ones on the same piece!

Very Good (VG)
This is the beginning of "rough" for collector's
purposes. A VG record is
usually one that a collector will buy to fill a
"hole" in his/her library until a better copy
comes along. We usually don't advertise items with either VG
covers or discs unless they are deemed scarce enough
to attract a collector
for this purpose.

Good Plus (G+)
Averaged between VG and G,

Good (G)
Items graded "good" are very used and only
presentable to the least
discriminating collector. This classification is
usually employed for
boxes when it's the contents that's worth collecting,
and vice-versa; or when
the component in question is so very rare that its
existence in any condition
is regarded as manna from heaven. It should not be
confused as referring to "Good" COLLECTIBLE

Fair (Fr) or Poor (P) or Missing Component (*)
For advertising purposes, if either box or contents
is either Fair or Poor, we
treat it as functionally missing , and we have graded
only the component
that is G or better, essentially selling that
component "as is", theoretically
without its decrepit companion. In these cases, the
grade should include an
asterisk in place of the Fair/Poor cover or jacket to
reflect its effective
absence.

Supplementary Notations
Condition augmentations: there are some common
exceptions to the overall
condition of an item that merit independent notation
from the
overall grade assigned, rather than being "averaged
in" as with standard
gradeable wear. These are usually after-production
aberrations courtesy of
the record company such as:

Writing on front cover, back cover, label, tape
on seams or spine,
water damage (especially if it's growing "hair"),
applied era "pop-culture"

stickers (such as "right-on" with fist) etc.
These minute details are usually only noted on
rare and expensive items.

3720. Using 3 1/2 disk drive on Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-18 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7fbjm6$sj16@news.ajou.ac.kr>
Source record: 53128

Seems I remember that CSS or someone made a 3 1/2
disk drive that would work on the Atari 8-bit computers.

If anyone has a 3 1/2 disk drive that works on the
8-bit machines for sale or trade then e-mail me
at...phantomm@kih.net

3721. Scanned Manuals Archive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-18 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <7fbrmtktc1@newsource.ihug.co.nz>
Source record: 53129

Hi everyone,

I'm about to add a Scanned Manual Archive to my Home page
'Holmes Atari 8 bit Games'
And have scanned in alot of Atari original manuals/catalogues/
and anything else I could find already. And have a fair amount
of stuff. But I dont have everything, so I need your help. I was
hoping to start a Atari Documentation Project. Does one exist
already?

The scans need to be graphical(in JPG format), and not OCR'ed Text.
Hardware and software.

If you have any original manuals for the Atari 8bit Computer range,
and have access to a scanner, Can you please reply to me with
details of which manuals you can scan in. I'll co ordinate the
scanning so that no manuals are doubled up on.

Also, if you have manuals that you could donate to the project, then
they would be greatfully accepted, and would be scanned in by
myself.

Thank you to those who have donated manuals already...

Many thanks for your time..

Aaron,

Maintainer of Holmes Atari 8bit Games Page.
http://homepages.ihug.co.nz/~aaronat/atari.html

3722. Re: Percom Drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-18 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <371994E0.A3245CB0@kdt.de>
Source record: 53130

According to my WD Data Book, all WD 177x FDCs are capapble of
125 and 250 Kbit at sector sizes from 128 to 1024 Bytes.

Regards, Erhard

3723. Re: Chimera

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-18 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <3719916F.564D8402@kdt.de>
Source record: 53131

You shouldn't load games using a full DOS on Disk.
What you need is a gamedos, which provides a short menu asking
you which game to load.

If you wanna stay at DOS 2.x format, you may use the one from E.Reuss.

If you switch to Sparta DOS format, you can make a 16 MB ATR file
which allows you to store tons of games in it. Creating Subdirs of
A to Z allows you to sort things. The use Micro Sparta DOS (MS-DOS)
developped by BW-Soft as a gamedos. It allows to enter long filenames
for the menu.

Regards, Erhard

3724. USA: Texas: Address

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-18 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <37199655.9413BB74@kdt.de>
Source record: 53132

Could anyone check if follwoing address still exists?

SWP Inc.
Microcomputer Products
2500 E. Randol Mill Road
125 Arlington, Texas 76011

phone(?): 817-469-1181

Is there any fax number?

3725. Re: Printer cable info

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-18 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <37199294.7A53E48C@kdt.de>
Source record: 53133

You need a special cable that converts Atari XL/XE SIO to standard
Centronics.

May be available at BEST or B&C. Also available from ABBUC.

3726. Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-18 00:00:00 UTC
From: D Smyth <juned@globalnet.co.uk>
Message-ID: <7fcdqmomk1@newnews.global.net.uk>
Source record: 53134

Having problem calibrating xformer cable on 200 pentium mmx
does any body have a work round. I am using the latest xformer 3.8 prog

3727. Re: Percom Drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-18 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7fcm74$2um$1@nnrp1.dejanews.com>
Source record: 53135

Did Percom ever use single-density drives? I know that you could get single-sided drives as well as double sided, but I thought they always used double density.

In article <19990417105536.27722.00001835@ng-da1.aol.com>,
lwhite6497@aol.com (LWhite6497) wrote:
> What is the difference between
> a single density Percom and
> a DD version as regards its
> hardware. I see that the SD
> version has a daughter card
> with a 1771A FDC. Does the
> whole card have to be relaced,
> or? Also, is there a different
> ROM for the SD and DD
> versions? I have a manual, but
> it doesn't go into much detail.
> Any sources of info on the web?
> Larry White
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3728. Re: Need Repair Schematic for Atari 800 (component CR207)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-18 00:00:00 UTC
From: unibuyer@aol.com
Message-ID: <19990418090332.02431.00001904@ng104.aol.com>
Source record: 53136

Thanks Paul,

It is a black diode (fat black with a silver strioe around one end). I'll pull out the magnifyer and see if I can read something.

I'll let you know what I find.

By the way, do you know when I could find a field service manual for these machines (especially online)?

Thanks,
Neal

3729. Re: Need Repair Schematic for Atari 800 (component CR207)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-18 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <3719F47B.BC0D27B5@postoffice.pacbell.net>
Source record: 53137

CR207 is one of the power rectifiers in the main bridge circuit. Many times these things look bad but are not. If it is really bad (you could not read the stripe) replace it with a 3amp 200v power diode. Use an ohmmeter and measure its resistance - open one direction, short in the other.

Bob

Unibuyer wrote:

> Thanks Paul,
>
> It is a black diode (fat black with a silver strioe around one end). I'll pull
> out the magnifyer and see if I can read something.
>
> I'll let you know what I find.
>
> By the way, do you know when I could find a field service manual for these
> machines (especially online)?
>
> Thanks,
> Neal

3730. FOUND! Qb

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: Andrew Davie <adavie@mad.scientist.com>
Message-ID: <3719eee8.0@nexus.comcen.com.au>
Source record: 53046

A long time ago (15+ years) I developed a game on the Atari 400/800 machines.
Until recently (my system was stolen in 1986), I didn't have a copy of the game, but now I'm happy to report it has once again been FOUND! I'd been looking for some time, and had posted an earlier request for anyone who had this program to contact me (you can see the picture at http://www.comcen.com.au/~adavie/qb2.jpg) I hadn't seen this program running for well over 10 years, before tonight. I'm pretty "zoned out" ;)
OK, so now I have a copy - and I'd like to distribute it to anyone else who also wants a copy. It's actually (ahem) not a bad game, really - quite polished and playable. I'm writing to the group to ask for a volunteer (preferably a manager of an Atari archive) who will make a copy to PC of the binary file on a floppy diskette that I will provide. I'll post the copy to the volunteer, and only ask in return that a binary file is emailed back to me. After that, the program goes public domain.
So, any volunteers?
A

3731. FT: TV+4 pong system by concept 2000

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: csumner@brooksdata.net
Message-ID: <371ac472.71352527@news.apex2000.net>
Source record: 53047
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Complete in the box and working. Would like to trade for some Atari 8-bit Computer, Atari 2600, ColecoVision or NES cartridges. Please email offers to csumner@brooksdata.net.

thanks,
Chuck

3732. Re: Percom Drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-1zKZe4juNW3B@localhost>
Source record: 53048

On Sun, 18 Apr 1999 08:16:32, Erhard Puetz <erhard-puetz@kdt.de>
wrote:

> According to my WD Data Book, all WD 177x FDCs are capapble of
> 125 and 250 Kbit at sector sizes from 128 to 1024 Bytes.
>

The 1771 is a 40 pin device as used in the 810. It doesn;t have a data
seperator. I am not sure it is capiable of doing double density or
250 Kbit. The data book you have would cover the 1770, 1772 and 1773.
does your book cover the 179X series??

3733. LOOKING FOR 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: "gestionr.sarl" <gestionr.sarl@wanadoo.fr>
Message-ID: <7feus4$532$1@wanadoo.fr>
Source record: 53049

Who can sold me an 1050 disk drive with soft.
I live in FRANCE.
Thank you.
Didier

3734. Re: Percom Drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990419061536.09295.00001891@ng43.aol.com>
Source record: 53050

(Long Post)
I found 7 or 8 relevant posts in the Deja News
archive in the 1995-1996 era. Pretty much the
same discussion - different people.
I also went back an re-read BP's article
on Percoms in AC. He talked about the
AT series doing DD, but he didn't get into
the area of the various controller boards.

Ben also talked about the history of Percom
including the disposition of its physical assets
after the company ceased doing business.
He spoke of most of its parts ultimately going
to a private individual in the DC area. So
perhaps someone is still selling parts. (?)

Does anyone have an AT series that does
double density? If so, what is its model
number? Does anyone know if the AT
series came before or after the RFD's?

BTW, there were 264 posts that referred to
Percom. Probably 30 made more than a
passing reference. I saved the text in 7 or 8.
Larry

3735. Re: ATARIANS UNITE!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <371B11F0.7E1BD6FA@mail.uni-mainz.de>
Source record: 53051
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hello folks,
searching for some Hardcore-Atari-Fanatics, here is one:

MY NAME: Andreas Magenheimer
LOCATION: Wachenheim, Rheinland-Pfalz, Germany
E-MAIL ADDRESS: magea000@mail.uni-mainz.de (University of Mainz)
COMPUTER TYPES: 800XL, 800XE, XEGS, Jaguar, VCS 7800, 2 Floppy drives
1050 both with Speedy, 1 XF551, 1 XF351, 1010, XC11;
FAVOURITES: a) Games: Montezumas Revenge, Archon, Deimos, Rockford,...
b) Tools: all kind of Converters !! (to convert PC
pics, sounds, texts, etc.)
c) Demos: - Oldies: Video Blitz, Shiny Bubbles, ...
- Newies: Asskicker, Vengeance, Raving,...
EMULATORS: None, I use only the original Atari-8-Bit equipment !!
MEMBERSHIP/USER-GROUP: Member of South-West-Atari-Team, Germany (SWAT)
Member of A.B.B.U.C. (Germany)

Greetings - Andreas Magenheimer

3736. FS/T: Atari 8-bit computer items [04/19/1999]

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <3727b715.531856@news.nls.net>
Source record: 53052

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 04/19/1999

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection list for this system is currently on-line!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

{1} = requires 32K.
{2} = requires 48K.
{3} = requires 48K and printer.

Used diskette(s), with box and manual:
$ 2.50 Home Filing Manager, The (Atari)
$ 2.50 Print Shop, The (Br0derbund) {3}

$ 2.50 SynFile+ (synapse) {2} -- also includes Reference Card
$ 2.50 Timewise (Atari) {1}
$ 2.50 Touchdown Football (Electronic Arts) {2}
$ 2.50 VisiCalc (VisiCorp) {1} -- also includes Pocket Reference
Guide -- $5 shipping, due to weight, counts as 1st item

Loose cartridges, no box or manual:
$ 3.00 3-D Tic-Tac-Toe
$ 3.00 Alphabet Zoo [Spinnaker] -- no label
$ 3.00 Atariwriter
$ 3.00 BASIC -- for use with Atari 400 and Atari 800
$ 2.50 Centipede
$ 3.00 Dig Dug
$ 3.00 E.T. Phone Home!
$ 3.00 Frogger [Parker Brothers]
$ 5.00 Gateway to Apshai [Epyx]
$ 1.25 Missile Command
$ 2.50 Pac-Man
$ 3.00 Qix
$ 1.25 Space Invaders
$ 2.50 Star Raiders
$ 2.50 Super Breakout

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive does not include the power supply, or Molex
connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will
not boot up. Sold as non-working item, possibly repairable, for
parts only!

$ 4.00

*****

LOT #2

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 9.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
#1) VideoGameAdvantage@DittosRush.com -- for quickest response
#2) VGA2000@io.com -- *backup* e-mail account, please use #1
#3) dw901@cleveland.freenet.edu -- *backup* e-mail account, ditto

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs and VCDs too), Video Game Advantage
almost everything ever made, including 6861 Anthony Lane
Nintendo, Sony, Sega, Atari, 3DO, and Parma Hts., OH 44130
many more (also older computers) for over 1-440-843-8815 Voice
5 years on the Internet! Visit us on the
WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

3737. Re: ATARIANS UNITE!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: mr_maddog@my-dejanews.com
Message-ID: <7ffc1j$8ij$1@nnrp1.dejanews.com>
Source record: 53053
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Well put me in for being a harcore Atarian :)

NAME: Eric Noss
LOCATION: Wilkes-Barre PA
E-MAIL ADDRESS: mr_maddog@my-dejanews.com
COMPUTER TYPES: VCS 2600 (Well it's still an Atari)
130XE w/ 1050 drive
800XL
800 (Orignial)
1040 STe (4 megs)
PC (soon to run Linux)

EMULATORS: Atari800Win, PacifiST (I like the 8-bit one much better),
and APE (coming soon)
MEMBERSHIP/USER-GROUP: Former member of Scranton Area Atari User Group
(SAAUG) - now defunct

I've enjoy using Atari computers and game systems as long as I can remeber and
trying to find ways to turn my PC into an all-in-one Atari :)

Eric Noss
a.k.a
Mr. Maddog

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3738. Moving from ATR to Atari 5 1/4" disk format

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: lbaeza@yahoo.com
Message-ID: <7ffeivarb1@nnrp1.dejanews.com>
Source record: 53054

Hello everybody! I have an ATARI800XL with a disk-drive (1050?). Also I have a PC with a double density 5 1/4" dik drive. I have already an Atari 800XL emulator running on my PC, loading Atari disk images saved as .ATR files. My question is: How can I play all this .ATR games in my real Atari? How do I move from .ATR to valid Atari-readable disk format? If anyone has some information or knews an URL to solve this problem, please let me know at lbaeza@yahoo.com or at this discussion group.

PD: ONLY USING THE PC 5 1/4" DISK DRIVE - NOT USING AN ATARI2PC CABLE NOR SOMETHING LIKE THAT

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3739. Re: emuators

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990419103029.07871.00000669@ngol01.aol.com>
Source record: 53055

I almost hate saying this, but I think Xformer 3.6 or higher in DOS mode (NOT Xformer 98 for Windows!) will work best on slower machines. Disable the sound though. Xformer doesn't do sound well and besides, it eats up a lot of cycles emulating sound. The best thing Xformer has going for it is the ability to run at 100% Atari speed on slower PC machines.
I have an old 233 Pentium that runs Atari800win at 100% for most Atari games, and that's with pretty darn good sound too. I stuck an old 16 bit Soundblaster card inside for what I think is the best sound card for Atari800win.

badbob1952@aol.com

3740. SpartaDOS X

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-KRdEPIddRL3M@draco>
Source record: 53056

Does anyone have a copy of the SpartaDOS X rom image they can send me?
I have looked around and nobody is selling an upgrade to 4.22 from my
present 4.20

Ken

3741. Re: Percom Drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <7fft6sfse1@alexander.INS.CWRU.Edu>
Source record: 53057

In a previous article, lwhite6497@aol.com (LWhite6497) says:

>>Did Percom ever use single-density drives?

Gleaned from Ben's article in AC, Percom drive models go like:

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

(I happen to have an AT88-S1PD myself.)
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3742. Happy 810 and SpartaDOS X

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <7fftt4$i3h$1@pale-rider.INS.CWRU.Edu>
Source record: 53058

At the same auction I also netted a Happy 810. This does work; very cool!

Question. according to the docs, my SDX cart has support for Happy 1050's
built in warp speed. Can I find a utility to let SDX support my happy
810's high speed as well?

Seems like such a thing should exist.
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3743. Dead MIO

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <7fftin$gi0$1@alexander.INS.CWRU.Edu>
Source record: 53059

At our most recent SPACE club auction I managed to pick up a 256K MIO.

But I can't get it to show any sign of life. Neither LED comes on, and the computer won't boot up when the MIO is attached.

Who repairs MIO's?
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3744. Re: emuators

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <371B86F9.E23E8335@erols.comX>
Source record: 53060

Actually,

Xformer pretty much sucks no matter what version you use. Its good for DOS type operations only.

Use XL-It for an older machine. Better compatibility and good sound.

BadBob1952 wrote:

> I almost hate saying this, but I think Xformer 3.6 or higher in DOS mode (NOT
> Xformer 98 for Windows!) will work best on slower machines. Disable the sound
> though. Xformer doesn't do sound well and besides, it eats up a lot of cycles
> emulating sound. The best thing Xformer has going for it is the ability to run
> at 100% Atari speed on slower PC machines.
> I have an old 233 Pentium that runs Atari800win at 100% for most Atari games,
> and that's with pretty darn good sound too. I stuck an old 16 bit Soundblaster
> card inside for what I think is the best sound card for Atari800win.
>
> badbob1952@aol.com

--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove the 'X' for email replies

3745. Re: WTB XF551 w/3 1/2 mech

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <371B879C.79DE899B@erols.comX>
Source record: 53061

I need to clarify my msg. Im looking for a XF551 with a 3 1/2 mech already in it.
I thought 720K was the max available for the 8bits so I put it in the msg. This
actually confused what I was looking for!

I want a 3 1/2 inh disk drive to hook up to my 130XE. I have plenty of 1050's, but
as I understand it they cant be upgraded to a 3 1/2 mech.

So,
If someone has a XF551 with a 3 1/2 mech (720/1.44) for sale let me know how much.
--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove the 'X' for email replies

"Steven J. Tucker" wrote:

> Stephen Knox (gooch@erols.comX) writes:
> > Anyone selling one of these with the 720K 3 1/2 mech in it. Looking for
> > a price of one in good working order.
>
> You can get 1.4 meg pulls for around $6-$8 at a lot of surplus places
> on the web. They work find, and 1.44 meg disks will work find, just cover
> the media sense hole with a sticker, or use 720k disks.
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3746. Re: emuators

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7fg4d5$5fm$1@autumn.news.rcn.net>
Source record: 53062

Actually, I've had best results on a Pentium 100 using Atari800 for DOS.
The sound is MUCH better than the sound in any version of XFormer with my
AWE-32.

BadBob1952 <badbob1952@aol.comspamx> wrote in message
news:19990419103029.07871.00000669@ngol01.aol.com...
> I almost hate saying this, but I think Xformer 3.6 or higher in DOS mode
(NOT
> Xformer 98 for Windows!) will work best on slower machines. Disable the
sound
> though. Xformer doesn't do sound well and besides, it eats up a lot of
cycles
> emulating sound. The best thing Xformer has going for it is the ability to
run
> at 100% Atari speed on slower PC machines.
> I have an old 233 Pentium that runs Atari800win at 100% for most Atari
games,
> and that's with pretty darn good sound too. I stuck an old 16 bit
Soundblaster
> card inside for what I think is the best sound card for Atari800win.
>
> badbob1952@aol.com

3747. Re: monty

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: Richard Atkinson <rga24@cam.ac.uk>
Message-ID: <Pine.LNX.4.05.9904192219580.398-100000@hapsby.chu.cam.ac.uk>
Source record: 53063

On Sun, 18 Apr 1999, Kelly Joseph wrote:

> I think that Monty is the best 8 bit game.

Which Monty is that? I didn't know there was a Monty on the Atari 8 bit computers.

Richard

3748. Re: ATARIANS UNITE!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <924565914mnewsX_velcro_X@netunlimited.net>
Source record: 53064

I'm a longtime Atari fan!

NAME: Daniel Miller
LOCATION: Kernersville, NC, USA
SYSTEMS: Atari 800 64k, 1050, 850, 810.
Amiga 600.
PC running DOS and Arachne DOS web-browser.

Been reading this group on & off since about 1996. First atari was an 800
back in ...1983? Have a web-page atari-oriented

"http://www.geocities.com/soho/3675/8bitlnks.html"

WISH LIST: to have a functional Diamond GOS system with word processor,
paint program, and comms program. I am sort of a comms fan and into the
early carts.

vs

To email me just remove the X's and underline marks from my address.

3749. Re: Happy 810 and SpartaDOS X

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990419192118.18590.00002914@ng09.aol.com>
Source record: 53065

Hi Michael-
Have you actually tried it? It might work, but
I doubt it. I believe you need the Rev 7
upgrade Rom.
It makes the 810 Happy nearly equivalent to
the 1050. It also lets you use the Rev 7/7.1 software. I think that B&C may
have them - it's worth a look.
Larry

3750. Re: Percom Drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990419192341.18590.00002917@ng09.aol.com>
Source record: 53066

>(I happen to have an AT88-S1PD myself.)

Will yours do double density?

Larry White

3751. Re: ATARIANS UNITE!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: Jason Anderson <Jason@datascan-inc.com>
Message-ID: <371BE7B6.8BA7CB02@datascan-inc.com>
Source record: 53067
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Put me on the list too.

MY NAME: Jason Anderson
LOCATION: California USA
E-MAIL ADDRESS: jason@datascan-inc.com
COMPUTER TYPES: All systems are in Pristine shape,
400,410, 420:
600xl,800,800xl(64k),800(48k),810,820,850,1010,1020,1050,XGES,1200xl and
rare XE, 1050,
Koala Pad, Numerous Joystics and 115 carts so far. Tons of floppies. New
1040STf and 1224c monitor.SIO2PC

FAVORITES: Caverns of Mars, Bruce Lee by DataSoft and Robotron 2048
EMULATORS: They suck, get the real thing!!!

Jason
Mr.3DFX

Andreas Magenheimer wrote:

> Hello folks,
> searching for some Hardcore-Atari-Fanatics, here is one:
>
> MY NAME: Andreas Magenheimer
> LOCATION: Wachenheim, Rheinland-Pfalz, Germany
> E-MAIL ADDRESS: magea000@mail.uni-mainz.de (University of Mainz)
> COMPUTER TYPES: 800XL, 800XE, XEGS, Jaguar, VCS 7800, 2 Floppy drives
> 1050 both with Speedy, 1 XF551, 1 XF351, 1010, XC11;
> FAVOURITES: a) Games: Montezumas Revenge, Archon, Deimos, Rockford,...
> b) Tools: all kind of Converters !! (to convert PC
> pics, sounds, texts, etc.)
> c) Demos: - Oldies: Video Blitz, Shiny Bubbles, ...
> - Newies: Asskicker, Vengeance, Raving,...
> EMULATORS: None, I use only the original Atari-8-Bit equipment !!
> MEMBERSHIP/USER-GROUP: Member of South-West-Atari-Team, Germany (SWAT)
> Member of A.B.B.U.C. (Germany)
>
> Greetings - Andreas Magenheimer

3752. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: Boyd Staley <BoydStaley@worldnet.att.net>
Message-ID: <371C1703.6CC5C221@worldnet.att.net>
Source record: 53068

I recently obtained an ASTRA 1620. It is a double
SS/DD 5-1/4 drive. I have upgraded it by installing a
DS/DD 5-1/4 and a DS/HD 3-1/2 transport in it. These seem
to work but I haven't fully tested it yet. (Have only
tried DS/DD on the 3-1/2, can the 8-bits do HD? How?)
Does anyone have any info on this drive unit? It seems
to be locked in to Drives 1 and 2, any way to change
this? Any info would be appreciated.

Thanks,
Boyd

3753. Re: 2600 color palette

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-19 00:00:00 UTC
From: cybpunks@earthlink.net
Message-ID: <371adb71.7188285@news.earthlink.net>
Source record: 53069
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

On 15 Apr 99 21:54:03, X_velcro_X@netunlimited.net (velcro_spy) wrote:
>Oh they do not, and you should know it! There is a friggin' grayscale mode
>with 16 shades at about 80 x 192. Then you can have 16 colors at 80 x 192.
>Then all the lesser modes with LESS colors than 16, and LESS resolution.
>Then there is a TWO colour mode at 320 x 192.

Like the 2600, it's all relative to the scanline, only with the
400/800, there is a more standardized way of making changes to the
display, known as the display list.

While the 400/800 can not pick any of its available 256 colors on any
arbitrary pixel, it can display all 256 colors on a single screen by
shifting palettes and modes on a scanline per scanline basis.

This is different from, let's say, the Commodore 64 with its fixed 16
color palette.

BTW, I believe there are also modes that are similar to GTIA 16-shade
modes that have 16 hues rather than 16 shades.

The 400/800 is very rich in display options.

3754. Re: 2600 color palette

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-20 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <924664759mnewsX_velcro_X@netunlimited.net>
Source record: 52988

Someone wrote:

> While the 400/800 can not pick any of its available 256 colors on any
> arbitrary pixel, it can display all 256 colors on a single screen by
> shifting palettes and modes on a scanline per scanline basis.

Yeah but that is useless except as a special effect, you can't draw colorful
pictures with that.

> BTW, I believe there are also modes that are similar to GTIA 16-shade
> modes that have 16 hues rather than 16 shades.

Yeah, but the picture would have colors but would be very flat and bland
without brights and darks. The greyscale (or bluescale or whateverscale) are
in my opinionthe most useful.

> The 400/800 is very rich in display options.

It's okay for its time! If they had managed to cram in 640 x 192 in 2, wow.

vs

To email me just remove the X's and underline marks from my address.

3755. Re: ATARI TRACKBALL ON EBAY!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-20 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <924664395mnewsX_velcro_X@netunlimited.net>
Source record: 52989

> On 20 Apr 1999 18:28:52 , Art Stuarts IV wrote:
>
> If I want to read the ebay crap I'll go to ebay....
> Anyone else find these ebay posting a waste of band width?

It doesn't bother me at all. I think a single post is okay. When someone itemizes his 13 Atari item, each in its own usenet ad, THAT is a problem. However the simple ads such as the one you criticized are relevant to the group and 100% okay in my opinion.

Just scroll on by Art!

vs

To email me just remove the X's and underline marks from my address.

3756. Re: ATARIANS UNITE!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-20 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <371c0d99.28450331@207.106.92.52>
Source record: 53070
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

count me.

MY NAME: Eric Parent
LOCATION: Western Mass, USA
COMPUTERS:
400 (2)
800 (2)
1200XL (2)
600XL
800XL (4)
XE System
130XE
520ST
2600 (3)
5200
7800
Lynx
Jaguar
FAVORITES: 8-bit games
Ballblazer
Archon
Computer Ambush
Kennedy Approach

On Mon, 19 Apr 1999 13:22:24 +0200, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>Hello folks,
>searching for some Hardcore-Atari-Fanatics, here is one:
>
>MY NAME: Andreas Magenheimer
>LOCATION: Wachenheim, Rheinland-Pfalz, Germany
>E-MAIL ADDRESS: magea000@mail.uni-mainz.de (University of Mainz)
>COMPUTER TYPES: 800XL, 800XE, XEGS, Jaguar, VCS 7800, 2 Floppy drives
>1050 both with Speedy, 1 XF551, 1 XF351, 1010, XC11;
>FAVOURITES: a) Games: Montezumas Revenge, Archon, Deimos, Rockford,...
> b) Tools: all kind of Converters !! (to convert PC
>pics, sounds, texts, etc.)
> c) Demos: - Oldies: Video Blitz, Shiny Bubbles, ...
> - Newies: Asskicker, Vengeance, Raving,...
>EMULATORS: None, I use only the original Atari-8-Bit equipment !!
>MEMBERSHIP/USER-GROUP: Member of South-West-Atari-Team, Germany (SWAT)
> Member of A.B.B.U.C. (Germany)
>

>Greetings - Andreas Magenheimer

3757. Re: Chimera

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-20 00:00:00 UTC
From: Mark Keates <mark@mkeates.force9.co.uk>
Message-ID: <W_VS2.4196$14.1422@wards>
Source record: 53071

Erhard Puetz wrote in message <3719916F.564D8402@kdt.de>...
>You shouldn't load games using a full DOS on Disk.
>What you need is a gamedos, which provides a short menu asking
>you which game to load.
>

What was wrong with using A800win's LOAD EXE/COM option?
This worked with files like ChopSuey/DropZone/Gauntlet
(Admittedly after stripping a small header from the file using
a Hex editor ;-)

>If you wanna stay at DOS 2.x format, you may use the one from E.Reuss.
>
>If you switch to Sparta DOS format, you can make a 16 MB ATR file
>which allows you to store tons of games in it. Creating Subdirs of
>A to Z allows you to sort things.

I tried SpartaDos and this wouldn't load the program (or run it, I'm not
sure). Basically I had the file on the H1: drive, went to it and typed
chimera.exe and the prompt just comes back. Do I have to use a D drive? What
tools can you use for this? I have ImageMan but this works appears to only
know Atari DOS ATRs.

> The use Micro Sparta DOS (MS-DOS) developped by BW-Soft as
> a gamedos. It allows to enter long filenames for the menu.
>

Do you have a link for this? (or send me a Chimera memory snapshot?)

>Regards, Erhard
>

Thanks,

Mark

3758. Re: Dead MIO

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-20 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-pOhTudMeqWd3@di10-ks.cth.com.au>
Source record: 53072

On Mon, 19 Apr 1999 18:44:39, aa700@cleveland.Freenet.Edu (Michael Current) wrote:

>
> At our most recent SPACE club auction I managed to pick up a 256K MIO.
>
> But I can't get it to show any sign of life. Neither LED comes on, and the
> computer won't boot up when the MIO is attached.
>
> Who repairs MIO's?

I could but sending it to me would cost a bit. I just recently fixed mine. Tracked it down to a dead ram chip.

3759. Re: Dead MIO

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be8b04$48a8baa0$62364382@vidar>
Source record: 53073

How about Bob Klaas ? He's very good and is nice to deal with!

sup8pdct@mail.cth.com.au wrote in article
<olg28mVLDrMR-pn2-pOhTudMeqWd3@di10-ks.cth.com.au>...
> On Mon, 19 Apr 1999 18:44:39, aa700@cleveland.Freenet.Edu (Michael
> Current) wrote:
>
> >
> > At our most recent SPACE club auction I managed to pick up a 256K MIO.
> >
> > But I can't get it to show any sign of life. Neither LED comes on, and
the
> > computer won't boot up when the MIO is attached.
> >
> > Who repairs MIO's?
>
> I could but sending it to me would cost a bit. I just recently fixed
> mine. Tracked it down to a dead ram chip.
>

3760. Re: ATARIANS UNITE!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be8b05$5ecdde40$62364382@vidar>
Source record: 53074
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I would like to be added too
Name : Vidar Olavesen (Call myself Hawk of Pokey Soft)
email : olavese@online.no or hawk@nmi.no
Computers
800 one NTSC and one PAL
800XL 3 PAL
130XE 2 PAL (one with omnimon) and one 320Kb NTSC
400 NTSC
600XL NTSC w/64Kb add-on
XEGS 2 PAL complete, one PAL unit only (no keyboard)
520STe 4Mb
Falcon 030
Mega ST2
Jaguar 2 NTSC, 2 PAL (one with Jaguar Server)
Lynx 2
Lynx II 2
1200XL 2 NTSC (of course) one with a key missing
1050 drives 4 or 5 I think
1050 DTI drive
Indus GT
XF-551
65XE NTSC
5200 two 4-ports and two 2-ports
7800 PAL
7800 NTSC
2600 2 NTSC
2600 2 PAL
2 MIO's

well there's more, but I can't remember right now

Jason Anderson <Jason@datascan-inc.com> wrote in article
<371BE7B6.8BA7CB02@datascan-inc.com>...
> Put me on the list too.
>
> MY NAME: Jason Anderson
> LOCATION: California USA
> E-MAIL ADDRESS: jason@datascan-inc.com
> COMPUTER TYPES: All systems are in Pristine shape,
> 400,410, 420:
> 600xl,800,800xl(64k),800(48k),810,820,850,1010,1020,1050,XGES,1200xl and
> rare XE, 1050,
> Koala Pad, Numerous Joystics and 115 carts so far. Tons of floppies. New
> 1040STf and 1224c monitor.SIO2PC

>
> FAVORITES: Caverns of Mars, Bruce Lee by DataSoft and Robotron 2048
> EMULATORS: They suck, get the real thing!!!
>
> Jason
> Mr.3DFX
>
> Andreas Magenheimer wrote:
>
> > Hello folks,
> > searching for some Hardcore-Atari-Fanatics, here is one:
> >
> > MY NAME: Andreas Magenheimer
> > LOCATION: Wachenheim, Rheinland-Pfalz, Germany
> > E-MAIL ADDRESS: magea000@mail.uni-mainz.de (University of Mainz)
> > COMPUTER TYPES: 800XL, 800XE, XEGS, Jaguar, VCS 7800, 2 Floppy drives
> > 1050 both with Speedy, 1 XF551, 1 XF351, 1010, XC11;
> > FAVOURITES: a) Games: Montezumas Revenge, Archon, Deimos, Rockford,...
> > b) Tools: all kind of Converters !! (to convert PC
> > pics, sounds, texts, etc.)
> > c) Demos: - Oldies: Video Blitz, Shiny Bubbles, ...
> > - Newies: Asskicker, Vengeance, Raving,...
> > EMULATORS: None, I use only the original Atari-8-Bit equipment !!
> > MEMBERSHIP/USER-GROUP: Member of South-West-Atari-Team, Germany (SWAT)
> > Member of A.B.B.U.C. (Germany)
> >
> > Greetings - Andreas Magenheimer
>
>

3761. Re: monty

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be8b05$9af99da0$62364382@vidar>
Source record: 53075

Probably Preliminary Monty, 16K version of Montezuma's Revenge (which is better)

Richard Atkinson <rga24@cam.ac.uk> wrote in article
<Pine.LNX.4.05.9904192219580.398-100000@hapsby.chu.cam.ac.uk>...
> On Sun, 18 Apr 1999, Kelly Joseph wrote:
>
> > I think that Monty is the best 8 bit game.
>
> Which Monty is that? I didn't know there was a Monty on the Atari 8 bit
> computers.
>
>
> Richard
>
>

3762. File formats

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-20 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <371C3D99.7E391AA4@asw.cz>
Source record: 53076

Hell-o!

I've added Atari File Formats page to my home page.
If anybody has corrections, additions, format descriptions - everything
is welcome.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

3763. Re: Hmmm, Are there *3* versions of Atari 8-bit "Dig Dug"?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-20 00:00:00 UTC
From: atari8man@aol.com
Message-ID: <19990420050907.09330.00004085@ng-cc1.aol.com>
Source record: 53077

There are also 2 version of Centipede..!
and I've herd that there are a few version of Super Pacman too!

3764. Re: ATARIANS UNITE!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-20 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <371C624E.E7C0BFAB@ix.netcom.com>
Source record: 53078
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

mr_maddog@my-dejanews.com wrote:
>
> Well put me in for being a harcore Atarian :)
>
> NAME: Eric Noss
> LOCATION: Wilkes-Barre PA
> E-MAIL ADDRESS: mr_maddog@my-dejanews.com
> COMPUTER TYPES: VCS 2600 (Well it's still an Atari)
> 130XE w/ 1050 drive
> 800XL
> 800 (Orignial)
> 1040 STe (4 megs)
> PC (soon to run Linux)
>
> EMULATORS: Atari800Win, PacifiST (I like the 8-bit one much better),
> and APE (coming soon)
> MEMBERSHIP/USER-GROUP: Former member of Scranton Area Atari User Group
> (SAAUG) - now defunct
>
> I've enjoy using Atari computers and game systems as long as I can remeber and
> trying to find ways to turn my PC into an all-in-one Atari :)
>
> Eric Noss
> a.k.a
> Mr. Maddog
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

Well I guess I could be considered one too.

NAME: Bob Ely
LOCATION: Trenton, NJ
E-MAIL ADDRESS: Pick one from below.
COMPUTER TYPES: 2-130XE, 1-1200XL, 1-800XL, 1-800 and 1-400
2-XF551, 1-Rana
1256K MI/O, BASIC XL & XE, SpartaDOS X, MAC65, Action! and a whole
bunch more!!!
I also have Atari800Win, PC Xformer 95, A.P.E. SIO2PC and more.

I've been into Atari 8-bit systems since 1982 when I was selling them.
I bought my first 800XL in January 1983. I've been a member if the
Jersey Atari Computer Society for many years. (JACS BBS (609) 346-1224)
JACS Web Site http://users.snip.net/~mhop/ . I also frequent this ng.

--
Robert S Ely
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

3765. Worth of this lot ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be8b29$abd16760$a1364382@vidar>
Source record: 53079

What do you guys think these are worth ?

Silicon Dreams - New, opened and tested
Goonies - Very good condition
Gauntlet - Very good condition
Barnyard Blaster - Loose with docs, very good condition
Battlezone - Loose with docs, very good condition
Desert Falcon - Loose, very good condition
Summer Games - Good condition

Thanks!

3766. Re: FT: TV+4 pong system by concept 2000

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-20 00:00:00 UTC
From: csumner@brooksdata.net
Message-ID: <371c7ede.1688657@news.apex2000.net>
Source record: 53080
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

:(one cartridge?

05:55:55 GMT, csumner@brooksdata.net (Chuck) wrote:

>Complete in the box and working. Would like to trade for some Atari
>8-bit Computer, Atari 2600, ColecoVision or NES cartridges. Please
>email offers to csumner@brooksdata.net.
>
>thanks,
> Chuck

3767. Re: Percom Drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-20 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7fi9ic$v1q$1@nnrp1.dejanews.com>
Source record: 53081

Of all of these single/double sided single/double drive configuratons, were
they all double-density drives?

In article <7fft6sfse1@alexander.INS.CWRU.Edu>,
aa700@cleveland.Freenet.Edu (Michael Current) wrote:
>
> In a previous article, lwhite6497@aol.com (LWhite6497) says:
>
> >>Did Percom ever use single-density drives?
>
> Gleaned from Ben's article in AC, Percom drive models go like:
>
> ==> Percom RFD4x-Sy
> where: x=0 -> a single-sided drive
> x=4 -> a double-sided drive
> y=1 -> a single-drive unit
> y=2 -> a dual-drive unit
>
> ==> Percom AT88-Sy[PD]
> where: y=1 -> a single-drive unit
> y=2 -> a dual-drive unit
> PD -> equipped with a built-in parallel printer port
>
> (I happen to have an AT88-S1PD myself.)
> --
> Michael Current, mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
> St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3768. Trade list

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be8b45$dfd2efe0$21364382@vidar>
Source record: 53082

What I have for trade

Atari 8-bit, tapes, complete, unless noted
180
Bombfusion
Decision in the Desert
Decision in the Desert
Despatch Rider
Escape from Traam
Football Manager
Ghostbusters
Heartache (some 20 tapes)
Henry's House
Kikstart
Los Angeles SWAT
Los Angeles SWAT
Milk Race
Ninja
Ninja
Panther
Pengon
Protector (Mastertronic
Revenge II
Rockford + Crystal Raider
Sidewinder II
Speedhawk
Speedzone
Speedzone
Star Raiders
The Tail of Beta Lyrae
Twilight World
Twilight World
Universal Hero

Atari 8-bit, disks, complete, unless noted
Arkanoid
Atari Planetarium
Gauntlet
Mini Office II
Silicon Dreams
Silicon Dreams
Summer Games
The Goonies

Atari 8-bit, cartridges, complete, unless noted
Assembler Editor, loose
Asteroids, loose
Atari Basic, loose
Barnyard Blaster, loose with docs
Battlezone, loose with docs
Caverns of Mars, loose with docs
Crystal Castles
Defender
Desert Falcon
Donkey Kong
Final Legacy (bad label and rattle)
Final Legacy (bad label and rattle), loose with docs
Flight Simulator II, loose
Frogger, loose
Pac-Man, loose with docs
Pac-Man, loose
Pac-Man, loose
Pole Position, new shrinkwrapped
Pole Position, new shrinkwrapped
Pole Position, boxed, no instructions
Pole Position, loose with bad label
River Raid, loose
Tennis, loose
The Designer's Pencil
The Designer's Pencil, loose

Atari Lynx, new, shrinkwrapped, unless noted
A.P.B.
Crystal Mines II
Lynx II
Robotron 2084
S.T.U.N. Runner
S.T.U.N. Runner, no shrinkwrap
Shanghai
World Class Soccer

Atari 7800, NTSC, complete, unless noted
Asteroids
Asteroids, boxed, no manual
Ballblazer
Ballblazer
Barnyard Blaster
Centipede
Centipede
Centipede
Donkey Kong
Donkey Kong
Donkey Kong Jr.
Hat Trick
Hat Trick
Hat Trick

Hat Trick
Jinks
Jinks
Jinks
Jinks
Joust
Mat Mania Challenge
Mat Mania Challenge
Mat Mania Challenge
Mat Mania Challenge
Midnight Mutants
Midnight Mutants
Ms. Pac-Man
Ninja Golf
Ninja Golf
Ninja Golf
One on One
One on One
One on One
One on One
One on One,loose
Pole Position II
Realsports Baseball
Realsports Baseball
Touchdown Football
Tower Toppler
Tower Toppler
Tower Toppler
Tower Toppler
Winter Games
Winter Games
Winter Games
Xevious

Atari 5200, loose, unless noted
Ballblazer
Berzerk
Defender, 1 overlay
Defender
Galaxian, 2 overlays
Football
Kaboom!
Kangaroo, with docs
Kangaroo
Mario Bros.
Missile Command
Ms. Pac-Man
Pac-Man, complete
Pac-Man
Pac-Man

Pengo
Pole Position (Unopened)
Pole Position
Qix
Star Raiders
Super Breakout, 1 overlay
Vanguard, complete
Vanguard

Atari 2600, NTSC, loose unless noted
Air Sea Battle
Battlezone
Battlezone
Backgammon
Blackjack (No end label)
Burgertime
Casino
Combat
Cosmic Ark
Decathlon
Defender
Defender, boxed with manual
Demon Attack
E.T. The Extra Terrestrial
E.T. The Extra Terrestrial
Fire Fighter
Fishing Derby
Football, shrinkwrapped
Freeway
Gravitar
Hangman (No end label)
Haunted House
Kangaroo, shrinkwrapped
Ms. Pac-Man
Pac-Man
Pac-Man
Pac-Man
Pele's Soccer
Phoenix, with manual
Pole Position
Realsports Baseball
Riddle of the Sphinx
River Raid
Space Invaders
Smurf : Rescue in Gargamel's Castle
Star Raiders
Swordquest Fireworld
Target Fun - Telegames 27
Trick Shot
Video Chess

Video Olympics
Yars' Revenge
Yars' Revenge
Yars' Revenge, complete, except for comic

Atari 2600, PAL, loose unless noted
Breakout, complete
Combat
Indy 500
Realsports Volleyball, shrinkwrapped
Sprint Master, complete
Video Olympics
Warlords, complete
Warlords, complete

Atari Jaguar, complete, unless noted
Baldies CD
Checkered Flag
Club Drive
Raiden
Syndicate, box in only fair condition

Atari Force Comics
Atari Force #5 May 1984, Regular size
Atari Force #8 August 1984, Regular size
Atari Force #9 September 1984, Regular size (Tear on top)
Atari Force #12 Desember 1984, Regular size
Atari Force #13 January 1985, Regular size
Atari Force #14 February 1985, Regular size
Atari Force #18 June 1985, Regular size
Atari Force Volume 1, No. 2 1982, Mini

Intellivision, loose unless noted
Advanced Dungeons & Dragons
Advanced Dungeons & Dragons, with docs and overlay
Advanced Dungeons & Dragons : Treasures of Tarmin, shrinkwrapped
Astrosmash, with docs
Astrosmash
Frog Bog
Frogger
Lock'n'Chase, with docs
Lock'n'Chase
Mission X
NHL Hockey
Night Stalker, complete
Night Stalker, with docs
Night Stalker
Pitfall
Pitfall
Space Armada
Space Battle

Space Hawk, with docs
Space Hawk
Space Spartans
Space Spartans
Sub Hunt, with docs
Tron : Deadly Discs, complete
Tron : Deadly Discs
Utopia

Colecovision, loose, unless noted
Donkey Kong
Donkey Kong
Donkey Kong
Donkey Kong
Donkey Kong Jr.
Front Line (bad Label)
Mr. Do! (screwholes showing)
Super Action Baseball (bad Label)
Venture
Zaxxon(screwholes showing)
Zaxxon-

TI-99/4A, loose, unless noted
Donkey Kong
TI Invaders

Sega Megadrive/Genesis, loose, unless noted
Altered Beast, boxed, no manual
Cool Spot (bad label)
Echo : The Dolphin (bad label)
Sonic the Hedgehog 2, boxed with manual, which is missing front cover
Sonic the Hedgehog 2 (bad label)

Philips G7000/Magnavox Odyssey 2, loose, unless noted
Alien Invaders Plus!, Magnavox version
Cosmic Conflict!, Magnavox version
Hockey! Soccer!, Magnavox version
Invaders from Hyperspace!, Magnavox version
K.C. Munchkin!, Magnavox version
Speedway! Spin-Out! Crypto-Logic!, Magnavox version

Commodore 64, loose, unless noted
Ghostbusters, tape, complete
Radar Rat Race, cartrigde

Offers welcome! Thanks

email at : olavese@online.no

3769. FS: Lotsa 8 bit Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-20 00:00:00 UTC
From: Constance Merritt <conniemerr@earthlink.net>
Message-ID: <7fi7orhkf1@oak.prod.itd.earthlink.net>
Source record: 53083

I have a whole bunch of 8 bit Atari stuff, probably too much to list out. It was mostly collected over the years, from garage sales and stuff. I am getting ready to move to a smaller place, and I would like to get rid off all of it.

Major items include 3 800's, an 800XL, 3 810 drives, a 1050 drive, 3 printers, and many other miscellaneous items including software, joysticks and paddles, a 410 program recorder... Everything is in working condition, and good cosmetically.

I am in the Philadelphia, Pennsylvania area, shipping all this stuff would be major nightmare.

No reasonable offer for any or all refused. Call 215-887-0687
or email connieMerr@earthlink.net

3770. Re: ATARIANS UNITE!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-20 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3722c7d3.6638114@news.demon.co.uk>
Source record: 53084
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

The other Day Robert S Ely <rely@ix.netcom.com> wrote:

>mr_maddog@my-dejanews.com wrote:
>>
>> Well put me in for being a harcore Atarian :)
>>

Is this list just for the US folk or can us sane UK people add ourselves
:)
--
Paul..

Account at Demon shut from 3rd May

Use mclane@dellos.freeserve.co.uk from then on.

ICQ No: 105793

3771. ATARI TRACKBALL ON EBAY!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-20 00:00:00 UTC
From: Art Stuarts IV <artstuiv@wizvax.net>
Message-ID: <371CFFA4.E036795@wizvax.net>
Source record: 53085
Cross-posted to: rec.games.video.atari,rec.games.video.misc,rec.games.video.marketplace,comp.sys.atari.8bit,alt.atari

Atari trackball (model CX22) on ebay!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=93782562

Only 5 days to bid!

3772. Re: ATARI TRACKBALL ON EBAY!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-20 00:00:00 UTC
From: atari@bright.net
Message-ID: <7fj1im$9cg$1@cletus.bright.net>
Source record: 53086

On 20 Apr 1999 18:28:52 , Art Stuarts IV wrote:
>Atari trackball (model CX22) on ebay!
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=93782562
>
>Only 5 days to bid!

Who cares?! I have one collecting dust and you can pick one up for
like a few dollars at any hamfest or flee market.

The stuff on ebay is usually not rare (rather hype'd up) and I a sure
everyone knows about ebay so why post here about it?

If I want to read the ebay crap I'll go to ebay....
Anyone else find these ebay posting a waste of band width?

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3773. FOR SALE: ATARI 8 Bit Hardware. Save it from the trashman before I have to toss it.

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-20 00:00:00 UTC
From: tech204@apk.net
Message-ID: <7fjain$i5s$1@plonk.apk.net>
Source record: 53087

```
For Sale: I must get rid of the following Atari hardware or it goes out in
the trash before I move.

Atari 130XE with 320K memory upgrade mod... $50.00/obo
Power Pak and TV Cables/ Clean Like New

Atari 130XE $30.00/obo
Power Pak and Cables/ Case Smoke Stained

65XE works but has a bad keyboard $15.00
No Power Pak or Cables, Clean Case

1050 Disk Drive with ICD/USDisk Doubler Chips $50.00/obo
Power Pak and SIO Cable

1050 Disk Drive $50.00/obo
SIO Cable but no Power Park

Atari 1027 Printer $10.00
Power Pak/ Needs New Ink Roller/ Case Smoke Stained

If you're interested respond with your offer to tech204@apk.net
```

3774. Re: Making TRAKs #2

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: Jason Drywood <jdrywood@eatonyaleltd.attcanada.net>
Message-ID: <KO9T2.2154$ho1.747@tundra.ops.attcanada.net>
Source record: 52990

I have one of these drives.

I also have the "Turbo Charged Software" Installed.

This upgrade adds a 4k buffer to the drive, giving it the capability of reading entire disk tracks at once, and then bursting the data to the computer. The best read performance occurs on disks with the standard single density interleave.

The turbo works in single density only and is ineffective in double density format.

This 4k buffer also doubles as a printer buffer, if you were were fortunate enough to own a printer at the time, and were able to find a cable to attach the built in printer interface of the Trak drive to the printer.

...Jamn

LWhite6497 wrote in message
<19990417110114.27722.00001837@ng-da1.aol.com>...
>The manual for my Trak AT D2 talks
>about "Turbo Charged Software".
>It implies that the TRAK is capable
>of Ultra Speed (in addition to it's
>track buffering). Anyone out there
>using/has used one of these and
>know something of its capabilities?
>Thanks,
>Larry White
>

3775. Re: Happy 810 and SpartaDOS X

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: Jason Drywood <jdrywood@eatonyaleltd.attcanada.net>
Message-ID: <a1aT2.2155$ho1.340@tundra.ops.attcanada.net>
Source record: 52991

Larry:

I also have a Happy 810, but it only works with Happy software up to 6.5.

Who is B&C? I'd be interested in finding an updated rom.

Would this allow the 810 to r/w double density like the 1050? Or do you
mean "nearly equivalent" with regards to backups.

...Jamn

LWhite6497 wrote in message <19990419192118.18590.00002914@ng09.aol.com>...
>Hi Michael-
>Have you actually tried it? It might work, but
>I doubt it. I believe you need the Rev 7
>upgrade Rom.
>It makes the 810 Happy nearly equivalent to
>the 1050. It also lets you use the Rev 7/7.1 software. I think that B&C
may
>have them - it's worth a look.
>Larry
>
>

3776. FS: ATARI 9VAC Power Supply - NEW in box

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <371f3f73.9967462@news.erols.com>
Source record: 52992
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Original Atari 9 VAC Power Supply (C017945)

New! in Original Box - Never used.

$10.00 + Shipping US Funds Only

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

3777. FS: ATARI 2600 Thickbottom (circa 1977)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <37203f77.9971117@news.erols.com>
Source record: 52993
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Atari 2600 Thickbottom - 6 Switch (circa 1977)

This unit was one of the first Atari 2600 units built.

This is one of the units built in Sunnyvale, CA

Unit is in very good condition. Works great.

Unit Only - No Joysticks or Power Supply

$25.00 + SHIPPING US funds only.

Joysticks, Power Supplies, and Games available at extra cost.

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

3778. FS: ATARI 2600 Keyboard Controllers - MINT Condition in box

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <371e3f6e.9962465@news.erols.com>
Source record: 52994
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Original ATARI 2600 Keyboard Controller Sets ATARI CX50

NEW, Never used except to be tested.

Original Box - Mint Condition
2 Keyboard Controllers - Mint Condition

$15.00 a set + Shipping US Funds Only

2 sets are available.

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

3779. Holy crap! Can you believe this?!? MUST READ!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990420233347.07381.00002894@ng103.aol.com>
Source record: 52995

I can't believe how high the bidding on these 16 Atari 400/800 carts has gone.
Check out the link on eBay here:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=91005561

There's about an hour to go and the current bid is at $338.00!
I have every cart there except the Turmoil and Magic Dump. Why so high?
I picked up practically everything else listed there for $5 - $10 each!
Insanity.

3780. Re: Holy crap! Can you believe this?!? MUST READ!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990421000707.17300.00003251@ng101.aol.com>
Source record: 52996

$338!!!!
Amazing! But the prices that some things
auction for is incredible when one
considers that some of these can still be
purchased NEW for much less.
BTW - as I recall Magic Dump was a RIGHT
slot cart for the 800. Anybody remember for
sure?
Larry

3781. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990421001823.11751.00003068@ng102.aol.com>
Source record: 52997

```
>What was "the best" Atari or 3rd Party
>disk drive, and why?

This thread has died down pretty well, so
I'll provide my own thoughts/reasons.

1. 1050 because it was cheap, plentiful, and
so upgradable. (But on the minus side, it
gave the world "enhanced density" ...sigh!)
2. XF551 because it is capable (stock) of
720K and (near) ultra speed.
3. Indus GT. Quiet, durable, and has
limited ultra speed (Synchromesh).

Larry
```

3782. Atari Basic Decompiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <371D8C00.D1C1409C@asw.cz>
Source record: 52998

Hello!

Yesterday I've posted Atari/Turbo Basic decompiler on my site.

Today I made small update. Apologies to those, who downloaded it
yesterday (somebody from ispp8.Sowi.Uni-Mainz.DE &
ht0407-0.dial.wxs.nl). There is bug in BCDs in version 1.00.

I've found it when decompiling Scram when rector power was multiplied by
9.9e+127 :)

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

3783. Re: Trade list

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be8bd0$08e90560$80374382@vidar>
Source record: 52999

I didn't put in what I wanted, but I am looking for stuff I don't have. My lists are at : http://home.sol.no/~olavese/index.htm

I would consider systems not on my pages too. Apple IIGS or whatever!

Vidar "Hawk" Olavesen <olavese@online.no> wrote in article <01be8b45$dfd2efe0$21364382@vidar>...
> What I have for trade
>
>
> Atari 8-bit, tapes, complete, unless noted
> 180
> Bombfusion
> Decision in the Desert
> Decision in the Desert
> Despatch Rider
> Escape from Traam
> Football Manager
> Ghostbusters
> Heartache (some 20 tapes)
> Henry's House
> Kikstart
> Los Angeles SWAT
> Los Angeles SWAT
> Milk Race
> Ninja
> Ninja
> Panther
> Pengon
> Protector (Mastertronic
> Revenge II
> Rockford + Crystal Raider
> Sidewinder II
> Speedhawk
> Speedzone
> Speedzone
> Star Raiders
> The Tail of Beta Lyrae
> Twilight World
> Twilight World
> Universal Hero
>
> Atari 8-bit, disks, complete, unless noted
> Arkanoid
> Atari Planetarium

> Gauntlet
> Mini Office II
> Silicon Dreams
> Silicon Dreams
> Summer Games
> The Goonies
>
> Atari 8-bit, cartridges, complete, unless noted
> Assembler Editor, loose
> Asteroids, loose
> Atari Basic, loose
> Barnyard Blaster, loose with docs
> Battlezone, loose with docs
> Caverns of Mars, loose with docs
> Crystal Castles
> Defender
> Desert Falcon
> Donkey Kong
> Final Legacy (bad label and rattle)
> Final Legacy (bad label and rattle), loose with docs
> Flight Simulator II, loose
> Frogger, loose
> Pac-Man, loose with docs
> Pac-Man, loose
> Pac-Man, loose
> Pole Position, new shrinkwrapped
> Pole Position, new shrinkwrapped
> Pole Position, boxed, no instructions
> Pole Position, loose with bad label
> River Raid, loose
> Tennis, loose
> The Designer's Pencil
> The Designer's Pencil, loose
>
> Atari Lynx, new, shrinkwrapped, unless noted
> A.P.B.
> Crystal Mines II
> Lynx II
> Robotron 2084
> S.T.U.N. Runner
> S.T.U.N. Runner, no shrinkwrap
> Shanghai
> World Class Soccer
>
> Atari 7800, NTSC, complete, unless noted
> Asteroids
> Asteroids, boxed, no manual
> Ballblazer
> Ballblazer
> Barnyard Blaster

> Centipede
> Centipede
> Centipede
> Donkey Kong
> Donkey Kong
> Donkey Kong Jr.
> Hat Trick
> Hat Trick
> Hat Trick
> Hat Trick
> Jinks
> Jinks
> Jinks
> Jinks
> Joust
> Mat Mania Challenge
> Mat Mania Challenge
> Mat Mania Challenge
> Mat Mania Challenge
> Midnight Mutants
> Midnight Mutants
> Ms. Pac-Man
> Ninja Golf
> Ninja Golf
> Ninja Golf
> One on One
> One on One
> One on One
> One on One
> One on One,loose
> Pole Position II
> Realsports Baseball
> Realsports Baseball
> Touchdown Football
> Tower Toppler
> Tower Toppler
> Tower Toppler
> Tower Toppler
> Winter Games
> Winter Games
> Winter Games
> Xevious
>
> Atari 5200, loose, unless noted
> Ballblazer
> Berzerk
> Defender, 1 overlay
> Defender
> Galaxian, 2 overlays
> Football

> Kaboom!
> Kangaroo, with docs
> Kangaroo
> Mario Bros.
> Missile Command
> Ms. Pac-Man
> Pac-Man, complete
> Pac-Man
> Pac-Man
> Pengo
> Pole Position (Unopened)
> Pole Position
> Qix
> Star Raiders
> Super Breakout, 1 overlay
> Vanguard, complete
> Vanguard
>
> Atari 2600, NTSC, loose unless noted
> Air Sea Battle
> Battlezone
> Battlezone
> Backgammon
> Blackjack (No end label)
> Burgertime
> Casino
> Combat
> Cosmic Ark
> Decathlon
> Defender
> Defender, boxed with manual
> Demon Attack
> E.T. The Extra Terrestrial
> E.T. The Extra Terrestrial
> Fire Fighter
> Fishing Derby
> Football, shrinkwrapped
> Freeway
> Gravitar
> Hangman (No end label)
> Haunted House
> Kangaroo, shrinkwrapped
> Ms. Pac-Man
> Pac-Man
> Pac-Man
> Pac-Man
> Pele's Soccer
> Phoenix, with manual
> Pole Position
> Realsports Baseball

> Riddle of the Sphinx
> River Raid
> Space Invaders
> Smurf : Rescue in Gargamel's Castle
> Star Raiders
> Swordquest Fireworld
> Target Fun - Telegames 27
> Trick Shot
> Video Chess
> Video Olympics
> Yars' Revenge
> Yars' Revenge
> Yars' Revenge, complete, except for comic
>
> Atari 2600, PAL, loose unless noted
> Breakout, complete
> Combat
> Indy 500
> Realsports Volleyball, shrinkwrapped
> Sprint Master, complete
> Video Olympics
> Warlords, complete
> Warlords, complete
>
> Atari Jaguar, complete, unless noted
> Baldies CD
> Checkered Flag
> Club Drive
> Raiden
> Syndicate, box in only fair condition
>
> Atari Force Comics
> Atari Force #5 May 1984, Regular size
> Atari Force #8 August 1984, Regular size
> Atari Force #9 September 1984, Regular size (Tear on top)
> Atari Force #12 Desember 1984, Regular size
> Atari Force #13 January 1985, Regular size
> Atari Force #14 February 1985, Regular size
> Atari Force #18 June 1985, Regular size
> Atari Force Volume 1, No. 2 1982, Mini
>
>
>
> Intellivision, loose unless noted
> Advanced Dungeons & Dragons
> Advanced Dungeons & Dragons, with docs and overlay
> Advanced Dungeons & Dragons : Treasures of Tarmin, shrinkwrapped
> Astrosmash, with docs
> Astrosmash
> Frog Bog

> Frogger
> Lock'n'Chase, with docs
> Lock'n'Chase
> Mission X
> NHL Hockey
> Night Stalker, complete
> Night Stalker, with docs
> Night Stalker
> Pitfall
> Pitfall
> Space Armada
> Space Battle
> Space Hawk, with docs
> Space Hawk
> Space Spartans
> Space Spartans
> Sub Hunt, with docs
> Tron : Deadly Discs, complete
> Tron : Deadly Discs
> Utopia
>
>
>
> Colecovision, loose, unless noted
> Donkey Kong
> Donkey Kong
> Donkey Kong
> Donkey Kong
> Donkey Kong Jr.
> Front Line (bad Label)
> Mr. Do! (screwholes showing)
> Super Action Baseball (bad Label)
> Venture
> Zaxxon(screwholes showing)
> Zaxxon-
>
>
>
> TI-99/4A, loose, unless noted
> Donkey Kong
> TI Invaders
>
>
>
> Sega Megadrive/Genesis, loose, unless noted
> Altered Beast, boxed, no manual
> Cool Spot (bad label)
> Echo : The Dolphin (bad label)
> Sonic the Hedgehog 2, boxed with manual, which is missing front cover
> Sonic the Hedgehog 2 (bad label)

>
>
>
> Philips G7000/Magnavox Odyssey 2, loose, unless noted
> Alien Invaders Plus!, Magnavox version
> Cosmic Conflict!, Magnavox version
> Hockey! Soccer!, Magnavox version
> Invaders from Hyperspace!, Magnavox version
> K.C. Munchkin!, Magnavox version
> Speedway! Spin-Out! Crypto-Logic!, Magnavox version
>
>
>
> Commodore 64, loose, unless noted
> Ghostbusters, tape, complete
> Radar Rat Race, cartrigde
>
>
> Offers welcome! Thanks
>
> email at : olavese@online.no
>
>
>
>
>

3784. Re: Holy crap! Can you believe this?!? MUST READ!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <371D9005.37AD838F@agnld.uni-potsdam.de>
Source record: 53000

Swozniak wrote:

> I have every cart there except the Turmoil and Magic Dump. Why so high?

Why so high ? Just ask the guy who placed the high bid.

3785. Atari 400/800 Qb: Gauging Interest for Production Release

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: Andrew Davie <adavie@mad.scientist.com>
Message-ID: <371d962e.0@nexus.comcen.com.au>
Source record: 53001

Recently, as I announced in the group, I have rediscovered a copy of a game I wrote for the Atari 400/800 system (way back in '83 or so). Called "Qb", or "Cubie", until recently I only had a single screenshot (which is still at http://www.comcen.com.au/~adavie/qb2.jpg). I've been pleasantly surprised to rediscover how polished and playable the game actually is. Now that I have found the program again (and, yes, a disk marked "source code"), my intentions are twofold.

1) Release the program binary into the public domain FREE (again) ASAP.
2) Produce a professional release, containing manual, 5.25" Atari disk, 3.5" IBM disk, annotated source code listing, and history of the game.

My question to the masses is...

Would you, personally, be interested in purchasing a one-off limited-release version (numbered, signed) - say, of only 100 copies, selling at US$20 each?

My intention would be to limit sales to a single copy per person, register (and perhaps hardwire into the production package) the purchaser name/number. Also, I will NOT be accepting any money whatsoever (orders, possibly) until the package is finished and ready to ship. I will preproduce a sample copy and send to a reliable respected person (Bob Colbert - you free?) to prove that this is not vapourware, beforehand.

So, feedback please... am I wasting my time? Any feedback appreciated - to the group or private.

Cheers
A

3786. Asterix and Mr. Do !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <371D9C24.9927BB6F@agnld.uni-potsdam.de>
Source record: 53002
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Hello !

You want to get an boxed 1983 release of Asterix (of course PAL) or Mr.
Do ! from CBS for Atari 2600 ? Please look at:

http://www.funstuff.de/cgi-bin/auction.cgi?viga0&925291709 (Asterix)
http://www.funstuff.de/cgi-bin/auction.cgi?viga0&925291949 (Mr. Do !)

Cheers

Andre

3787. Re: Holy crap! Can you believe this?!? MUST READ!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <IjjT2.301$yH6.9145@newse3.tampabay.rr.com>
Source record: 53003

Magic Dump is right slot, correct!
--mb

LWhite6497 wrote in message <19990421000707.17300.00003251@ng101.aol.com>...
>$338!!!!
>Amazing! But the prices that some things
>auction for is incredible when one
>considers that some of these can still be
>purchased NEW for much less.
>BTW - as I recall Magic Dump was a RIGHT
>slot cart for the 800. Anybody remember for
>sure?
>Larry
>
>
>
>

3788. Re: Scanned Manuals Archive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <YmjT2.302$yH6.9162@newse3.tampabay.rr.com>
Source record: 53004

Excellent idea! I wish you much success (and lots of perseverance, 'cause
it won't be an easy task...but hang in there!)
--mb

Aaron Wheeler wrote in message <7fbrmtktc1@newsource.ihug.co.nz>...
>Hi everyone,
>
>I'm about to add a Scanned Manual Archive to my Home page
>'Holmes Atari 8 bit Games'
>And have scanned in alot of Atari original manuals/catalogues/
>and anything else I could find already. And have a fair amount
>of stuff. But I dont have everything, so I need your help. I was
>hoping to start a Atari Documentation Project. Does one exist
>already?
>
>The scans need to be graphical(in JPG format), and not OCR'ed Text.
>Hardware and software.
>
>If you have any original manuals for the Atari 8bit Computer range,
>and have access to a scanner, Can you please reply to me with
>details of which manuals you can scan in. I'll co ordinate the
>scanning so that no manuals are doubled up on.
>
>Also, if you have manuals that you could donate to the project, then
>they would be greatfully accepted, and would be scanned in by
>myself.
>
>Thank you to those who have donated manuals already...
>
>Many thanks for your time..
>
>Aaron,
>
>Maintainer of Holmes Atari 8bit Games Page.
>http://homepages.ihug.co.nz/~aaronat/atari.html
>
>
>
>

3789. Re: Atari 400/800 Qb: Gauging Interest for Production Release

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990421091441.00329.00004919@ng-fp1.aol.com>
Source record: 53005

"Andrew Davie" <adavie@mad.scientist.com> wrote:

<<Now that I
have found the program again (and, yes, a disk marked "source code"), my
intentions are twofold.
1) Release the program binary into the public domain FREE (again) ASAP.
2) Produce a professional release, containing manual, 5.25" Atari disk, 3.5"
IBM disk, annotated source code listing, and history of the game.
My question to the masses is...
Would you, personally, be interested in purchasing a one-off limited-release
version (numbered, signed) - say, of only 100 copies, selling at US$20 each? >>

I would buy it in a second... but only if it were released on cartridge.
Disk-based software (to me, at least) isn't very collectible due to the
unstable nature of the media. It's nice to know that my copy of Bounty Bob (on
cart) will still be working 20 more years from now without a problem. I
realize that cartridges would cost more to make, but I would be willing to pay
more than $20 for one. I think it would make a great piece.

3790. Re: Atari 400/800 Qb: Gauging Interest for Production Release

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: Andrew Davie <adavie@mad.scientist.com>
Message-ID: <371ddad7.0@nexus.comcen.com.au>
Source record: 53006

Unfortunately, unless somebody can provide a 16K+ cartridge, a cart is out
of the question!
It's a big program. And, memory fails me if I used self-modifying code or
not, anyway :)
A

Swozniak <swozniak@aol.comeGETsome> wrote in message
news:19990421091441.00329.00004919@ng-fp1.aol.com...

[snip/snip]

> I would buy it in a second... but only if it were released on cartridge.
> Disk-based software (to me, at least) isn't very collectible due to the
> unstable nature of the media. It's nice to know that my copy of Bounty
Bob (on
> cart) will still be working 20 more years from now without a problem. I
> realize that cartridges would cost more to make, but I would be willing to
pay
> more than $20 for one. I think it would make a great piece.
>

3791. Re: Atari 400/800 Qb: Gauging Interest for Production Release

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7fkv3bbkj1@nnrp1.dejanews.com>
Source record: 53007

I would get the P/D release and play it, and if I liked it I would probably
buy a copy. It's hard to judge the merits of the game based on the
screenshot you have there.. :)

In article <371d962e.0@nexus.comcen.com.au>,
"Andrew Davie" <adavie@mad.scientist.com> wrote:
> Recently, as I announced in the group, I have rediscovered a copy of a game
> I wrote for the Atari 400/800 system (way back in '83 or so). Called "Qb",
> or "Cubie", until recently I only had a single screenshot (which is still at
> http://www.comcen.com.au/~adavie/qb2.jpg). I've been pleasantly surprised
> to rediscover how polished and playable the game actually is. Now that I
> have found the program again (and, yes, a disk marked "source code"), my
> intentions are twofold.
>
> 1) Release the program binary into the public domain FREE (again) ASAP.
> 2) Produce a professional release, containing manual, 5.25" Atari disk, 3.5"
> IBM disk, annotated source code listing, and history of the game.
>
> My question to the masses is...
>
> Would you, personally, be interested in purchasing a one-off limited-release
> version (numbered, signed) - say, of only 100 copies, selling at US$20 each?
>
> My intention would be to limit sales to a single copy per person, register
> (and perhaps hardwire into the production package) the purchaser
> name/number. Also, I will NOT be accepting any money whatsoever (orders,
> possibly) until the package is finished and ready to ship. I will
> preproduce a sample copy and send to a reliable respected person (Bob
> Colbert - you free?) to prove that this is not vapourware, beforehand.
>
> So, feedback please... am I wasting my time? Any feedback appreciated - to
> the group or private.
>
> Cheers
> A
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3792. FS: Atari 1020 Color Printer - Brand New in Box - Shrinked-Wrapped

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: Headley Sappleton <hsappleton@sprintmail.com>
Message-ID: <7fkpdm$is8$1@holly.prod.itd.earthlink.net>
Source record: 53008

See picture at:
http://home.sprintmail.com/~hsappleton/atari1020.jpg

Price: $39.00 + shipping
VISA, MASTERCARD, AMERICAN EXPRESS, MONEY ORDER accepted.

To Order: Email or call 302-983-4293 with shipping address.

The Atari 1020 Color Printer was the only released color prinPrice: $39.00 +
shipping
VISA, MASTERCARD, AMERICAN EXPRESS, MONEY ORDER accepted.

To Order: Email or call 302-983-4293 with shipping address.ter ever made by Atari. It had a 40 column printing width and used 4 color pens to combine and drawing up to 256 colors. The printer was small and fairly quiet. It came packaged with AtariGraphics cassette program (Later, Atari released AtariGraphics in cartridge form and was shipped with the Atari CX-75 Lightpen in Cartridge form). The printer was simple to use, you plugged it in, powered it on, draw your pictures and printed, very straight forward and simple. Atari's 1983 version of Plug N Play which so eagerly touted by todays software/hardware manufactures. For printing color graphics in programs outside of AtariGraphics, example code was included so that users could write their own programs and use color printing with them.

3793. Re: Holy crap! Can you believe this?!? MUST READ!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7fl17qdjh1@nnrp1.dejanews.com>
Source record: 53009

My experience as a seller on eBay is that when bidding runs up way past what what the item is actually worth, the bidder usually comes to his senses after the fact, and doesn't pay. I'd be highly surprised if anyone actually wrote a check for $338.00 for that bundle of carts. They WEREN'T that rare. Right slot? So what. I've got a Monkey Wrench that I'll sell for $100 in that case. Hell, for another $100 I'll throw in a BIT-3 80 column card and a RAM-cram!

Another thing that is fishy: How did the bidding suddenly JUMP from $97 to $333 in a single bid?! What am I missing here?

In article <19990420233347.07381.00002894@ng103.aol.com>,
swozniak@aol.comeGETsome (Swozniak) wrote:
> I can't believe how high the bidding on these 16 Atari 400/800 carts has gone.
> Check out the link on eBay here:
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=91005561
>
> There's about an hour to go and the current bid is at $338.00!
> I have every cart there except the Turmoil and Magic Dump. Why so high?
> I picked up practically everything else listed there for $5 - $10 each!
> Insanity.
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3794. Re: ATARI TRACKBALL ON EBAY!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7fl1fudvr1@nnrp1.dejanews.com>
Source record: 53010

Who knows, maybe somebody will pay $338 for it.. :)

In article <7fj1im$9cg$1@cletus.bright.net>,
atari@bright.net (Lonny Pursell) wrote:
> On 20 Apr 1999 18:28:52 , Art Stuarts IV wrote:
> >Atari trackball (model CX22) on ebay!
> >
> >http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=93782562
> >
> >Only 5 days to bid!
>
> Who cares?! I have one collecting dust and you can pick one up for
> like a few dollars at any hamfest or flee market.
>
> The stuff on ebay is usually not rare (rather hype'd up) and I a sure
> everyone knows about ebay so why post here about it?
>
> If I want to read the ebay crap I'll go to ebay....
> Anyone else find these ebay posting a waste of band width?
>
> ____
> Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
> WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3795. Re: Still around

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: Graham C Thornton <graham.thornton@ln.ssw.abbott.com>
Message-ID: <7fkoen$am7@news.abbott.com>
Source record: 53011

Michael,

Good to know your still here.

Getting employers to realise the enourmous benefit of Usenet is a constant battle, and the media focus on a few unsavoury newsgroups certainly doesn't help our cause - even after you point out that they filter out those groups.

Years ago I used to use a public news server from one of the German universities, but I havn't tried that in years. Now I just use my ISPs news-server of this one at work.

Regards

Graham

Michael Current wrote in message <7fb28j$1uv$1@alexander.INS.CWRU.Edu>...
>
>In case anybody cares, I wanted to show I'm reading the group again.
>
>The problem is that my employer's news server has been down for months, and
>since no one is complaining loudly they may just drop Usenet here
>altogether.
>
>So here I am back to reading news on the Cleveland Free-Net!
>
>Does anyone recommend any of the web-based Usenet reading sites? What
>little I've tried I haven't liked, but I suppose they're still improving?
>
>-Michael
>--
>Michael Current, mailto:mcurrent@carleton.edu
>8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
>Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
>St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3796. 1050 repair question

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: p1nb0t@my-dejanews.com
Message-ID: <7fl288elc1@nnrp1.dejanews.com>
Source record: 53012

I'm looking at a 1050 that doesn't seem to power up at all. The power supply is delivering the right voltage, and a heat sink is warming up, but no motor sounds and no power light. No conspicuous shorts [that I've noticed :)]

Given that I'm a total amateur basically doing what I can on the basis of a few semesters of physics labs, can anyone point me to anything I should check out?

Also, if I give up does anyone in the Portland, OR area still fix these?

elc(nospam)pacifier.com

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3797. for sale (New York) - Atari 800, 810 disk, 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: warren@jen.co.il
Message-ID: <7fl6eh$is5$1@nnrp1.dejanews.com>
Source record: 53013

The Atari has basic and (I think, it's been a while), 8K RAM. Joystick, manuals. Faux-leopard-skin dust cover (seriously). All believed to be working, although I don't remember how it works. If it doesn't work when you come, you can have it for free. If it does work, make me an offer.

Stuff is located in Maspeth, Queens (that's near Elmhurst, if you thought further east on Long Island, you were thinking of Massepequa), and will be available until April 30 (possibly until May 9) when it goes in the trash.

I'll be checking this newsgroup, but for quickest response, send email.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3798. Re: Holy crap! Can you believe this?!? MUST READ!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990421141012.19928.00000030@ng61.aol.com>
Source record: 53014

spearsk@mc-mc.com wrote:

<<Another thing that is fishy: How did the bidding suddenly JUMP from $97 to $333 in a single bid?! What am I missing here? >>

Well, I was the bidder that drove it from around $31 to $97. I wanted the Turmoil & Magic Dump and figured that I'd pay around $100 for the lot and then sell off the rest that I already had. After my $97.15 bid, I still wasn't the high bidder and gave up. I didn't want to go past the $100 mark. The next day I was shocked to see that it was around $200. It didn't jump to $338 in a single bid. A guy from France outbid the previous bidder at around $200. Then that guy must've kept bidding until he finally beat the French guy's bid at $338. All it takes is 2 guys that really want something to keep driving the bid sky-high. I think that $338 is totally insane though. None of those carts are *that* special.

3799. plug a PC gamepad into my Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: dcaputi@worldnet.att.net
Message-ID: <7flhqqtvc1@nnrp1.dejanews.com>
Source record: 53015

Is there a modern replacement for the Atari joystick that works in the old 2600 and/or 8bit computer?

I tried Radio Shack but the guy thought I was nuts wanting to play with my old video games.

I suppose I could make something using a PC gamepad but I would rather buy a ready made pad or perhaps an adapter(?).

- Dan C.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3800. MYSTERY GAME?? CART!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <hhqT2.668$vX6.13290@newse2.tampabay.rr.com>
Source record: 53016

Anyone heard of a CARTRIDGE game called "Cyrus" (NOT "Gyrus") for the Atari 400/800?

(I just bought one, via internet...??)

--Mark

3801. Re: MYSTERY GAME?? CART!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be8c37$15c3dc80$20374382@vidar>
Source record: 53017

Is it Cyrus Chess ??? I am not too sure if that was released for Atari, but
..

Bowling <mbowlin1@tampabay.rr.com> wrote in article
<hhqT2.668$vX6.13290@newse2.tampabay.rr.com>...
> Anyone heard of a CARTRIDGE game called "Cyrus" (NOT "Gyrus") for the
Atari
> 400/800?
>
> (I just bought one, via internet...??)
>
> --Mark
>
>
>

3802. Re: 1050 repair question

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9904211642330.4223-100000@moose.erie.net>
Source record: 53018

Check the rectifier diodes at the back of the board. They're
tucked down betwen a couple of large black capacitors. This is the most
common failure on the 1050 disk drives.

On Wed, 21 Apr 1999 p1nb0t@my-dejanews.com wrote:

> I'm looking at a 1050 that doesn't seem to power up at all. The power supply
> is delivering the right voltage, and a heat sink is warming up, but no motor
> sounds and no power light. No conspicuous shorts [that I've noticed :)]
>
> Given that I'm a total amateur basically doing what I can on the basis of a
> few semesters of physics labs, can anyone point me to anything I should check
> out?
>
> Also, if I give up does anyone in the Portland, OR area still fix these?
>
>
> elc(nospam)pacifier.com
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>
>

3803. SOLVED!! (Seller was MISTAKEN!)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <INqT2.677$vX6.13458@newse2.tampabay.rr.com>
Source record: 53019

Seller actually had a copy of -- yes, you guessed it (sigh) -- Gyrus.
:(

PS: I'm buying it anyways, 'cause there were a couple *other* carts in my
"package deal" price.
Soooooo....any offers for Gyrus? (cart in very good shape, I'm told)

--Mark

Bowling wrote in message ...
>Anyone heard of a CARTRIDGE game called "Cyrus" (NOT "Gyrus") for the Atari
>400/800?
>
>(I just bought one, via internet...??)
>
>--Mark
>
>

3804. Re: SOLVED!! (Seller was MISTAKEN!)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990421174725.29518.00000132@ng109.aol.com>
Source record: 53020

"Bowling" <mbowlin1@tampabay.rr.com> wrote:

<<Seller actually had a copy of -- yes, you guessed it (sigh) -- Gyrus. >>

You may want to hold on to that. GyrusS has two S's in it. :)

3805. Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: D Smyth <juned@globalnet.co.uk>
Message-ID: <7fliobnoc1@gxsn.com>
Source record: 53021

Has anybody had my problem of calibrating the cable on anything faster than
a Pentium 150
If so, is there a work around to solve the problem?

Dennis Smyth

3806. Re: plug a PC gamepad into my Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990421184403.10620.00000162@ng38.aol.com>
Source record: 53022

dcaputi@worldnet.att.net asked:

<<Is there a modern replacement for the Atari joystick that works in the old 2600 and/or 8bit computer? >>

Sure is. You can use any pad/joystick designed for the Sega Genesis. The Sega 6-button pad in particular has an excellent feel to it. You can pick these up at Toys 'R Us for $9.99 each.

3807. Atari 1050 schematics

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7flqad$d50$1@news5.svr.pol.co.uk>
Source record: 53023

Can anyone please point me at a copy of the 1050 schematic and/or the 1050
field service manual anywhere on the 'net?

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

3808. Re: Happy 810 and SpartaDOS X

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <18270-371E6A4B-49@newsd-174.iap.bryant.webtv.net>
Source record: 53024

brag about it mike,i let you have it,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3809. Re: Atari 800 / XE Diamond GOS cart! VERY VERY rare! Includes extras and all manuals!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: John <smile4@voicenet.com>
Message-ID: <O2vT2.858$I11.54868@news3.voicenet.com>
Source record: 53025

$105.00 for this?! Good God, I'll give away copies of this OS! It is rather nifty, being a GUI and all. You don't need a mouse to move the cursor; you can use the joystick. I have it on floppy and I have an eeprom burner(which I have no idea how to use)I have spare carts and eeproms also.

Any idea how to use this eeprom burner?

John

Satcom2 <svenhard@primenet.com> wrote in message news:37185EF1.4F00@primenet.com...
> Don't pass this up, this is priceless and rare! This turns your
> 8-bit Atari into an ST, even uses ST mouse right in your 8-bit port!
>
> Go to:
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=92206530
>
> for more info. Good luck!
> --
> I'm astounded by people who want to "know" the universe
> when it's hard enough to find your way around Chinatown.
> Woody Allen

3810. Re: Holy crap! Can you believe this?!? MUST READ!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <371E7DF4.33F9CBA7@netmagic.net>
Source record: 53026

Swozniak wrote:
>
> spearsk@mc-mc.com wrote:
>
> <<Another thing that is fishy: How did the bidding suddenly JUMP from $97 to
> $333 in a single bid?! What am I missing here? >>
>
> Well, I was the bidder that drove it from around $31 to $97. I wanted the
> Turmoil & Magic Dump and figured that I'd pay around $100 for the lot and then
Why would you want turmoil, collection value? I have it and it is a good
game, but I don't find it that great.

3811. Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: John <smile4@voicenet.com>
Message-ID: <IcvT2.859$I11.54814@news3.voicenet.com>
Source record: 53027

Anybody have a simple wish list of Atari stuff email me and I'll see if I have it. I am looking thru it all again. Lots of XL/XE computers, XEGS, drives, Joyboard, lots of documentation. I may get motivated and generate a partial list, but school is quite busy right now.

my email is Asmile4A@voicenet.com ... without the two A's

My game collection is gone, but I have a lot of gaming books, assembly books, etc...

let me know what you're looking for.

regards, John

3812. Aladdin Disk publication...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: John <smile4@voicenet.com>
Message-ID: <vOvT2.862$I11.55397@news3.voicenet.com>
Source record: 53028

Anyone ever hear of this Disk Publication?

It's called Aladdin and the first issue was May, 1986, published by Disk Publications, Inc.

3813. Re: ATARIANS UNITE!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <B1V55J9.tandrews16@delphi.com>
Source record: 53029

Andreas Magenheimer <magea000@mail.uni-mainz.de> writes:

>Hello folks,
>searching for some Hardcore-Atari-Fanatics, here is one:
>

I suppose I qualify.

NAME: Thomas J. Andrews
EMAIL: tandrews16@delphi.com
LOCATION: Greater Syracuse, NY area
COMPUTERS:
2600 VCS (2)
800 48k (My first Atari, and still going strong!)
800XL 64k
800XL 256k
130XE 320k (Now my main 8-bit machine)
1050 (2, 1 is US Doubled)
Indus GT (2)
XF551 (2)
850 interface
XMM301 modem
SX212 modem
1010 program recorder (2)

520ST
1040STf
Mega ST4 w/switchable TOS 2.06/1.4
SF 354 drive (2, 1 converted to double sided)
SF 314 drive
SH204 20 Meg hard drive
Toadfile 44 Syquest removable media hard drive
SC1224 Color Monitor (3, 2 original JVC models)
SM147 Mono monitor
SLM804 laser printer (2)

Other assorted non-Atari printers, modems, and monitors
Hyundai 286 PC (Packed away in a box in my barn, where it belongs!)

EMULATORS: (Macintosh)

Magic Sac
Spectre 128
Spectre GCR

More software than I like to think about

Atari-related Activities:
8-bit Newsletter Editor and 8-bit Disk Librarian, Atari Computer Enthusiasts of Syracuse
Author of articles in Antic, Atari Classics, Current Notes
Shareware programmer (Print Star, Reformat)
Member and newsletter contributer, Ol' Hackers Atari User Group, Inc.

3814. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <371E77C9.F7C99A89@sisna.com>
Source record: 53030

The Cadalac of the Atari 8-bit was in fact the Indus Disk Drive.

The 1050 with enhanced density would come from the factory non-working had to be repaired in its earlier stages. Did several fixes on the first one out on the market, and each correct the problem described.

The Indus came out great drive, went through a buyout that even enhanced its greatness. You at one time could send back a junker drive for a small fee at the time and get a factory replacement for about $50.00 plus s/h, which at $150.00 a drive was a deal..I turned at least 3, that were totally fried. They complained about the drive but in fact did live up to their advertisement and replaced them at the cost they required.

The second most desirable disk drive would have to be a Rana, which was the sister (brother) of the Indus. Family squabbles split the two. The Rana is the only drive that will read all formats, and format a disk in any one of the formats without a computer attached to the disk drive. The only fault with the Rana was the Mech. they installed in the original. One could not read all formats, and protection faults that were available at the time. I spent 8 hours aligning a Rana to read a disk the Mech. was not deigned to read..Thought I was going nuts but was not me (now I am!) but the Mech., they installed in the drive. Since then I have found out that if you want to align a Rana to a specific disk read then through out the Scope and manually align the disk, takes about 5 minutes opposed to hours on the Scope.

The XF 551, had the cheapest board ever produced for the Atari 8-bit, if you moved the SIO cable to the Right or Left more than a couple of times you would break the circuit board trace in several places with one change of the SIO cable. Modifications have been documented and each work to correct the problem with the drive.

In second place would have to be the Percom disk drive. In its advance stages you could attach 3 Slave drives, Single or Double density disk drives, for a total or 4 drives. And further testing equated that you could actually attach a 720k 3 1/2 inch drive to it and it would format and read through Sparta Dos. Never tried MyDos but believe both would do the job.

The next double stacked drive would have to be the Double D double stacked disk drive. Have fixed a few, real pain but well built and durable.

But the real Tanker of all would have to be the Atari 810 disk drive, in its day with the Happy Enhancement would have been the Ultimate.

Today? The Happy Enhanced 1050, or a generic Happy Drive 1050, the Duplicator, was a flop, they still owe me 2 Duplicators that were disfintional but that was history.

Don't forget the Original Trak disk drive, the first original double density disk drive, reads single or Double Density no other. Great drive when it works, easily fixed so still piratical.

So in sumation..which is the best disk drive? It is the drive you have that meets your needs, accommodates your pocketbook, and will last as long as you wish to us the drive.

Thanks to Bob Wooley for his efforts in keeping the 8-bit alive
Additional thanks to Tom Hunt for his efforts in programing.
Many Thanks to Kenneth Ames for his efforts in hardware/software items that are still being developed.

I do appreciate all the efforts provided, to those of you that I do not personally know that have extend your help and efforts in the behalf of any Atari 8-bit user.

Sorry to be so long winded in response.

bob

3815. Re: 1050 repair question

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <371E7933.BA477B20@sisna.com>
Source record: 53031

Check the power diodes on the side of the heat sink, the aluminum side arround the back side of the board. One of these could have a broken connection? Or check the power in diaodes. It is a bank of 4 that converts the ac to dc. Like the 4001 or ect at the back of the board.

Put a v/ohm meter across these at 24v dc and see what you get, if nothing then replace the diaode. First two will give you lower voltage like abot 9v dc and the second will bump up to 12=24? if nothing then replace the 4001 there.

bob

3816. Atari Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-21 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <371E7D4A.84348966@sisna.com>
Source record: 53032

Which do you prefer?

1. A forsale list here with a specific price for an Item/s or a post
that the Item is avaialble on EBAY, up for auction?

I have heard pros and cons on both. Here they get it for a less price as
I often post, on Ebay they generlly pay more than what would have been
available here or through Video 61 for less. What do you think? Which
would you prefer?

Just wondering.. I generally have more available than what I post as do
many posters. I do repair, upgrades, ect..(at my leasure time). I
have spent a year on doing a CD-ROM for the Atari 8-bit includes in the
second version about 80% of the ABUG original CD-ROM plus 3 clubs from
the USA for a full cd-rom of Atari 8-bit p/d software. and a couple of
software rights I own. Price $20.00 shipped.

Send Check or m/o to

Bob Klaas
4267 W. Midway Drive
Salt Lake City, Ut. 84120.

These are redily available..version 1.2 of the CD-ROM.. Working on
another version.

bob

3817. Re: Atari Newsletters or Magazines?///

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7fo6mt$2v1$1@autumn.news.rcn.net>
Source record: 52838

You might want to check user group newsletters. Many groups require that you join the group (and pay dues) to get them, but once you do that your group may engage in newsletter exchange with other groups and make the exchanges available.

Many user groups are now putting their newsletters on disk, rather than printing them. Mine, Ol' Hackers AUG, has been doing that for years. If you're interested, send me e-mail and I'll send you details.

Alan

Susan Forbes <wforbes@mailmicroserve.com> wrote in message news:371EA117.CFD61CCF@mailmicroserve.com...
> Are there any Atari 8-bit Newsletters or Magazines still in
> publication?????? I notice that there are several for the Commodore
> 8-bit machinines, so I figured it might be possible that such
> publications exist....after all
> the Atari 8-bits are much more superior to the Commodores and have a
> much more dedicated following.
>

3818. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7fo745$5qb$1@autumn.news.rcn.net>
Source record: 52839

Seems to me there are still BBSs around, but the Internet in general, and perhaps this newsgroup in particular seem to have stolen a lot of the action. I still check up on the Fido Atari echo, even though my local BBS doesn't carry it any more. I simply telnet in to one that does. I also telnet into Tom Hunt's bbs, now that it's available that way.

Atari8man <atari8man@aol.com> wrote in message news:19990422062850.12162.00000001@ng-fy1.aol.com...
> >
> >BBS's were this thing I had heard about but not participated. The main thing
> >I heard about were the pirated games you could get off BBS's..
>
> Its ashame you never called those BBS's infact the lack of Atari user's on BBS
> are the reasone there are NO BBS's around these's days.. I hope this make's
> you feel real good about yourself, BTW nobody is holding a gun to your head to
> DL anything.
>

3819. Re: The Fuji Equation

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7fo78v$6pb$1@autumn.news.rcn.net>
Source record: 52840

Brant Sears <bsears@swbell.net> wrote in message
news:371F8C6B.10CDAD77@swbell.net...
> It took me all of 30 seconds to draw a pretty good looking Fuji with
AppleWorks.

With

WHAT??????

Seriously, there are probably a few curves that would fit the bill.
Exponentials are one possibility.

3820. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: Rubywand <rubywand@swbell.net>
Message-ID: <371FB968.452E6A8C@swbell.net>
Source record: 52841
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

Fabrice Frances writes ...

> Hi all, I'm back, still groggy with time difference but anyway...
> What it is that Rubywand and Whiteflame are both right about ?

There was some question about the size of the Microtan. The current
version is
pretty small. Evidently, there was an earlier desktop model. (What counts is
that
we were both right!)

>
> It seems messages before Jim's one have expired here...
>
> >>The original 1980's microtan was a desktop beast, but Fabrice has
> >>produced a smaller modern day copy, so Rubywand and Whiteflame, you are
> >>both right! :-)
> >
> >I'll wait until Fabrice gets back from his trip... :)

You can view all of the messages on Deja News via this ---> link.

Rubywand

3821. Re: Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: John <smile4@voicenet.com>
Message-ID: <n_QT2.909$I11.60533@news3.voicenet.com>
Source record: 52842

yes I have the original manual that came with the game.
Critcash <critcash@aol.com> wrote in message
news:19990422180332.26334.00000232@ng-fs1.aol.com...
> Do you have a book for Star raiders game?
>
> Critcash@aol.com

3822. Re: Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: John <smile4@voicenet.com>
Message-ID: <XkRT2.910$I11.60809@news3.voicenet.com>
Source record: 52843

I believe the joyboard is used for skiing games. I never owned a skiing game so I never got to use it. You plug it into the joystick port and stand on it. Sorry, but I believe this item is gone.

two or three things I just came across:

a nice old Atari poster reading "the Atari Advantage" on the front and on the back is revealed a cartridge listing for the XE-GS
Manual called "Percom AT88SPD System Drive"
Diamond OS on 5 1/4" floppy
Sampler Issue of a Magazine called "Code Works" - 3/96

Trevor Holyoak <trevor@holyoak.com> wrote in message news:371F719E.F965F130@holyoak.com...
> What is the "joyboard"?
>
> - Trevor

3823. Re: Atari Newsletters or Magazines?///

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <371FE8DF.973034D7@postoffice.pacbell.net>
Source record: 52844

Technically, Atari Classics is still a going magazine, but we have not published in almost two years.... The fact that not one subscriber has requested a refund is at least an indication of Atari user's patience, if not dedication. Our User Group, the SLCC, still prints a monthly newsletter although it is just a single sheet of minutes and a little gab - nothing like the big time publication it once was. Our exchange newsletter program receives maybe three or four other Clubs on a good month.

Bob

Susan Forbes wrote:

> Are there any Atari 8-bit Newsletters or Magazines still in
> publication?????? I notice that there are several for the Commodore
> 8-bit machinines, so I figured it might be possible that such
> publications exist....after all
> the Atari 8-bits are much more superior to the Commodores and have a
> much more dedicated following.

3824. Re: Atari Newsletters or Magazines?///

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <371F7BB6.695913F6@kdt.de>
Source record: 52845

And ABBUC Magazine

For more info, see

http://www.atari-computer.de/abbuc

3825. FA: {$0.01} Atari 400/800 Games, 5 by EA + 4 More

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: ebaked@webtv.net
Message-ID: <21629-37200124-47@newsd-101.iap.bryant.webtv.net>
Source record: 52846

Click here:
http://members.ebay.com/aboutme/ebaked/

or click on the links below to go straight to those auctions.

These are all 5 day auctions ending on Tuesday 4-27-99. Bidding starts
at $0.01 each and there are no reserve prices.

Here is a list of the 8-bit Atari Home Computer games and software that
I have for auction:

Adventure Master by CBS {CIB}
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=94800061

Archon by EA {CIB}
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=94804728

Archon II: Adept by EA {CIB}
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=94807288

Murder on the Zinderneuf by EA {CIB}
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=94810419

Music Construction Set by EA {CIB}
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=94813420

Pinball Construction Set by EA {CIB}
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=94815485

Astro Grover Cartridge by CBS {CIB}
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=94819383

Family Finances by Atari {CIB}
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=94824800

VisiCalc by VisiCorp {NEW}
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=94828927

Please email me if you have any questions.

Thanks,

Joe
-eBaked-

http://members.ebay.com/aboutme/ebaked/

3826. FA: {$0.01} Atari ST Spectre GCR Mac Emulator & Rings of Zilfin

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: ebaked@webtv.net
Message-ID: <21631-37200330-9@newsd-101.iap.bryant.webtv.net>
Source record: 52847

Click here:
http://members.ebay.com/aboutme/ebaked/

or click on the links below to go straight to those auctions.

These are both 7 day auctions ending on Thursday 4-29-99. Bidding starts
at $0.01 each and there are no reserve prices.

Rings of Zilfin by SSI {CIB}
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=94832791

Spectre GCR Mac Emulator {CIB}
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=94837257

Please email me if you have any questions.

Thanks,

Joe
-eBaked-

http://members.ebay.com/aboutme/ebaked/

3827. Re: Holy crap! Can you believe this?!? MUST READ!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990421215012.06275.00000287@ng26.aol.com>
Source record: 52938

Richard Cortese <ricortes@netmagic.net> asked:

<<Why would you want turmoil, collection value? I have it and it is a good game, but I don't find it that great. >>

I want it because I don't have it. Why do you have it? lol... Seriously, if you don't think that it's all that, why don't you sell me your copy?

3828. Re: SOLVED!! (Seller was MISTAKEN!)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <wcvT2.872$vX6.15692@newse2.tampabay.rr.com>
Source record: 52939

Swozniak wrote in message <19990421174725.29518.00000132@ng109.aol.com>...
>
>You may want to hold on to that. GyrusS has two S's in it. :)
>

WOW!! Not only that...I see that second "s" is a CAPITAL one, even!!!
:)
--mb

3829. Re: plug a PC gamepad into my Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <371e7fa7.41770990@207.106.92.52>
Source record: 52940

Go to Kay Bee's toy store or a flea market and grab a Sega Genesis
game pad. They work great. I paid $5 at Kay Bee's for a 6 button and
0.50 cents for an original 3 button at a flea market. I still find a
joystick is best for some games.

On Wed, 21 Apr 1999 22:01:01 GMT, dcaputi@worldnet.att.net wrote:

>Is there a modern replacement for the Atari joystick that works in the old
>2600 and/or 8bit computer?
>
>I tried Radio Shack but the guy thought I was nuts wanting to play with my old
>video games.
>
>I suppose I could make something using a PC gamepad but I would rather buy a
>ready made pad or perhaps an adapter(?).
>
>- Dan C.
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3830. WTB/TF

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: tommage@aol.com
Message-ID: <19990421225810.28257.00000217@ng30.aol.com>
Source record: 52941

Hi, been a while since I posted so thought I'd give it a shot again. I'd like to buy the complete Atari 8-bit Ultima I by Sierra. Would even consider just the manual and/or box if in nice shape. I have a couple trade items right now, a shrinked The Sands of Egypt and shrinked Autoduel for Atari. Or cash is fine too :)

Thanks,
Tom

3831. Re: WTB/TF

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: tommage@aol.com
Message-ID: <19990421230851.28257.00000224@ng30.aol.com>
Source record: 52942

Oh, also have a loose Shuttle Orbiter for 2600 for trade, quite rare.

Thanks,
Tom

3832. Re: FOUND! Qb

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7fm71d$18l$1@ultra.sonic.net>
Source record: 52943

Andrew Davie (adavie@mad.scientist.com) wrote:
: A long time ago (15+ years) I developed a game on the Atari 400/800
: machines.
<snip>

Cool! From the image, it reminds me a lot of an Australian Atari 8-bit
game from a while back called, umm... wow, the name escapes me!

Anyway, if you'd like me to place it up at the UMich archives
(http://www.umich.edu/~archive/atari/8bit/), feel free to mail me
a disk!

Bill Kendrick
919 Drake Drive #147
Davis, CA 95616-0838 USA

If it's too late (ie, it's already been put somewhere), let me know where
so I can mirror a copy, or at the least, make sure that the archive it's
on has been index on XL Search...

http://xlsearch.atari.org/

:)

-bill!

3833. Any Atari Desktop Themes available?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: "Jose Olivera Jr." <ace942@icanect.net>
Message-ID: <371E9EC1.F72CAAEF@icanect.net>
Source record: 52944

Hi everyone.

I am a long time fan of Atari and would like to have an Atari desktop theme for Windows 95 but no matter how many sites I go to, there never seems to be an themes that are Atari related. Can anyone tell me a good site where I could download some? I would appreciate any help that anyone can provide.

Thanks.

--
Jose Olivera Jr.
<ace942@icanect.net>
http://members.icanect.net/~ace942/Atari.htm

3834. Atari Newsletters or Magazines?///

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: Susan Forbes <wforbes@mailmicroserve.com>
Message-ID: <371EA117.CFD61CCF@mailmicroserve.com>
Source record: 52945

Are there any Atari 8-bit Newsletters or Magazines still in
publication?????? I notice that there are several for the Commodore
8-bit machinines, so I figured it might be possible that such
publications exist....after all
the Atari 8-bits are much more superior to the Commodores and have a
much more dedicated following.

3835. Re: ATARIANS UNITE!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7fm7hp$18l$2@ultra.sonic.net>
Source record: 52946
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Andreas Magenheimer (magea000@mail.uni-mainz.de) wrote:
: Hello folks,
: searching for some Hardcore-Atari-Fanatics, here is one:
:
: MY NAME: Bill Kendrick
: LOCATION: Davis, California, USA
: E-MAIL ADDRESS: bill@newbreedsoftware.com
: COMPUTER TYPES: 800XL + 256K RAM, 1200XL + 512K RAM and IDE HD (waiting for
it to arrive!), Atari Lynx, Atari 2600, 1050, PC running Linux and femul
: FAVOURITES: a) Games: Star Raiders, Boulderdash, god.. too many!
: EMULATORS: Atari800 for Linux
: MEMBERSHIP/USER-GROUP: Member of YAC (Davis)

I also run XL Search, the Atari 8-bit FTP search engine:
http://xlsearch.atari.org/
& http://www.newbreedsoftware.com/xlsearch/

And maintain (although there's not too much to do, and too little time to
do what there is to do) the Atari 8-bit portion of the Merit archives,

http://www.umich.edu/~archive/atari/8bit/

-bill!

3836. Re: plug a PC gamepad into my Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7fm7n3$18l$3@ultra.sonic.net>
Source record: 52947

Swozniak (swozniak@aol.comeGETsome) wrote:
:
: Sure is. You can use any pad/joystick designed for the Sega Genesis. The Sega
: 6-button pad in particular has an excellent feel to it. You can pick these up
: at Toys 'R Us for $9.99 each.

Actually, I found you can't use "ANY" Sega Genesis pad... I bought one that
had all of the turbo buttons and crap on it, and it just didn't work at all.

BTW, while 6 buttons is way more than you can easily read with an Atari,
you CAN read one extra fire button. (The "B" button is connected to the
normal fire button, so use it for games... But you can also program things
to check the "C" button quite easily.)

One game I know of that does this is my "Gem Drop" puzzle game.

http://www.newbreedsoftware.com/gemdrop/

Speaking of that game, BTW, any Linux/UNIX users who like Gem Drop,
a new X-Window version of the game, "Gem Drop X", was released a little
while ago!

http://www.newbreedsoftware.com/gemdropx/

-bill!

3837. I kinda want this newsgroup to split up :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7fm846$18l$4@ultra.sonic.net>
Source record: 52948

When I come in here (which is rare), I find myself skipping through at least 50% of the posts, as they're all "FS:", "FT:", "WTB:", etc., which, not being much of a hardware or software collector, are of little interest to me.

Perhaps we need a "comp.sys.atari.8bit.commerce" newsgroup?

Or, is it just me, and I should shut up and go do something useful for once? :)

-bill!

3838. Re: plug a PC gamepad into my Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990422003950.27192.00000346@ng-fr1.aol.com>
Source record: 52949

nbs@sonic.net (William Kendrick) wrote:

<<Actually, I found you can't use "ANY" Sega Genesis pad... I bought one that had all of the turbo buttons and crap on it, and it just didn't work at all. >>

I have a few Genesis pads/joysticks with auto/turbo/slo-mo features that I use with my Atari 8-bit computers and I've *never* had any of them not work on any game. Maybe the pad you bought was defective to begin with?

3839. Re: I kinda want this newsgroup to split up :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be8c97$d3b72ca0$22364382@vidar>
Source record: 52950

I think it's nice to have it all here! I am interested in both buying and
trading and everything concerning the Atari. But, I understand the ones
that have what they need and only want the info. Only my opinion

William Kendrick <nbs@sonic.net> wrote in article
<7fm846$18l$4@ultra.sonic.net>...
> When I come in here (which is rare), I find myself skipping through at
> least 50% of the posts, as they're all "FS:", "FT:", "WTB:", etc.,
> which, not being much of a hardware or software collector, are of little
> interest to me.
>
> Perhaps we need a "comp.sys.atari.8bit.commerce" newsgroup?
>
> Or, is it just me, and I should shut up and go do something useful for
> once? :)
>
> -bill!
>

3840. Re: Atari 800 / XE Diamond GOS cart! VERY VERY rare! Includes extras and all manuals!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-M1TvrgwGxEBS@localhost>
Source record: 52951

On Thu, 22 Apr 1999 01:41:00, "John" <smile4@voicenet.com> wrote:

> $105.00 for this?! Good God, I'll give away copies of this OS! It is
> rather nifty, being a GUI and all. You don't need a mouse to move the
> cursor; you can use the joystick. I have it on floppy and I have an eeprom
> burner(which I have no idea how to use)I have spare carts and eeproms also.
>

The Diamnod cart, SDX and the express cart are of the same type. They
have a PAL and a rom (Eprom). The difference is how the PAL is
programmed and of corse the rom. It is done this way so the hardware
registors of each cart do not interfear with each other. Do you have
the PAL code as well???

3841. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: atari8man@aol.com
Message-ID: <19990422062850.12162.00000001@ng-fy1.aol.com>
Source record: 52952

>
>BBS's were this thing I had heard about but not participated. The main thing
>I heard about were the pirated games you could get off BBS's..

Its ashame you never called those BBS's infact the lack of Atari user's on BBS
are the reasone there are NO BBS's around these's days.. I hope this make's
you feel real good about yourself, BTW nobody is holding a gun to your head to
DL anything.

3842. Re: 1050 repair question

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990422071415.09809.00000011@ng-fv1.aol.com>
Source record: 52953

I had a problem once with the - capacitors.. the huge ones in back..(sorry- I'm not a techie.. not even close!).. I found that the connections were loose... I re-soldered them.. that was it.. in another case, there was a broken lead.. I put in a jumper..

Caution... I understand these can fry you.. be sure the unit's unplugged...
B'rgds,
Vinnie

"Can't means don't want to!"

3843. Re: Atari Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990422071738.09809.00000013@ng-fv1.aol.com>
Source record: 52954

> A forsale list here with a specific price for an Item/s or a post
>that the Item is avaialble on EBAY, up for auction?
>

Bob.. I prefer a for sale post versus an Ebay post... I don't bother with
Ebay...

Guess there's an element of trust, besides price, that's missing at Ebay...
B'rgds,
Vinnie

"Can't means don't want to!"

3844. Any FTP Sites with disk images?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: koltz@marshfield.k12.wi.us
Message-ID: <3721219e.490845724@news.supernews.com>
Source record: 52955

Thanks!

3845. Re: Atari Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990422110124.22786.00000048@ngol03.aol.com>
Source record: 52956

Skip ebay. Everyone knows you're a good guy here and wouldn't give a second thought to sending you money for something.

badbob1952@aol.com

3846. Re: I kinda want this newsgroup to split up :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <fRGT2.750$yH6.17145@newse3.tampabay.rr.com>
Source record: 52957

I agree with "Hawk"...I think it's nice that this is a "one-stop-shop" for
Atari 8bit enthusiasts. After all, (in my opinion) there are few 8bitters
who do not at least *sometime* benefit from a "FS" or "WTB" posting -- even
if it's when they least expect it!
--mb

William Kendrick wrote in message <7fm846$18l$4@ultra.sonic.net>...
>When I come in here (which is rare), I find myself skipping through at
>least 50% of the posts, as they're all "FS:", "FT:", "WTB:", etc.,
>which, not being much of a hardware or software collector, are of little
>interest to me.
>
>Perhaps we need a "comp.sys.atari.8bit.commerce" newsgroup?
>
>Or, is it just me, and I should shut up and go do something useful for
>once? :)
>
>-bill!

3847. Re: 1050 repair question

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7fngoe$l2h$1@nnrp1.dejanews.com>
Source record: 52958

Although I don't have a 1050 in front of me to see what voltage is applied to these caps, I can say fairly confidently that it isn't high enough to "fry" you. And for the sake of argument, you shouldn't feel overly confident handling capacitors on a system that is unplugged.. The whole point to capacitors is their ability to STORE charge, after the potential applied to them is removed.. (in other words, its like a battery!)

In article <19990422071415.09809.00000011@ng-fv1.aol.com>,
vinnie5757@aol.comnospam (VINNIE5757) wrote:
> Caution... I understand these can fry you.. be sure the unit's unplugged...
> B'rgds,
> Vinnie

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3848. Re: I kinda want this newsgroup to split up :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990422110729.13284.00000071@ng16.aol.com>
Source record: 52959
Body handling: HTML body converted to readable text

"Bowling Ball" wrote:

<>

I don't mind the FS or eBay posts either. I've picked up quite a few *really*
nice finds through this newsgroup for great prices. Sorry, MB... I couldn't
resist the "Bowling Ball" tease! lol...

3849. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <8XGT2.751$yH6.16945@newse3.tampabay.rr.com>
Source record: 52960

Bravo!
That was a GREAT explanation of the various drives! (especially for someone like me, who knows very little about them!).
Thanks.
--mb

3850. Re: Holy crap! Can you believe this?!? MUST READ!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7fnhgilqd1@nnrp1.dejanews.com>
Source record: 52961

Does the bidding history link not record ALL the bids? There was nothing
between $97 and $333. It makes a little more sense if there were
intermediate steps. I'm still betting on my hunch that this auction won't
get paid.. If it does I've got some full-size arcade games I'll sell the guy
for $2000 each.. :)

In article <19990421141012.19928.00000030@ng61.aol.com>,
swozniak@aol.comeGETsome (Swozniak) wrote:
> spearsk@mc-mc.com wrote:
>
> <<Another thing that is fishy: How did the bidding suddenly JUMP from $97 to
> $333 in a single bid?! What am I missing here? >>
>
> Well, I was the bidder that drove it from around $31 to $97. I wanted the
> Turmoil & Magic Dump and figured that I'd pay around $100 for the lot and then
> sell off the rest that I already had. After my $97.15 bid, I still wasn't the
> high bidder and gave up. I didn't want to go past the $100 mark. The next
day
> I was shocked to see that it was around $200. It didn't jump to $338 in a
> single bid. A guy from France outbid the previous bidder at around $200.
Then
> that guy must've kept bidding until he finally beat the French guy's bid at
> $338. All it takes is 2 guys that really want something to keep driving the
> bid sky-high. I think that $338 is totally insane though. None of those
carts
> are *that* special.
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3851. Re: 1050 repair question

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: p1nb0t@my-dejanews.com
Message-ID: <7fnk0j$o90$1@nnrp1.dejanews.com>
Source record: 52962

thanks all, now I can't wait to get home...

ec

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3852. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: Fabrice Frances <frances@ensica.NOSPAM.fr>
Message-ID: <7fnipremc1@news.cict.fr>
Source record: 52963
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

Hi all, I'm back, still groggy with time difference but anyway...
What it is that Rubywand and Whiteflame are both right about ?
It seems messages before Jim's one have expired here...

>>The original 1980's microtan was a desktop beast, but Fabrice has
>>produced a smaller modern day copy, so Rubywand and Whiteflame, you are
>>both right! :-)
>
>I'll wait until Fabrice gets back from his trip... :)

3853. Re: Atari Newsletters or Magazines?///

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y676ozkim.fsf@co.umist.ac.uk>
Source record: 52964

Susan Forbes <wforbes@mailmicroserve.com> writes:

> Are there any Atari 8-bit Newsletters or Magazines still in
> publication?????? I notice that there are several for the Commodore
> 8-bit machinines, so I figured it might be possible that such
> publications exist....after all
> the Atari 8-bits are much more superior to the Commodores and have a
> much more dedicated following.

Page 6/New Atari User is still around, but winding down (less than 6
issues left before they call it a day). From the Vendors and
Developers List:

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54
Stafford
ST16 1DR
England
tel: 01785 241153 (from the USA: 011-44-1785-241153)
mailto:page6@cankita.force9.co.uk

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

3854. Re: I kinda want this newsgroup to split up :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <vtIT2.976$vX6.19298@newse2.tampabay.rr.com>
Source record: 52965

```
Sorry, MB... I couldn't
>resist the "Bowling Ball" tease...

hmmm...."Swozniak"....hmmmmm....
;)
```

3855. what about paddles?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: p1nb0t@my-dejanews.com
Message-ID: <7fno73$sb5$1@nnrp1.dejanews.com>
Source record: 52966

is there some modern paddle that works for atari's too?

or if not, can someone tell me if this is right (I've seen the port pinout)

button and paddle lines are all +5V, buttons short to ground when pressed (or is it closed until pressed?), paddle is a 0-500k pot sitting between paddle channel and ground

true?

p1nb0t

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3856. The Fuji Equation

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y4sm8zj63.fsf@co.umist.ac.uk>
Source record: 52967

Hi all,

This is something that I've had in the back of my mind for many years (mostly during high-school math classes), but have never seen information about, and I've finally decided to do some digging on it, see what comes up.

The Atari fuji logo is well know and loved by all, but is a pain to draw and get it to look right, especially the curved swishes down the sides (the centre line is a doddle ;). One thing I've always wondered but never had the knowledge/time/experience/inclination to figure out is if the swishes could be represented and drawn with a mathematical equation. They look to be the sort of shape that could be created with some kind of quadratic equation, or maybe with 2 quadratic equations (one for the inner edge, and one for the outer edge). I figure having such an equation would make drawing the fuji, especially on a computer, a lot easier.

So does anyone know if there is a mathematical equation that will define (or at least approximate as near as makes no difference) the curved sides of the Atari fuji? Or failing that, are there any mathematicians amongst us that would be willing to calculate it (if it exists)?

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages, http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
---------- Join The Atari 8-bit Computer WebRing at: ----------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

3857. Re: Holy crap! Can you believe this?!? MUST READ!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990422133405.10816.00000123@ng15.aol.com>
Source record: 52968
Body handling: HTML body converted to readable text

spearsk@mc-mc.com asked:

<>

No. The bidding history only lists the last bid by a person. I guess that's why you thought the price jumped from $97 to $338.

<>

Well, I've dealt with the second highest bidder before. He's a nice guy from France. The high bidder only has a feedback rating of 1, so I don't know if he is a reliable guy or not.

3858. WTB: A T A R I 8 - B I T C A R T S

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990422142852.10443.00000169@ng-fz1.aol.com>
Source record: 52969

Hi. I'm looking for the following *cartridges* for the Atari 8-bit computers. Let me know if you have any of these carts and what you want for them. Thanks in advance.

Pastfinder - Activision
Airball - Atari
Dig Dug - Atari (Silver label)
Serpentine - Broderbund
Peanut Butter Panic - CBS
Monster Maze - Epyx
Silicon Warrior - Epyx
Bristles - First Star
Flip and Flop - First Star
Doc Goodlode's Cavern - Gebelli
Attack of the Mutant Camels - HES
Gridrunner - HES
Mr. TNT - HES
Pool 400 - IDSI
Survival of the Fittest - IDSI
Captain Beeble - InHome
James Bond 007 - Parker Bros
Tutankham - Parker Bros
Castle Hassle - Rocklan
Da ' Fuzz - Rocklan
Lifespan - Rocklan
Rack Em Up - Rocklan
Star Maze - Rocklan
Flapper - Romox
Spark Bugs - Romox
Starion - Romox
Topper - Romox
Typo - Romox
Whiz Kid - Romox
Super Zaxxon - Sega
Tapper - Sega
Up 'N Down - Sega
Jawbreaker - Sierra
Jawbreaker II - Sierra
Oil's Well - Sierra
Sammy Lightfoot - Sierra
Alpha Shield - Sirius
Capture The Flag - Sirius
Fantastic Voyage - Sirius
Turmoil - Sirius

Worm War I - Sirius
Frantic Freddie - SpectraVideo
Drelbs - Synapse
The Pharoah's Curse - Synapse
Shadow World - Synapse
Survivor - Synapse
Zeppelin - Synapse
Droids - TG
Nightstrike - TG
Carnival Massacre - Thorn EMI
Orc Attack - Thorn EMI
Matterhorn - TigerVision

3859. Re: Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <371F719E.F965F130@holyoak.com>
Source record: 52970

What is the "joyboard"?

- Trevor

John wrote:
>
> Anybody have a simple wish list of Atari stuff email me and I'll see if I
> have it. I am looking thru it all again. Lots of XL/XE computers, XEGS,
> drives, Joyboard, lots of documentation. I may get motivated and generate a
> partial list, but school is quite busy right now.
>
> my email is Asmile4A@voicenet.com ... without the two A's
>
> My game collection is gone, but I have a lot of gaming books, assembly
> books, etc...
>
> let me know what you're looking for.
>
> regards, John

3860. Re: Moving from ATR to Atari 5 1/4" disk format

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <371F6E3C.5C6F7C52@kdt.de>
Source record: 52971

Hi,

IF the image is of type ATR
strip off the 16 byte ATR header
ENDIF

IF the ATR image is SD or MD (130K or less) than

- write remaining data to 1050 disk sectors.

ELSE

things get a bit complicated. There are several storage methods used
with DD disk images.

1)
- Sektor 1 (128 Byte)
- Sektor 2 (128 Byte)
- Sektor 3 (128 Byte)
- Sektor 4 (256 Byte) ...

(File is 384 byte too short for a real disk)

2)
- Sektor 1 (128 Byte)
- 128 Leerbyte
- Sektor 2 (128 Byte)
- 128 Leerbyte
- Sektor 3 (128 Byte)
- 128 Leerbyte
- Sektor 4 (256 Byte) ...

3)
- Sektor 1 (128 Byte)
- Sektor 2 (128 Byte)
- Sektor 3 (128 Byte)
- 128 Leerbyte
- 128 Leerbyte
- 128 Leerbyte
- Sektor 4 (256 Byte) ...

hexdump the file and try to find out what's on, then extract the data.

ENDIF

NEW +++ NEW +++ NEW +++ NEW +++ NEW +++ NEW +++ NEW +++ NEW +++ NEW +++ NEW

Atari File Management (AFM) will support all three file types in the
near future. You have to

- get AFM http://www.hcrburk.de/
- get a SIO2PC cable
- move the data from ATR file to 1050 using a simple sectorcopier.

Regards

3861. Re: Chimera

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <371F60AE.ACA18CCA@kdt.de>
Source record: 52972

Hi,

> What was wrong with using A800win's LOAD EXE/COM option?
> This worked with files like ChopSuey/DropZone/Gauntlet
> (Admittedly after stripping a small header from the file using
> a Hex editor ;-)

I simply didn't think of the option to directly load a file.
I thought you booted Atari DOS and then loaded a game - which doesn't
work in case the game requires a MEMLO below the DOS margin.

Regards, Erhard

3862. Re: Percom Drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <371F6657.DCB0BFA@kdt.de>
Source record: 52973

Hi,

yes, it covers the WD 179x series.

Info taken from

Western Digital
Storage Management
Products Handbook
1986

Regards

3863. Re: SpartaDOS X

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <371F6F08.7710F7A6@kdt.de>
Source record: 52974

Hi,

I've got SDX, but it is only 4.2 too.

In addition, the built-in GAL is defective and vaporized FTe did not
send me the spare one they promised.

So if anyone has the GAL sources ...

By the way, why do you wanna use SDX?

Regards, Erhard

3864. Re: I kinda want this newsgroup to split up :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <371F783E.AF77FED4@netmagic.net>
Source record: 52975

William Kendrick wrote:
>
> When I come in here (which is rare), I find myself skipping through at
> least 50% of the posts, as they're all "FS:", "FT:", "WTB:", etc.,
> which, not being much of a hardware or software collector, are of
Some of the people that are posting FS could use a bit of guidance. For instance, you will see 3 posts like:
Post #1
FS: Atari Joystick
Post #2
FS: Atari Basic Cart
Post #3
FS: Atari Basic Manual

All from the same seller.

The FS in the header is good for people that want to filter the posts out, but even if I feel like buying something, I don't want to open a dozen posts to see a dozen different items, all from the same person.

3865. Re: 1050 repair question

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <371f852c.1106294@news.wxs.nl>
Source record: 52976

On Wed, 21 Apr 1999 17:35:04 GMT, p1nb0t@my-dejanews.com wrote:

>I'm looking at a 1050 that doesn't seem to power up at all. The power supply
>is delivering the right voltage, and a heat sink is warming up, but no motor
>sounds and no power light. No conspicuous shorts [that I've noticed :)]
>
>Given that I'm a total amateur basically doing what I can on the basis of a
>few semesters of physics labs, can anyone point me to anything I should check
>out?
I have had some 1050 units with broken leads on the voltage
regulators. They are mounted on the aluminum cooling plate. If the
leads are soldered into the board, they get hot and get longer. After
cooling down, they shrink again, causing tension. That is why these
should be bent a little before soldering them in. When they are
straight, they cause strain on the board and the leads, causing them
to break, or pull themselves loose. If the leads are bent a little
zig-zag shape this problem is avoided.

3866. Re: The Fuji Equation

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: Brant Sears <bsears@swbell.net>
Message-ID: <371F8C6B.10CDAD77@swbell.net>
Source record: 52977

It took me all of 30 seconds to draw a pretty good looking Fuji with AppleWorks.

Raphael James Espino wrote:

> Hi all,
>
> This is something that I've had in the back of my mind for many years
> (mostly during high-school math classes), but have never seen
> information about, and I've finally decided to do some digging on it,
> see what comes up.
>
> The Atari fuji logo is well know and loved by all, but is a pain to
> draw and get it to look right, especially the curved swishes down the
> sides (the centre line is a doddle ;). One thing I've always wondered
> but never had the knowledge/time/experience/inclination to figure out
> is if the swishes could be represented and drawn with a mathematical
> equation. They look to be the sort of shape that could be created
> with some kind of quadratic equation, or maybe with 2 quadratic
> equations (one for the inner edge, and one for the outer edge). I
> figure having such an equation would make drawing the fuji, especially
> on a computer, a lot easier.
>
> So does anyone know if there is a mathematical equation that will
> define (or at least approximate as near as makes no difference) the
> curved sides of the Atari fuji? Or failing that, are there any
> mathematicians amongst us that would be willing to calculate it (if it
> exists)?
>
> --
> Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
> http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
> ----------------- Join The Atari 8-bit Computer WebRing at: -----------------
> ------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

3867. FS: CX2600-A (aka 2600 video game system) - US only

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19990422172203.13722.00000153@ngol01.aol.com>
Source record: 52978

I have the following for sale:

Atari CX2600-A video game system which includes the power supply, TV converter box, 2 dcom 400 joysticks (in original boxes), 2 sets of paddle contollers, 21 game cartridges.

The games are: Pole Position, Combat, Star Raiders, Haunted House, Ms Pac Man, Video Pinball, Circus Atari, Warlords, Centipede, Yars' Revenge, Video Olympics, Pac-Man, Berzerk, Asteroids, Space Invaders, Laser Blast, Pitfall, Zaxxon, Donkey Kong, Donkey Kong Jr., Sears TeleGame 3.

I don't have any manuals or boxes for any of this except for the joysticks.

The game unit is in working condition and clean. All of the game cartridges are in working condition, but most look well used and some are missing the end labels.

If interested, please send your offer to gwestndrf@aol.com.

3868. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_924787613@rtfm.mit.edu>
Source record: 52979
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 2, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

3869. Giveaway of Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: jack <jackaloy@ix.netcom.com>
Message-ID: <371F95CB.17EB@ix.netcom.com>
Source record: 52980

The following manuals are available to anyone who wants one, two or
all. Their alternate home is my town's recycling plant.

Atari Basic Reference Guide for Experienced Programmers,
S.A.M. The Software Automatic Mouth from Don't Ask Software
Delta Drawing from Spinnaker
Kinder Comp from Spinnaker
Snooper Troops Case # 1: The Granite Ghost from Spinnaker
Magic Dump User's Manual (Preliminary) from Gemini
Atari Disk Operating System Reference Manual DOS 3

Email me if you are interested.

3870. Atari Light pen hardware

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: zantec@my-dejanews.com
Message-ID: <7fobur$fp6$1@nnrp1.dejanews.com>
Source record: 52981

There is either 1)A ROM routine in the Atari or 2) a chip inside the Atari that calculates and stores the current position of the light pen in:

LPENH and LPENV (locations 564 and 565 in memory).

Is it a ROM routine that stores the numbers there? Could someone please send me a copy of the ROM disassembly (I assume there are books that have this)

Is a ROM disassembly available anywhere on the internet? I've looked all over.

If it is NOT in the ROM, there must be a chip that stores the Horizontal and Vertical positions of the LIGHT PEN.... I suspect that it is a hardware feature because of the speed needed to calculate.

I'd probably need a hardware reference to figure that out...Does anyone reading have a Hardware reference? I want to find out WHICH CHIP takes care of calculating the Light Pen position.....

Also.... The Atari 2600 VIDEO GAME system has the ability to use a light pen (with the game Sentinel)....Will my Atari 2600 have the same chip in it?

If you have a book with Atari ROM disassembly, or a Hardware Reference, Let me know because I would like to buy it.

Thanks

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3871. Re: I kinda want this newsgroup to split up

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: atari@bright.net
Message-ID: <7fo62ckvh1@cletus.bright.net>
Source record: 52982

On 22 Apr 1999 04:21:26 , William Kendrick wrote:
>When I come in here (which is rare), I find myself skipping through at
>least 50% of the posts, as they're all "FS:", "FT:", "WTB:", etc.,
>which, not being much of a hardware or software collector, are of little
>interest to me.
>
>Perhaps we need a "comp.sys.atari.8bit.commerce" newsgroup?

I agree...

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3872. Re: FS: CX2600-A (aka 2600 video game system) - US only

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: critcash@aol.com
Message-ID: <19990422180143.26334.00000230@ng-fs1.aol.com>
Source record: 52983

Does this game system have the keyboard? I remeber that Star raiders really needed it. Let me know and how much you want.

critcash@aol.com

3873. Re: Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: critcash@aol.com
Message-ID: <19990422180332.26334.00000232@ng-fs1.aol.com>
Source record: 52984

Do you have a book for Star raiders game?

Critcash@aol.com

3874. Re: for sale (New York) - Atari 800, 810 disk, 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: critcash@aol.com
Message-ID: <19990422180526.26334.00000234@ng-fs1.aol.com>
Source record: 52985

I may be interested if it works -- plug it in a let me know. I live in upstate NY so I'm not gonna drive down there to see it.

Todd
critcash@aol.com

3875. Re: Atari Books, Software, Manuals and Controllers

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: critcash@aol.com
Message-ID: <19990422180939.26334.00000237@ng-fs1.aol.com>
Source record: 52986

I'd love to get Star raiders but I need a unit to play it on -- I used to have one but I need everything now -- can you hook me up?

Todd
critcash@aol.com

3876. Re: I kinda want this newsgroup to split up :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7fo6su$4a8$1@autumn.news.rcn.net>
Source record: 52987

Bill,

I can sympathize, but consider this.

You'd like to have all the want-ads in another group.

Contributor B might want all the emulation messages in another group.

Contributor C wants all the game talk in another group.

Etc., Etc., Etc.

I think you get the point.
William Kendrick <nbs@sonic.net> wrote in message
news:7fm846$18l$4@ultra.sonic.net...
> When I come in here (which is rare), I find myself skipping through at
> least 50% of the posts, as they're all "FS:", "FT:", "WTB:", etc.,
> which, not being much of a hardware or software collector, are of little
> interest to me.
>
> Perhaps we need a "comp.sys.atari.8bit.commerce" newsgroup?
>
> Or, is it just me, and I should shut up and go do something useful for
> once? :)
>
> -bill!

3877. WTB: ATARI 1450xld / 815 drive / 1090 exp

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: "/|\\ Patrice MULLER" <atari.fr@wanadoo.fr>
Message-ID: <7flhr8hvu3@wanadoo.fr>
Source record: 53033

make offers, i want to buy it ! or i have some items to exchange

3878. Re: Percom Drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <7flro6qsd1@pale-rider.INS.CWRU.Edu>
Source record: 53034

In a previous article, lwhite6497@aol.com (LWhite6497) says:

>>(I happen to have an AT88-S1PD myself.)
>
>Will yours do double density?

I suppose I never tried! I must have assumed Ben knew what we was talking
about.

If I discover it does DD I'll let you know!

-Michael
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3879. Re: Percom Drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <7flrtb$r9j$1@pale-rider.INS.CWRU.Edu>
Source record: 53035

In a previous article, lwhite6497@aol.com (LWhite6497) says:

>>(I happen to have an AT88-S1PD myself.)
>
>Will yours do double density?

Ok, now I realized I wasn't paying attention, Ben's table doesn't even
mention density.

I'll test ASAP.

-Michael
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3880. Re: Happy 810 and SpartaDOS X

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <7fls64rmr1@pale-rider.INS.CWRU.Edu>
Source record: 53036

In a previous article, lwhite6497@aol.com (LWhite6497) says:

>Hi Michael-
>Have you actually tried it? It might work, but
>I doubt it. I believe you need the Rev 7
>upgrade Rom.
>It makes the 810 Happy nearly equivalent to
>the 1050. It also lets you use the Rev 7/7.1 software. I think that B&C may
>have them - it's worth a look.

I did try it with SDX. It seemed kind of faster at first. But when I tried
out the warp speed copy program it comes with, I realized SDX definitely
wasn't enabling it. BIG difference.

I believe I have the rev 7.1 software.
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3881. Re: Happy 810 and SpartaDOS X

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-22 00:00:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <7flsdk$s4r$1@pale-rider.INS.CWRU.Edu>
Source record: 53037

In a previous article, jdrywood@eatonyaleltd.attcanada.net (Jason Drywood) says:

>Larry:
>
>I also have a Happy 810, but it only works with Happy software up to 6.5.

That would conflict with me saying I have a Happy 810 rev7.1...

>Who is B&C? I'd be interested in finding an updated rom.

B&C ComputerVisions
5917 Stope Way
El Dorado, CA 95623-4716
USA
tel: (530) 295-9270
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/

>Would this allow the 810 to r/w double density like the 1050? Or do you
>mean "nearly equivalent" with regards to backups.

My understanding is that Happy 810 doesn't include DD the way Happy 1050
does.

-Michael
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3882. Re: Atari Light pen hardware

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7fokgq$a5c$1@news7.svr.pol.co.uk>
Source record: 52848

Hi,

>There is either 1)A ROM routine in the Atari or 2) a chip inside
>the Atari that calculates and stores the current position of the
>light pen....

No ROM routine, it's done in hardware by ANTIC/GTIA.

>....LPENH and LPENV (locations 564 and 565 in memory).

These are the OS shadow locations, hardware locations are $D40C and $D40D.

>Is it a ROM routine that stores the numbers there?

The OS reads the hardware registers and copies their contents to the shadow
locations during VBIs.

>....there must be a chip that stores the Horizontal and
>Vertical positions of the LIGHT PEN....

The way it works is that when one of the joystick trigger lines is pulled low
Antic(?) stores the current value of it's internal horizontal colour clock
counter in PENH ($D40C) and the current value of VCOUNT ($D40B) into PENV
($D40D).

Be aware that on the original 400 & 800 the light pen hardware was not reliable
unless you plugged the pen into controller port 4 - it was supposed to work in
any port but didn't. Can't comment on XLs or XEs.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

3883. Re: Moving from ATR to Atari 5 1/4" disk format

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <37200EA8.D4885E58@asw.cz>
Source record: 52849

Erhard Puetz wrote:
> IF the ATR image is SD or MD (130K or less) than
> - write remaining data to 1050 disk sectors.
> ELSE
> things get a bit complicated. There are several storage methods used
> with DD disk images.

AFAIK there is only one storage method. Method 1) - first three sectors
$80 long. Others are invalid images, nothing else.
And should be reported as invalid. Maybe fixing utility should be
written and advice about fixing such file should be given to user. But
supporting such broken images doesn't sound good for me.

See my formats page for ATR & XFD descriptions (too short, I think).

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

3884. Re: Atari Light pen hardware

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-lgPmPTL13lTx@localhost>
Source record: 52850

> Be aware that on the original 400 & 800 the light pen hardware was not reliable
> unless you plugged the pen into controller port 4 - it was supposed to work in
> any port but didn't. Can't comment on XLs or XEs.

I have looked at this and found the light pen would work in any port
on the 800 and port 4 only on the 400. The circuit diagrams for each
confirm this. The light pen workes in either port on XL and XE

James

3885. Re: Advice needed for Amstrad PC 1512

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: Tony Firshman <tony@nospamfirshman.demon.co.uk>
Message-ID: <63+mgHA$2CI3EwBa@firshman.demon.co.uk>
Source record: 52851
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm

In article <37110eb8.43557780@news.freeserve.net>, L.F.Deans
<l_deans@bigfoot.com> writes
>and self confessed Anorak and Nostalgic.
Then you should get involved with the Sinclair stable - I mainly support
the QL.

BTW the Amstrad floppy is 360k!
I recall the NVR ram has some config items - NVR.COM is run I think
(trying to remember back to the 80s).

Amazing concept - a 650mb HD (and even 4gb) in a steam 1512.
How on earth could one fill it! Ah yes - Windoze. 2.0 worked - in
'real' mode I think.

I still keep mine as a 5 1/4 disk copying machine, and it runs my
Omnipro prgrammer just fine, but slowly...

I have THREE. The latest 1640 I found in a tip (complete even with mouse
and kbd) with a sticker saying 'not working'. It was of course.
It is the only computer my wife will use!
--
QBBS (QL fido BBS 2:257/67) (+44)1442-828255
mailto:tony@firshman.demon.co.uk http://www.firshman.demon.co.uk
Voice: (+44)1442-828254 Fax: (+44)1442-828255
TF Services, 29 Longfield Road, TRING, Herts, HP23 4DG

3886. ATARI, ATARI, ATARI! Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <7fpd8e$e14$1@user1.teleport.com>
Source record: 52852
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I've been working hard on adding more Atari stock to my inventory. I
wanted to have everything in place by April 15th for those of you with
Tax refund checks. Still, I've done pretty well. I'm having a "Come
spend your Tax Refund in my store event!" I have NEW Atari ST SoftWare
for sale! These $15 titles are marked down to $10. So even though the
*NEW......$15 ST Software says $15, it's really $10. Each one is "*NEW"
and most are ShrinkWrapped! You'll find these titles in my ST SoftWare
Catalog. Feel free to take my Catalogs and see what new HardWare,
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Atari ST.

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Site so you can Download Free Catalogs or FTP directly to my site at:
ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way,
Feel free to Request catalogs through E-Mail. Really, it's not an
inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both!
Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail.
Please let me know if I can attach text files to your E-Mail. Catalogs
are just regular ASCII text files so you can download them into your
text editor and view them, edit them or print them out! It would make
things easier for me if you take my Catalogs, load them into your text
editor, delete what you don't want and E-Mail me the rest! To expedite
things, include your complete Mailing address so I can figure your
Shipping/Postage & Handling. I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

3887. Re: 1050 repair question

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990423070641.03910.00000530@ng32.aol.com>
Source record: 52853

>
>these caps, I can say fairly confidently that it isn't high enough to "fry"
>you.

Really? After all thesee years I've been under the wrong impression??? Just
how many volts can these caps discharge?
B'rgds,
Vinnie

"Can't means don't want to!"

3888. Re: I kinda want this newsgroup to split up :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990423071128.03910.00000531@ng32.aol.com>
Source record: 52854

>The FS in the header is good for people that want to filter the posts
>out, but even if I feel like buying something, I don't want to open a
>dozen posts to see a dozen different items, all from the same person.

I agree here too.... I skip thru the same way... at times I peek.... maybe I'll buy... I think this groups small enough to keep everything in one spot... when posting for sales, they s/b in one message... that's for sure....

B'rgds,
Vinnie

"Can't means don't want to!"

3889. ballblazer ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: yarpfaff@erols.com
Message-ID: <37205bfc.41281297@news.erols.com>
Source record: 52855

Does anyone out there have the instructions to ballblazer? I'd like
to con you out of making a copy of it.
To reply to this message, replace "yar" with "ray"

3890. Re: Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <37206365.55723B16@erols.comX>
Source record: 52856

Did you run it under Win95/98/NT? I could ONLY get my cable to work under Dos 6.2. It would sometimes work under Win95 DOS but was very picky. If you get it to work write down the sycn # it picks. YOu can then run it again with that same #. I can't remember how to do this since I ditched the Xformer crap for more workable software/hardware.

Get SIO2PC cable instead.

D Smyth wrote:

> Has anybody had my problem of calibrating the cable on anything faster than
> a Pentium 150
> If so, is there a work around to solve the problem?
>
> Dennis Smyth

--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove the 'X' for email replies

3891. Re: The Fuji Equation

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yyajjzfmt.fsf@co.umist.ac.uk>
Source record: 52857

> Raphael James Espino wrote:
> > sides (the centre line is a doddle ;). One thing I've always wondered
> > but never had the knowledge/time/experience/inclination to figure out
> > is if the swishes could be represented and drawn with a mathematical
> > equation.
Brant Sears <bsears@swbell.net> writes:
> It took me all of 30 seconds to draw a pretty good looking Fuji with AppleWorks.

Call me a die hard, but It'd be cool to actually do this on an Atari 8-bit =)
Given an equation, it would be relatively easy to create a logo of
just about any size, in just about any graphics mode, on the 8-bit itself.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

3892. Re: Atari Books, Software, Manuals and Controllers

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990423101143.28358.00000292@ngol04.aol.com>
Source record: 52858

In article <19990422180939.26334.00000237@ng-fs1.aol.com>, critcash@aol.com (Critcash) writes:

>I'd love to get Star raiders but I need a unit to play it on -- I used to
>have
>one but I need everything now -- can you hook me up?

This is one game that shines on Atari800win. I love Star Raiders.

badbob1952@aol.com

3893. Re: SpartaDOS X

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-0zPLXrbvk5ql@draco>
Source record: 52859

On Thu, 22 Apr 1999 18:48:40, Erhard Puetz <erhard-puetz@kdt.de>
wrote:

> Hi,
>
> I've got SDX, but it is only 4.2 too.
>
> In addition, the built-in GAL is defective and vaporized FTe did not
> send me the spare one they promised.
>
> So if anyone has the GAL sources ...
>
> By the way, why do you wanna use SDX?
>
> Regards, Erhard
>
>
I kinda like it with arc and all built in, more configurable, etc...

Ken

3894. New Atari Game Thread

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: baronvr <baronvr@my-dejanews.com>
Message-ID: <7fqeklbbe1@nnrp1.dejanews.com>
Source record: 52860

Here's a Dejanews thread from rec.games.video.classic from a guy who recently discovered a halfway professional game he wrote that never got published and now he's wondering what to do with it:

http://www.dejanews.com/[ST_rn=md]/viewthread.xp?search=thread&AN=469065430&svcclass=dnserver&frpage=threadmsg_md.xp

The good news is that he wants to release it public domain...

cc

--
"Spike's Big Vectrex Page"
ADDRESS: http://members.xoom.com/_XOOM/baronvr/index.html
AND http://davesclassics.warzone.com/hosted/vectrex (domain to change soon)
REPLY TO: baronvr @ usa.net (the dejanews email is for spam)
rec.games.vectrex

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3895. Re: I kinda want this newsgroup to split up

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <230419991225532920%savetz@northcoast.com>
Source record: 52861

In article <7fo62ckvh1@cletus.bright.net>, Lonny Pursell <atari@bright.net> wrote:

> On 22 Apr 1999 04:21:26 , William Kendrick wrote:
> >When I come in here (which is rare), I find myself skipping through at
> >least 50% of the posts, as they're all "FS:", "FT:", "WTB:", etc.,
> >which, not being much of a hardware or software collector, are of little
> >interest to me.
> >
> >Perhaps we need a "comp.sys.atari.8bit.commerce" newsgroup?
>
> I agree...

It's a good idea, although I would suggest calling it
comp.sys.atari.8bit.marketplace, which is how such newsgroups
are typcially named.

Starting a new newsgroup is a pain. Who's up for doing the RFD/CFV thing?

Kevin Savetz

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce

3896. Re: Advice needed for Amstrad PC 1512

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: capac@euibbs.upv.es
Message-ID: <7fqj1b$b72$4@polaris.cc.upv.es>
Source record: 52862
Cross-posted to: comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.cbm

Tony Firshman (tony@nospamfirshman.demon.co.uk) wrote:
: In article <37110eb8.43557780@news.freeserve.net>, L.F.Deans
: <l_deans@bigfoot.com> writes
: >and self confessed Anorak and Nostalgic.
: Then you should get involved with the Sinclair stable - I mainly support
: the QL.
:
: BTW the Amstrad floppy is 360k!
: I recall the NVR ram has some config items - NVR.COM is run I think
: (trying to remember back to the 80s).
:
: Amazing concept - a 650mb HD (and even 4gb) in a steam 1512.
: How on earth could one fill it! Ah yes - Windoze. 2.0 worked - in
: 'real' mode I think.

Windows 3.0 should work too. (I use it on my Compaq XT...)

--
capac@euibbs.upv.es
But see how I lend you this broad-pointed sword, for you to put it
forth through this true breast, and let forth the soul that
adoreth thee.

3897. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: atari@spam-not.ehrich.com
Message-ID: <Cv6U2.941$I11.64918@news3.voicenet.com>
Source record: 52863

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Ape Face Model XLP Digital Device..... $14
Atari XMM801 printer..... $15
Atari 410 Tape Deck..... $15
Atari 1020 Printer..... SOLD
Hot Stuff Joystick (rough)..... $ 4
Joysticks (square) (3)..... $ 8 each
DVE Printer Power Supply Model DV-2412A..... $ 8
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50
Orders & Questions

Diskette Software for Atari Computers
$4 each (6 for $16)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
SOLD - Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
SOLD - DeBug by Childware
SOLD - Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
SOLD - Reading Skills
Sesame Street Astro-Glover (3-6)
SOLD - Sesame Street Print Kit for Atari & Commodore
Spinnakers Alphabet Zoo (3-8)
Spinnakers Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)

Spinnakers Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
SOLD - Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)
Orders & Questions

Diskette Software for Atari Computers
$2.50 each (7 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Astro Grover
Cardware High Tech Expressions
SOLD - Compute Disk October-December 1986
SOLD - Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Match Up
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell
Moon Shuttle
My First Alphabet
Paint Master Diskette
Sea Bandit
Shape Up
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Computer Crosswords for Atari or Commodore
Orders & Questions

Antic Diskettes from Atari
$2 each (5 for $8) (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
Orders & Questions

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)

Orders & Questions

Tape Software for Atari Computers
$3 each (4 for $8) (10 for $16)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Program Exchange - Counter (3-8)
Canyon Climber for Atari 400/800 (16k)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
SOLD - Gulp!!
Hangman
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)

Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
Orders & Questions

Atari Books $5 each (6 for $20)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

3898. Re: Atari Newsletters or Magazines?/// - Help save Atari Classics!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7fqu73$h55$3@ultra.sonic.net>
Source record: 52864

rwoolley@postoffice.pacbell.net wrote:
: Technically, Atari Classics is still a going magazine, but we have not
: published in almost two years.... The fact that not one subscriber has
: requested a refund is at least an indication of Atari user's patience,
: if not dedication. Our User Group, the SLCC, still prints a monthly
: newsletter although it is just a single sheet of minutes and a little
: gab - nothing like the big time publication it once was. Our exchange
: newsletter program receives maybe three or four other Clubs on a good
: month.

How can we help!? If it keeps going like this ad infinitum, everyone using Atari 8-bits will be dead and the earth will be hurdeling into the sun before another issue comes out. (What an obvious observation, huh? ;))

BTW, does AC have a website? DOes AC need a website?

-bill!

3899. Re: Donations? What's goin' on?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7fqtu7$h55$1@ultra.sonic.net>
Source record: 52865

Atari8man (atari8man@aol.com) wrote:
: >
: >BBS's were this thing I had heard about but not participated. The main thing
: >I heard about were the pirated games you could get off BBS's..
:
: Its ashame you never called those BBS's infact the lack of Atari user's on BBS
: are the reasone there are NO BBS's around these's days.. I hope this make's
: you feel real good about yourself, BTW nobody is holding a gun to your head to
: DL anything.
:

The lack of BBS users in general (due to the net) is part of the reason
there are no BBSes around these days?

Who wants to call all the way across the country to download something or
chat with folks when anybody and his dog (almost <:^/) can get on the
net and do it like this (newsgroups, WWW, FTP)?

I'm not saying it isn't sad, but that it's probably not just an Atari 8-bit
BBS trend.. just a trend.

-bill!

3900. Re: plug a PC gamepad into my Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7fqu1c$h55$2@ultra.sonic.net>
Source record: 52866

Swozniak (swozniak@aol.comeGETsome) wrote:
: I have a few Genesis pads/joysticks with auto/turbo/slo-mo features that I
: use with my Atari 8-bit computers and I've *never* had any of them not work
: on any game. Maybe the pad you bought was defective to begin with?

NEVER! How DARE you suggest that!!!!

;)

Yeah, it could've been. I don't think it was a Sega brand pad, so it
was probably built not-quite-to-specs, so it was either broken, or it
was made in a way so that it just BARELY would work with a Sega system. :)

-bill!

3901. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <48F76728F1%news@youmustbejoking.demon.com.uk>
Source record: 52867
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

In message <371FB968.452E6A8C@swbell.net>
Rubywand <rubywand@swbell.net> wrote:

[snip]
> You can view all of the messages on Deja News via this ---> link.

If you intend to post a URL, it helps to actually include it.

Duplicating your text in HTML is a waste of bandwidth. Further bandwidth is
then wasted by the (valid) complaints, such as this, which doing so
inevitably attracts.

Some of us prefer newsreaders to newsbrowsers.

--
| Darren Salt | nr. Ashington, | ds@youmustbejoking,demon,co,uk | Acorn
| Risc PC, Spec +3, | Northumberland | ds@zap,uk,eu,org ** anti-UCE | Club
| A3010, BBC M128 | Toon Army | arcsalt@spuddy,mew,co,uk | NE
| ZapEmail. ZapDS. MakeExtern.

After purchasing an item, you will find it available for less elsewhere.

3902. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37213C13.23E1401@sisna.com>
Source record: 52868

I truely thank you for your comments, but I hardly believe your
statemtne
as to your limited knowledge (: on disk drives or any other item on this
sepecific computer.

I also appreciate your efforts to the community and anyone who asks a
question you are readily available for an ansewer.

Hang in there.

bob

3903. Re: I kinda want this newsgroup to split up

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37213E85.CBAE0893@sisna.com>
Source record: 52869

If you are a true colletor then the only place you will find your item is in this area. I have so much oler items that I can not provide a list but every once in a while I will post a few older items for purchase.

I just signed up for the EBAY auction..I think from the feed back I received on a previous post you actually can get what you want here for less!

bob

3904. Re: I kinda want this newsgroup to split up :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37213FD3.D4997BDF@sisna.com>
Source record: 52870

SHUT UP? I personaly do not think so!

What are you looking for when your approach this area? Do you have a problem, sepcific to computer, drive ect.

If so there is not a problem just skip the b.s on the area and send a new message to the group, stating your needs.

It only takes a few seconds to scan the messages here and reply or add to your specific needs. One does not have to read every message, just mark them read. I do it all the time. Will answer when someone hits my area of knowledge and bypass the others.

bob

3905. Re: Percom Drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <372141A6.16D2842A@sisna.com>
Source record: 52871

Percom, drive for L H White. What he has is a single density Percom, which I have seen attachment board to convert it to Double Density. I do not have one available to relate the specifics of the board but he did ask in e-mail, about the 1770, the Percoms I have use a 1765, for double density on a modified board. It is completly different from the hoard he has in his drive. As to an upgrade I am sorry but I personally do not think it can be upgraded to D/D without and enormous expense. I will sell a Percom capable of D/D and 3 slave drives for $25.00 shipping included.

The percom will actually do a 3 1/2 720k disk formated with saprta dos. Have not tried the newer drives by cogering the H/D hole, but as time permits may get into it.

bob

3906. Atari Deal?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <372143A7.7244B612@sisna.com>
Source record: 52872

I just picked up about 10 of each Atari 800xl, Atari 1050 Disk drives
5ea Atari 130xe. These computers and drive came from a school. I will
test each out and gurantee them for 30 days. However they are not
cosmeticly accepatble. You take the computer case, disk drive case and
suppend it in a bucket of bleach to render it comsetic accepatable to
you. Some of the drive cases or the comouter cases may be missing the
chrome strip. But each will function to your needs. If you have a
craped out computer or drive then this is your chance. I am open to
offers. Shipping on these with power supply and sio cable comes to
about
$8.00 so be sure to include the shipping in you offer.

Some may be missing the chrome..just to be honest with you.

bob

3907. Re: Atari Newsletters or Magazines?/// - Help save Atari Classics!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: rwoolley@postoffice.pacbell.net
Message-ID: <372137AD.AC4E5967@postoffice.pacbell.net>
Source record: 52873

I don't know the answers to any of those questions, Bill. What do we need to put out another issue? We have sufficient material except for the 1200XL nut in the corner - he isn't ready - as if you can not have an Atari Classic without some kind of 1200XL hack..... Having print-ready pages would be a start. I can do a reasonably good job of production (I think).

Bob

and, I think that the Sun is going to "come to us" before our orbit deteriorates....

William Kendrick wrote:

> How can we help!? If it keeps going like this ad infinitum, everyone using
> Atari 8-bits will be dead and the earth will be hurdeling into the sun before
> another issue comes out. (What an obvious observation, huh? ;))
>
> BTW, does AC have a website? DOes AC need a website?
>
> -bill!

3908. Re: Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <3720A9DE.3C5F53F3@kdt.de>
Source record: 52874

Hi,

I once tried this cable. It didn't work. So I took my skope and
attached it to data in and data out, then restarted.

I saw the initialisation, where there is a command retry starting at
a very high frequency with the frequency decreasing. After some seconds
there was an answer on the other line, but the command's frequency
continued to decrease and at some point the answer disappeared
again.

It seemed as if the computer didn't notice the answer.
I did not found out what was wrong and stopped the project.

Regards

3909. Re: SpartaDOS X

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <3720ABA6.C648259@kdt.de>
Source record: 52875

> I kinda like it with arc and all built in, more configurable, etc...

Yes, it had some nice things built in. But it had some built-in bugs, too. And it is a bit more unvariable than the disk based version - there was only little programming info for SDX available and even if you would have managed to replace the built-in buggy commands - you would have almost all commands external so that the cartridge version wouldn't have made sense any longer.

TAKE CARE: SDX has a bug in the RD (delete directory) command. In stead of resetting the directory free area pointer it sets the data area pointer to that point so that with the next file written you fill the reserved for directory area. This does not do true damage but will result in a directory spread all over the disk - thus slowing down access considerably.

And there are more bugs ...

Regards, Erhard

3910. Empty Mails ...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <3720AC1E.44FDB5BC@kdt.de>
Source record: 52876

I have received some emtpy mails.
Is there anybody else who has the same problem?

The weird thing is that some of these empty mails are from ME and I
know they were not empty when I sent them ....

Regards

3911. Re: Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: Alexander Klinner <piXLgames@allgaeu.org>
Message-ID: <7fs8ng$11r$1@janeway.allgaeu.org>
Source record: 52877

could happen... but not the processor seems to be the reason than the DOS.
I�m having problems with DOS 7.x on my P II 266, on the P I 100 of a friend,
the cable worked fine (DOS 3.x !)

piXL.

3912. loading problems

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: Alexander Klinner <piXLgames@allgaeu.org>
Message-ID: <7fs8nh$11r$2@janeway.allgaeu.org>
Source record: 52878

gestionr.sarl <gestionr.sarl@wanadoo.fr> schrieb in im Newsbeitrag:
7fd665$573$1@wanadoo.fr...
> Hi all,
>
> Who can tell me how to load a game in tape ?
> Is the good command ?
> LOAD "C:"

What type of game are you loading? There are several (well, three) loading options: If you program yourself and store your (BASIC-)stuff with "SAVE C:" to cassette, then you will have to "LOAD C:" to work with your program again after switching of power. If you have "listed" your program to cassette with LIST "C:", then you will have to ENTER "C:" to recover (uncompressed saving, great for backups!)

But most commercial games are saved in binary format. You will have to push the START-button while switching on the computer. This will cause the 2-times beep and with a keystrike things will go on. If it is a binary game but does need the BASIC to be turned off, you will have to hold down START and OPTION (I think it was OPTION?).

If all that does not work, try to forward the cassette in a cassette-player, till you hear the first tones. Stop the tape immedealy and try (all) loading methods again.

And if it still does not work it is possible, that the tape is corrupted (some ATARI 1010 or XC 12 are great in these!). Perhaps it is helpful, if you copy it with a double-cassette recorder on a quality (my choice BASF) tape.

> Thank you very much for answer.
> Is it possible to change a PC into a 800 XL.

Not quite the same feeling - but a great thing to see a PC become a computer! There are many emulators, see the homepages and various newsgroups.

piXL.

3913. Re: Atari 1050 schematics

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-23 00:00:00 UTC
From: Doug Wheeler <dwheeler@isd.net>
Message-ID: <7g22r0$3bg$1@blackice.winternet.com>
Source record: 52879

Sams PHOTOFACTS still lists Atari service manuals being available, including
the 1050. Here's a link to the Atari titles:

http://www.a1.com/cgi-bin/w3-msql/hwsams/results.html?brand=atari&model_no=

Die dulci fruimini.
--Doug

Peter Pachla <my.name@vectrex.freeserve.co.uk> wrote in message
news:7flqad$d50$1@news5.svr.pol.co.uk...
> Can anyone please point me at a copy of the 1050 schematic and/or the 1050
> field service manual anywhere on the 'net?
>
>
> TTFN - Pete.
>
> --
> Spam deflector in effect - it's obvious!
>
> Hardware & Software Engineer. Sound Engineer.
> Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp
DEC)
>
> ICQ# 12560790
> --
>
>
>

3914. Re: Percom Drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <7fr9t4$sq8$1@alexander.INS.CWRU.Edu>
Source record: 52880

In a previous article, aa700@cleveland.Freenet.Edu (Michael Current) says:

>>>(I happen to have an AT88-S1PD myself.)

My drive DOES do double density.

I found an ad for it in the Sept 83 Antic, to confirm it was stock that
way.

-Michael
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3915. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: Rubywand <rubywand@swbell.net>
Message-ID: <37215AC6.EB7F473@swbell.net>
Source record: 52881
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

Darren Salt writes ...
>
> In message <371FB968.452E6A8C@swbell.net>
> Rubywand <rubywand@swbell.net> wrote:
>
> [snip]
> > You can view all of the messages on Deja News via this ---> link.
>
> If you intend to post a URL, it helps to actually include it.
>
> Duplicating your text in HTML is a waste of bandwidth.

It was not dup posted-- just html.

> Further bandwidth is
> then wasted by the (valid) complaints, such as this, which doing so
> inevitably attracts.
>
> Some of us prefer newsreaders to newsbrowsers.

....

Sorry about that-- was wondering how the html posting would 'fly'.

My reason for not posting the URL is that it is very long and, for
many readers, would need to be cut and pasted to come up with something
useable.

An alternative to all this is to say: Go to Deja News and do a power
search for "contest" in the subject title of posts to comp.sys.apple2
during the span: mar 1 1999 through apr 22 1999.

Rubywand

3916. Re: Atari Newsletters or Magazines?/// - Help save Atari Classics!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7frv0o$t1@freenet-news.carleton.ca>
Source record: 52882

(rwoolley@postoffice.pacbell.net) writes:
> I don't know the answers to any of those questions, Bill. What do we need to put
> out another issue? We have sufficient material except for the 1200XL nut in the
> corner - he isn't ready - as if you can not have an Atari Classic without some
> kind of 1200XL hack.

How about a simple article on how to rewire the 1200XL memory circuit so
it can use 800XL only memory upgrades?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3917. Re: Empty Mails ...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990424064500.14648.00000892@ng140.aol.com>
Source record: 52883

Something weird... something to do with the recent Atari mail we got into....
I've gotten a ton of emails with the 5.25 drive string!
B'rgds,
Vinnie

"Can't means don't want to!"

3918. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: Dickon Hood <dickon-news@fluff.org>
Message-ID: <3326bef748%dickon-news@splurge.fluff.org>
Source record: 52884
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

In message <37215AC6.EB7F473@swbell.net>
Rubywand <rubywand@swbell.net> wrote:

: Darren Salt writes ...

: > Duplicating your text in HTML is a waste of bandwidth.

: It was not dup posted-- just html.

You appear to be unaware that the web browser strips all the HTML crap out of the post and prepends the plain text version (generally *very* badly formatted) to the top. This is duplication. And it's evil.

: > Some of us prefer newsreaders to newsbrowsers.

: ....

: Sorry about that-- was wondering how the html posting would 'fly'.

It fell out of the sky due to being overburdened with useless formatting directives.

: My reason for not posting the URL is that it is very long and, for
: many readers, would need to be cut and pasted to come up with something
: useable.

So? Some of us are actually capable of such things. Plus, if you don't wordwrap it, most URLs (although not that one with Messenger) are spotted as such in the plain text and are clickonable to launch the browser...

--
Dickon Hood

Due to binaries posted to non-binary newsgroups, my .sig is
temporarily unavailable. Normal service will be resumed as soon as
possible. We apologise for the inconvenience in the mean time.

3919. Re: Empty Mails ...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7fsbqngoo1@autumn.news.rcn.net>
Source record: 52885

Erhard and Vinnie,

Are you using a PC, or did the recipient use a PC to do this? Is the
Melissa Virus or some variation involved?

If so, it will do no real harm to your equipment. It will not affect you
unless you run Microsoft Word or Office. But it will send e-mails to the
first fifty people on your address list every time you send something out.

Erhard Puetz <erhard-puetz@kdt.de> wrote in message
news:3720AC1E.44FDB5BC@kdt.de...
> I have received some emtpy mails.
> Is there anybody else who has the same problem?
>
> The weird thing is that some of these empty mails are from ME and I
> know they were not empty when I sent them ....
>
> Regards
>
>

3920. I'm back, Baby!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7fsm4r$6qc$1@news.xmission.com>
Source record: 52886

After a long hiatus from the atari 8bit scene, I'm back and more hard-core than ever.

Set my 576k XE back up, connected it to a networked laptop with APE, fired up the dual Syquest removable hard drives and reinitialized SpartaDos X 4.22.

Lets rock and roll!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

3921. Re: I'm back, Baby!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-rg2jyZnos6y2@draco>
Source record: 52887

On Sat, 24 Apr 1999 14:57:31, jeking@NOSPAM.COM wrote:

> After a long hiatus from the atari 8bit scene, I'm back and more hard-core
> than ever.
>
> Set my 576k XE back up, connected it to a networked laptop with APE, fired
> up the dual Syquest removable hard drives and reinitialized SpartaDos X
> 4.22.
>
> Lets rock and roll!
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>

would you be willing to send me an image of the rom from your Sparta-X
4.22 cart?

Ken

3922. Commodore 1802 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: Brett Latchford <bjlatch@hotmail.com>
Message-ID: <7fsoct$q0u$1@zwieracz.ideefixe.nom.pl>
Source record: 52888

I just picked up and 1802 Monitor from a local surplus store (it works great) however it is more yellow than the sun. Any thoughts on how to clean it up. Without wrecking it.

3923. Help! Looking for program to convert atari cassettes to atari disks

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: roadhogg@aol.com
Message-ID: <19990424122252.18043.00001477@ng-ba1.aol.com>
Source record: 52889

I am lookin for a good reliable program to convert atari cassette programs
(i.e. kingdom, energy czar, scram, ect.) to atari disk for loading/playing.
Can anybody provide any recommendations?

Thanks.

3924. More Light Pen

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: ralphxpn@aol.com
Message-ID: <19990424130731.25862.00001041@ng-fq1.aol.com>
Source record: 52890

I remember making a light pen with a circuit I found in a book. I didnt understand excatly what I was doing (since I was only in the 7th Grade) It worked with a Basic program (with a lil ML code) Does anybody have that schematics to something like that??? I'm sure I can figure it out, but why re-invent the wheel??

Ralph

3925. Help with Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: jcditz@tardis.svsu.edu
Message-ID: <7ft18cega1@nnrp1.dejanews.com>
Source record: 52891

I recently bought an Atari 400 over Ebay auction and I can't get the thing going. It didn't come with an RF switch, so I'm using the switch off of an old Atari 2600. The switch is perfectly functional with the 2600, but when I put the 400 on it and power it up, all I get are wavy lines. The system is getting power (the LED comes on) and I'm sure the Atari and TV are on the right channel. The TV is getting some sort of signal, but its not anything meaningful. Sometimes its just wavy lines and other times its a blank screen with a few white spots of snow moving around at random. So heres my question:

Should the RF switch off of an Atari 2600 work on an Atari 400? If not, what type does the 400 need, what are the specs (I'm sure radio shack has something comparable).

Jason Ditz
jcditz@tardis.svsu.edu
Aspiring Atari 8-bit computer user.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3926. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: Rubywand <rubywand@swbell.net>
Message-ID: <37220859.4098619@swbell.net>
Source record: 52892
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

```
Dickon Hood writes ...
>
> In message <37215AC6.EB7F473@swbell.net>
> Rubywand <rubywand@swbell.net> wrote:
>
> : Darren Salt writes ...
>
> : > Duplicating your text in HTML is a waste of bandwidth.
>
> : It was not dup posted-- just html.
>
> You appear to be unaware that the web browser strips all the HTML crap out of
> the post and prepends the plain text version (generally *very* badly
> formatted) to the top.

Evidently, whatever sort of reader you are using just dumps the html
source to you. That would, indeed, be messy.

....
>
> : > Some of us prefer newsreaders to newsbrowsers.
>
> : ....
>
> : Sorry about that-- was wondering how the html posting would 'fly'.
>
> It fell out of the sky due to being overburdened with useless formatting
> directives.
>

That's too bad. It looks really nice and compact on a PC running
Netscape. Plus, to see the listing of contest articles from Deja News, you
just need to click on the highlighted word "link".

> : My reason for not posting the URL is that it is very long and, for
> : many readers, would need to be cut and pasted to come up with something
> : useable.
>
> So? Some of us are actually capable of such things. Plus, if you don't
> wordwrap it, most URLs (although not that one with Messenger) are spotted as
> such in the plain text and are clickonable to launch the browser...
>

Cool! Here is the URL:
```

http://www.dejanews.com/[ST_rn=ps]/dnquery.xp?ST=PS&QRY=&defaultOp=AND&DBS=1&format=terse&showsort=score&maxhits=25&LNG=ALL&subjects=contest&groups=comp.sys.apple2&authors=&fromdate=mar+1+1999&todate=apr+22+1999

> --
> Dickon Hood
>
> Due to binaries posted to non-binary newsgroups, my .sig is
> temporarily unavailable. Normal service will be resumed as soon as
> possible. We apologise for the inconvenience in the mean time.

No problem.

Rubywand

3927. FS: US: ICD RTime 8 Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7fsv57$85n3@news.ajou.ac.kr>
Source record: 52893

Greetings Atari Folks,

I have a used ICD RTime 8 cartridge with original
software disk and manual for sale.

The battery in the cartridge has been replaced a few
times and is in good working condition.

I will sell the cartridge to the best offer made on it.
Buyer pays shipping charges.

If interested you can e-mail me at..
phantomm@kih.net

3928. FS: US: Atari 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7fsv5j$85n4@news.ajou.ac.kr>
Source record: 52894

Stumbled over a few more Atari 8-bit items that
I no longer need.
All items are in good working conditon to the best
of my knowledge.
I will sell these items to the highest offer.
Buyer pays shipping charges.
You can make an offer on everything listed or
one or more items.

Animation Station
comes with
Drawing pad and pen
Original Disk software and manual.

PQ The party Quiz game
comes with
4 controllers and all necessary hardware.
Original game disks.

Impersonator
comes with the
card that plugs into the cartridge port.
original disk software and manual.
AFAIK this item does work.

OSS Basic XL cartridge and notebook
manual.

Microsoft Basic II
comes with the cartridge
and extension disk software.
Original Manual and reference
manual.

Pilot cartridge
Cartridge only no manual.

If interested in any of these items send e-mail
to... phantomm@kih.net

3929. Re: Help! Looking for program to convert atari cassettes to atari disks

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be8e7c$37e388a0$a1364382@vidar>
Source record: 52895

The best way is to cload each part, with DOS booted from disk. SAVE
"D:CZAR1.BAS" for example and then type
NEW and CLOAD the next part. I did this with Kingdom and Hangman and it
works fine, just edit the lines loading next stage and replace with a RUN
"D:CZAR2.BAS"

Roadhogg <roadhogg@aol.com> wrote in article
<19990424122252.18043.00001477@ng-ba1.aol.com>...
> I am lookin for a good reliable program to convert atari cassette
programs
> (i.e. kingdom, energy czar, scram, ect.) to atari disk for
loading/playing.
> Can anybody provide any recommendations?
>
> Thanks.
>

3930. Re: Commodore 1802 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <3722217d.77384522@207.106.92.52>
Source record: 52896

I clean all the filthy hardware I get from flea markets with diluted
Comet and a paper towel. Comet may sound too harsh, but it works and
I have not ruined anything so far. Be sure its deluted so all the
grains are gone, but not too much so its too watery. Also, avoid
decals and painted logos as it may be too strong for them.

Eric

On Sat, 24 Apr 1999 11:32:47 -0400, "Brett Latchford"
<bjlatch@hotmail.com> wrote:

>I just picked up and 1802 Monitor from a local surplus store (it works
>great) however it is more yellow than the sun. Any thoughts on how to clean
>it up. Without wrecking it.
>
>

3931. Re: Commodore 1802 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37223E83.C6E75303@sisna.com>
Source record: 52897

Possibly the owner was a smoker? If you get a good cleanser, spray it with something like 409 to cleand it first, then wet it down again with the 409 and apply the cleanser, put it on a cloth (rag) that is also wet with 409 and rub gently should bring out the finish. Other than that take the whole thing apart place the case in a tub with some Bleach and let it set until it bleaches to the color you wish.

bob

After thought, computer cases, disk drive cases ect that have become grungy, can have the componets removed, and placed in a dishwasher with good results.

3932. Re: Help with Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37224009.31B2E41F@sisna.com>
Source record: 52898

The RF switch is the same for any computer/video game but there is usually a slide bar on it that you move from TV to Game. I know you did move it to game right? Most Atari units are set up for chanel 3 but check the switch and see if it is set for 4???? Other than that you have a bad computer. Sorry..

If you do not have a Basic Cart in it then it should at least come up with Atari Memo pad. Blue Screen with Atari Memo Pad at the top.

bob

3933. Re: I'm back, Baby!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: Bosco <bosco2000@my-dejanews.com>
Message-ID: <7ftgcgqtt1@nnrp1.dejanews.com>
Source record: 52899

In article <7fsm4r$6qc$1@news.xmission.com>,
jeking@NOSPAM.COM wrote:
> After a long hiatus from the atari 8bit scene, I'm back and more hard-core
> than ever.
>
> Set my 576k XE back up, connected it to a networked laptop with APE, fired
> up the dual Syquest removable hard drives and reinitialized SpartaDos X
> 4.22.
>

Whatsamatta? Your Pentium blew up? :)

Just kidding, James! Welcome back. You planning to re-do your ftp site or
BBS?

JC!

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3934. dumb 130xe question

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: Mickey Johnson <mickster@geneseo.net>
Message-ID: <7fthi9$1sm$1@news3.infoave.net>
Source record: 52900

Its been a long time and I can't remember.
Does the 130xe have built in basic?

I recently picked one up from a friend, but If it doesn't have
basic built in, I think I will switch it with a 800xl

thanks for any info
mickster

3935. nes to 8bit light gun conversion.

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: Mickey Johnson <mickster@geneseo.net>
Message-ID: <7fthqd$1i3$1@news3.infoave.net>
Source record: 52901

Ok, I have a nes lightgun I want to use on my 8bit.
I went to atari.org, but the links I found were dead that
led to the information I need to do the conversion.
Any help greatly appreciated.

Just reliving the past through atari
mickster

3936. Re: dumb 130xe question

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be8ea5$f7cfeea0$90364382@vidar>
Source record: 52902

It has BASIC and 128K. If you get one with a good feeling keyboard, it's better than the 800XL. The 800XL's are nice, but as long as the keyboard is nice on the 130XE, I'd take that. Nice with a 64K RAM disk.

Mickey Johnson <mickster@geneseo.net> wrote in article <7fthi9$1sm$1@news3.infoave.net>...
> Its been a long time and I can't remember.
> Does the 130xe have built in basic?
>
>
> I recently picked one up from a friend, but If it doesn't have
> basic built in, I think I will switch it with a 800xl
>
> thanks for any info
> mickster
>
>
>
>

3937. Re: dumb 130xe question

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: Mickey Johnson <mickster@geneseo.net>
Message-ID: <7ftit0mv1@news3.infoave.net>
Source record: 52903

Hmmm, I looked inside and it doesnt look like it has been altered in any
way.
Could it be I need to reseat some chips to get the basic to work?

Vidar "Hawk" Olavesen wrote in message <01be8ea5$f7cfeea0$90364382@vidar>...
>It has BASIC and 128K. If you get one with a good feeling keyboard, it's
>better than the 800XL. The 800XL's are nice, but as long as the keyboard is
>nice on the 130XE, I'd take that. Nice with a 64K RAM disk.
>
>Mickey Johnson <mickster@geneseo.net> wrote in article
><7fthi9$1sm$1@news3.infoave.net>...
>> Its been a long time and I can't remember.
>> Does the 130xe have built in basic?
>>
>>
>> I recently picked one up from a friend, but If it doesn't have
>> basic built in, I think I will switch it with a 800xl
>>
>> thanks for any info
>> mickster
>>
>>
>>
>>

3938. Re: Help with Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <372253AD.8E84E015@pacbell.net>
Source record: 52904

the switchbox is a passive device (which means that it does not have any transistors or ICs in it) that converts the 75 ohm Atari coax output to a 300 ohm TV twinlead input. in the old daze, TVs were 300 ohm twinlead (a flat 2 conductor ribbon cable). Now, almost all TVs are 75 ohm coax (for the cable TV hookup). Bottom line is: you do not need any switchbox at all - just get an RCA female to F connector adaptor at RadioShack. The Atari is RCA male and your TV is probably F conn female. If, by chance, your TV is 300 ohm twinlead (has two little screws about 1/2" apart), you will also need a 75 ohm to 300 ohm transformer from the Shack.

Bob
... to answer your question, the 400 is probably not working if the 2600 switchbox does not work. there is a switch on the 400 that selects which channel it broadcasts - make sure it is where you think it is.

jcditz@tardis.svsu.edu wrote:

> I recently bought an Atari 400 over Ebay auction and I can't get the thing
> going. It didn't come with an RF switch, so I'm using the switch off of an
> old Atari 2600. The switch is perfectly functional with the 2600, but when I
> put the 400 on it and power it up, all I get are wavy lines. The system is
> getting power (the LED comes on) and I'm sure the Atari and TV are on the
> right channel. The TV is getting some sort of signal, but its not anything
> meaningful. Sometimes its just wavy lines and other times its a blank screen
> with a few white spots of snow moving around at random. So heres my question:
>
> Should the RF switch off of an Atari 2600 work on an Atari 400? If not, what
> type does the 400 need, what are the specs (I'm sure radio shack has something
> comparable).
>
> Jason Ditz
> jcditz@tardis.svsu.edu
> Aspiring Atari 8-bit computer user.
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3939. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <48F7F12F59%news@youmustbejoking.demon.com.uk>
Source record: 52905
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm
Body handling: HTML body converted to readable text

```
In message <37220859.4098619@swbell.net>
Rubywand wrote:

> Dickon Hood writes ...
>> In message <37215AC6.EB7F473@swbell.net>
>> Rubywand wrote:
>>> Darren Salt writes ...
>>>> Duplicating your text in HTML is a waste of bandwidth.
>>> It was not dup posted-- just html.
>> You appear to be unaware that the web browser strips all the HTML crap out
>> of the post and prepends the plain text version (generally *very* badly
>> formatted) to the top.

> Evidently, whatever sort of reader you are using just dumps the html source
> to you. That would, indeed, be messy.

No; it displays the plain text version.

Here's part of the guilty article:

| Message-ID: <371FB968.452E6A8C@swbell.net>
| From: Rubywand
| MIME-Version: 1.0
| Content-Type: multipart/alternative;
| boundary="------------77AE8371E423F4045304E0C4"
|
| --------------77AE8371E423F4045304E0C4
| Content-Type: text/plain; charset=us-ascii
| Content-Transfer-Encoding: 7bit
|
| Fabrice Frances writes ...
|
| > Hi all, I'm back, still groggy with time difference but anyway...
| > What it is that Rubywand and Whiteflame are both right about ?
|
| There was some question about the size of the Microtan. The current
| version is
[snip]
| You can view all of the messages on Deja News via this ---> link.
|
|
| Rubywand
|
|
```

```
| --------------77AE8371E423F4045304E0C4
| Content-Type: text/html; charset=us-ascii
| Content-Transfer-Encoding: 7bit
|
|
|
```

etc.

I normally see just the plain text, along with icons representing any attachments - and Messenger Pro deliberately treats multipart/alternative as multipart/mixed. MPro will also "display all" as if it was a MIME-unaware news/mailreader.

>>>> Some of us prefer newsreaders to newsbrowsers.
>>> ....
>>> Sorry about that-- was wondering how the html posting would 'fly'.
>> It fell out of the sky due to being overburdened with useless formatting
>> directives.

> That's too bad. It looks really nice and compact on a PC running Netscape.

Not really relevant...

> Plus, to see the listing of contest articles from Deja News, you just need
> to click on the highlighted word "link".

Which isn't much help when you're viewing the plain text version...

>>> My reason for not posting the URL is that it is very long and, for
>>> many readers, would need to be cut and pasted to come up with something
>>> useable.
>> So? Some of us are actually capable of such things. Plus, if you don't
>> wordwrap it, most URLs (although not that one with Messenger)

Messenger Pro neither...

>> are spotted as such in the plain text and are clickonable to launch the
>> browser...

> Cool! Here is the URL:

> http://www.dejanews.com/[ST_rn=ps]/dnquery.xp?ST=PS&QRY=&defaultOp=AND&DBS=1&format=terse&showsort=score&maxhits=25&LNG=ALL&subjects=contest&groups=comp.sys.apple2&authors=&fromdate=mar+1+1999&todate=apr+22+1999

Much better. And launchable from the Zap window in which I'm entering this text. :-)

Yes, I could have extracted it from the raw HTML. But the point had to be made, so...

--
| Darren Salt | nr. Ashington, | Acorn | ds@youmustbejoking,demon,co,uk
| Risc PC, Spec +3, | Northumberland | Club | ds@zap,uk,eu,org ** anti-UCE

| A3010, BBC M128 | Toon Army | NE | arcsalt@spuddy,mew,co,uk
| *** WEMBLEY HERE WE COME ***

I am Quark of Borg. Your gold-pressed latinum will be assimilated.

3940. FA: Atari 1020 Color Printer New Shrinked-wrapped

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: Headley Sappleton <hsappleton@sprintmail.com>
Message-ID: <7ftuuohhk1@oak.prod.itd.earthlink.net>
Source record: 52906
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.printers

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=95382871

Auction Ends on: 05/01/99 at 13:13:57 PDT

3941. Re: Atari 400/800 Qb: Gauging Interest for Production Release

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <7fu00s$150$1@bgtnsc02.worldnet.att.net>
Source record: 52907

This is a interesting release, but when I can get something like xwing vs
tie fighter, angel's requiem, or tomb raider gold for the same $20.......

and I agree on the cart/disk thing.. I have no idea from one day to the next
when my old floppies will give out..

--
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html
(REMOVE NOSPAM to reply)

3942. Re: I kinda want this newsgroup to split up :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7fth0gppa1@ultra.sonic.net>
Source record: 52908

BobKlaas (bobkla19@sisna.com) wrote:
: SHUT UP? I personaly do not think so!

Heheh :)

: What are you looking for when your approach this area? Do you have a
: problem, sepcific to computer, drive ect.

What do >I< look for in here? News on new Atari 8-bit happenings
(software, websites, expo's (whee!), etc.)

: If so there is not a problem just skip the b.s on the area and send a
: new message to the group, stating your needs.

Well, when I don't come in for a few months, I end up having to skim through
every subject of 100's of new posts. While the ones which are actually
titled "FS", "WTB", etc. are obvious skippables, there are many which
are titled things like "stuff" or "Atari 8-bit books", which (1) aren't
sorted amongst the other alphabetically sorted "FS", "WTB", etc. messages,
and (2) which I can't tell are for sure a meaningful message, or just
a for-sale post.

: It only takes a few seconds to scan the messages here and reply or add
: to your specific needs. One does not have to read every message, just
: mark them read. I do it all the time. Will answer when someone hits my
: area of knowledge and bypass the others.

Well, that's what I do, but I'm finding the FS-to-interesting-post ratio
is about 50-50, although others have argued otherwise.

From the responses I've seen so far, the vote seems to be 3 or 4 for splitting
the newsgroup, and 7 or 8 against. That's what I wanted to see - responses
to my original suggestion.

Thank you for yours. :)

I can live... I'm trying to read c.s.a.8 nearly daily now, and it's alot
easier to skim through 30 new headers than 300. :)

-bill!

3943. Re: Commodore 1802 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-24 00:00:00 UTC
From: Olav Woelfelschneider <wosch@cardware.de>
Message-ID: <o50tf7.nj2.ln@hex.athome.de>
Source record: 52909

Brett Latchford <bjlatch@hotmail.com> wrote:
BL> I just picked up and 1802 Monitor from a local surplus store (it works
BL> great) however it is more yellow than the sun. Any thoughts on how to clean
BL> it up. Without wrecking it.

Never tried this myself, but some people swear on aerosol shaving cream.

Oh btw, would this start a flame war if I admit that I run an 800XL on a
Commodore 1084 Monitor? (-:

--
Olav "Mac" Wï¿½lfelschneider wosch@cardware.de
PGP fingerprint = 06 5F 66 B3 2A AD 7D 2D B7 19 67 3C 95 A7 9D AF
Mer muï¿½ doch nur emol e bissje nochdenke. -- Mundstuhl

3944. Atari 600XL question

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: Brent Murphree <bmurphre@midsouth.rr.com>
Message-ID: <3723AA8A.16FA4F97@midsouth.rr.com>
Source record: 52788

How much would a Atari 600XL with the following be worth?:

Atari 600XL in very excellent condition
All Atari 600XL Manuals and Documents that came w\ it
Big AC adapter
Naki Universal RF switch
2 Atari 2600 Joys'
Journey to the Planets Game
River Rescue
Gyruss
and Eastern Front 1941

How much would this be worth? I will only sell it to you if you live
around Memphis, TN. Thanks in advance!

Brent Murphree

3945. FA: Atari Force Comics Books & 8-bit magazines

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: "Marlin Bates, IV" <mbates4@concentric.net>
Message-ID: <3723B8B9.DA829BD@concentric.net>
Source record: 52789
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace

These are the comics books which were put out by Dc and PICKED UP WHERE the little insert comics left off! If you ever wondered what happened to the Atari Force characters that were in the comics in your Bezerk and others, here is your chance.

Very low reserve and in Mint condition, there are 19 issues there 1-19 (only missing #8) and Special #1. Bagged and boards included!

Check it out
Atari Force Comics
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=95970885

I also have some 8-bit computer magazines

Atari Classics
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=95981105

Atari Explorer & 1981 Software Catalog
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=95987454

This magazine also focused on everything Atari made! Included in the lot is a minto condition 1981 Software Catalog from Atari.

-Marlin

3946. Re: Atari 400/800 Qb: Gauging Interest for Production Release

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <1275-3723C37E-27@newsd-171.iap.bryant.webtv.net>
Source record: 52790

we can realese it,we put zybex on a cart,plus we are working on other
bank select games,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3947. Re: Commodore 1802 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <3723d36e.0@news.iglou.com>
Source record: 52791

On 1999-04-24 wosch@cardware.de said:
>Oh btw, would this start a flame war if I admit that I run an 800XL
>on a Commodore 1084 Monitor? (-:
Not an Atari vs. Commodore flame war, because Atari never made monitors for the 8-bits, and everyone knew Commodore monitors were good. I have a 1701 on my Atari, and a lousy IBM 8503 mono VGA on my PC.

Net-Tamer V 1.08X - Test Drive

3948. 130XE's video worse than 800XL's?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: Olav Woelfelschneider <wosch@cardware.de>
Message-ID: <u2rvf7.et2.ln@hex.athome.de>
Source record: 52792

I own an 800XL and a 130XE. While the 800XL produces a slick clear video on
a Composite Monitor, the 130XE's picture contains lots of artifacts.

It looks like intensity variations in vertical lines. (Duh, hard to describe).

I wonder, is the 130XE simply defective or has it a broken design compared to
the 800XL? (Isn't the 130XE just a souped up 800XL?)

These are both PAL machines. To get color from the 130XE in the first place,
I had to adjust that pot an the computer's board nearly all the way to one
end. Guess that means the machine has a defect or two.
What does this pot do, technically? (I roughly know how PAL works)

In it's glory days, the 130XE was run with a green monitor, so it might have
been broken for a long time and nobody noticed.

TIA,
--
Olav "Mac" Wï¿½lfelschneider wosch@cardware.de
PGP fingerprint = 06 5F 66 B3 2A AD 7D 2D B7 19 67 3C 95 A7 9D AF
Mer muï¿½ doch nur emol e bissje nochdenke. -- Mundstuhl

3949. FA: "Zap! The Rise and Fall of Atari" by Scott Cohen

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: "Marlin Bates, IV" <mbates4@concentric.net>
Message-ID: <3723FE20.C2F7D0B@concentric.net>
Source record: 52793
Cross-posted to: rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.classic
Body handling: HTML body converted to readable text

Zap! The Rise and Fall of Atari by Scott Cohen
This book, written in 1984, details the rise and fall of Atari, Inc. As
we know, Atari held on for a few more years, but was never the same.
This book details insider stories and the rise of Atari's fame in the
videogame marketplace.
This book is hardbound and in PRISTINE condition! It is highly sought
after by Atari collectors and will make a great addition to any Atari
loyalist's bookshelf!
Here are some scans of it:
Front: http://www.concentric.net/~mbates4/Zapfrnt.jpg
Back: http://www.concentric.net/~mbates4/Zapbk.jpg

It is currently for auction on eBay. Starts at $5.00 with NO RESERVE

Here is the URL for the auction:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=96136069

Shipping is $3.50 for US, International bidders, contact for prices.
Items will be shipped via USPS. Insurance is NOT included and is $0.80 extra.

Money orders/checks accepted.

Checks will be held 7 business
days before item is shipped. Money order ships the same or next day.You
will have 7 business days to make payment.
Thanks for bidding!

-Marlin

P.S. I have some other Atari related auctions as well:
Atari Force Comics
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=95970885
Atari Classics
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=95981105
Atari Explorer & 1981 Software Catalog
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=95987454

3950. FA: Atari Tech Ref Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: bobhays@my-dejanews.com
Message-ID: <7ftn4h$c3$1@nnrp1.dejanews.com>
Source record: 52910

For Auction at eBay:

Atari Technical Reference Manual

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=95417936

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3951. FS: ATARI 9VAC Power Supply - NEW in box

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <372c7475.90533670@news.erols.com>
Source record: 52911
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Original Atari 9 VAC Power Supply (C017945)

New! in Original Box - Never used.

$7.50 + Shipping US Funds Only

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

3952. FS: ATARI 2600 Thickbottom (circa 1977) System

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <372d7477.90535252@news.erols.com>
Source record: 52912
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Atari 2600 Thickbottom System - 6 Switch (circa 1977)

This unit was one of the first Atari 2600 units built.

This is one of the units built in Sunnyvale, CA

System Includes:

1 - ATARI 2600 Thickbottom unit - Very Good Condition
2 - Atari 2600 Joysticks - Good Condition
1 - Power Supply (Non-Atari)
1 - TV Switchbox
1 - Combat Cartridge (Fair Condition)
1 - Pacman Cartridge (Fair Condition)

Everything is tested and in working condition

$40.00 + SHIPPING US funds only.

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

3953. FS: ATARI 2600 Keyboard Controllers - MINT Condition in box

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <372b7473.90531136@news.erols.com>
Source record: 52913
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Original ATARI 2600 Keyboard Controller Sets ATARI CX50

NEW, Never used except to be tested.

Original Box - Mint Condition
2 Keyboard Controllers - Mint Condition

US - $15.00 a set Shipped (US Only - Prepay)
Others - $15.00 (US) a set + shipping

2 sets are available.

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

3954. Private sale lots of ATARI stuff going really cheap.

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: David LOUGHTON <david@cyberpeeps.freeserve.co.uk>
Message-ID: <3722779C.1CD5CBEB@cyberpeeps.freeserve.co.uk>
Source record: 52914

```
Space needed selling software and hardware for ATARI Jag, ST, STE,
800XL, 2600, 7800, and a bit of PC stuff. Look at my web site at
http://www.cyberpeeps.freeserve.co.uk
Prices start at 30p.
```

3955. WTB: Mercury Switch Joystick (Le Stick)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <CGuU2.1748$vX6.35303@newse2.tampabay.rr.com>
Source record: 52915

Please email me with condition of your "tilt" joystick, and price.

3956. Private sale lots of ATARI stuff going really cheap.

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: David LOUGHTON <david@cyberpeeps.freeserve.co.uk>
Message-ID: <37227862.85A7E54@cyberpeeps.freeserve.co.uk>
Source record: 52916

```
Space needed selling software and hardware for ATARI Jag, ST, STE,
800XL, 2600, 7800, and a bit of PC stuff. Look at my web site at
http://www.cyberpeeps.freeserve.co.uk
Prices start at 30p.
```

3957. Re: dumb 130xe question

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <3722A43B.E39B90DC@worldnet.att.net>
Source record: 52917

Hi Mickey,

First off, there are no dumb questions, only dumb people or dumb answers, ok here's your answer (dumb or not :) All Atari computers from the Atari 600Xl, 800Xl, 65XE, 130XE, 800XE, XEGS all have built in BASIC so your set with that. The only Atari 8bit systems not to include BASIC built in were the Atari 400, 800 and 1200Xl.

Curt

Mickey Johnson wrote:

> Its been a long time and I can't remember.
> Does the 130xe have built in basic?
>
> I recently picked one up from a friend, but If it doesn't have
> basic built in, I think I will switch it with a 800xl
>
> thanks for any info
> mickster

3958. Re: Commodore 1802 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990425022753.10451.00001456@ng-fz1.aol.com>
Source record: 52918

Olav Woelfelschneider <wosch@cardware.de> wrote:

<<Oh btw, would this start a flame war if I admit that I run an 800XL on a
Commodore 1084 Monitor? (-: >>

lol... Me too. I have my 800XL hooked up to a 1084S monitor.

3959. FS: Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7ftmn7$h3c$1@ns1.thpl.lib.fl.us>
Source record: 52919

Atari 1040STe with 4 megs ram and a flakey diskdrive comes with mouse and
a color monitor if you want it..........
Make me an offer on the package or split it up I don't care....zip gets
shipping charges.
I also have a 520STfm with a flakey diskdrive but the unit works good, no
mouse....make me an offer.
B&W Atari Hi Res monitor works good make me an offer
its your choice. need to clean out the closet. e-mail please and thanks
to you. sfpu@scfn.thpl.lib.fl.us

3960. FS: Atarie Megafile 30

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7ftmrd$h3c$2@ns1.thpl.lib.fl.us>
Source record: 52920

Yes the original harddrive no need for a interface on your Atari the unit comes on the drive accesses and the fan blows...beyond that ??????I have no way of testing it. Make me an offer??????e-mail please thanks sfpu@scfn.thpl.lib.fl.us

3961. Re: Atari 400/800 Qb: Gauging Interest for Production Release

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: Mark Keates <mark@mkeates.force9.co.uk>
Message-ID: <eazU2.834$Ff.657@wards>
Source record: 52921

>
>and I agree on the cart/disk thing.. I have no idea from one day to the
next
>when my old floppies will give out..
>

But where o where are the developer notes for Cartridge development? I can see that an 8 or 16K cart is straight forward enough, but can someone put together a document explaining the bank swapping carts (e.g. BallBlazer), including PCB layout and recommended part list?

Thanks,

Mark.

3962. Re: ATARI TRACKBALL ON EBAY!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: jpdavis <jpdavis@gorge.net>
Message-ID: <3722D4F0.5781@gorge.net>
Source record: 52922
Cross-posted to: rec.games.video.atari,rec.games.video.misc,rec.games.video.marketplace,comp.sys.atari.8bit,alt.atari

Art Stuarts IV wrote:
>
> Atari trackball (model CX22) on ebay!
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=93782562
>
> Only 5 days to bid!

$25 for a trackball??? Looks like I'll have a retirement after
all.
Jim D.

3963. Re: Stuff: lots of it...also attn. Paul Davis

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: Andre Bullock <avb6567@worldnet.att.net>
Message-ID: <3722D8AF.47FC227D@worldnet.att.net>
Source record: 52923

Please reconsider your mailing opinion, IF you have Ultra Dissembler by Ralph Jones, distributed by Adventure International about 1983-84. I'll pay whatever reasonable price you offer for this one piece of software. Thanks.

AB

John wrote:

> If Anyone in the tri-state region wants to browse Atari stuff, Ive got lots.
> I am only keeping one 800XL(who needs 4?), 256k, omnimon/some 810 drives,
> one 1050 drive, and my ATR8000(I have come to love this thing!). I have
> LOTS of documentation, books, hardware, and some software. I may hang on to
> a modem also. I have 2 130XE, 1 65XE, 3 800XL, 2 800, 1 2600, 1 XEGS...etc.
>
> I do not presently have the time to mail items, so anyone wishing to
> scavenge must be able to do so in person.
>
> Paul Davis, I owe you a book so if you read this message email me your
> address again(I lost it :( ) and I will send it to you. I love the music
> on those CD's and if you have more lets talk trade!
>
> Prices are very cheap for big things and free for other stuff.

3964. Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990425081508.10452.00001216@ng-fz1.aol.com>
Source record: 52924

I'm curious. On ebay, 1200XL's tend
to bring higher prices than any other
Atari model, maybe except the 130XE,
and even that would be arguable. Can
someone enlighten me as to why
these would be so popular? Ok, there
were fewer of them made, so they are
"rarer" from that standpoint, but they
are arguably one of the least desirable
for use - good keyboard, but not a lot
better than most XL's; really bad video;
no PBI; BIG (could be a plus or minus);
had extra function keys (a plus?); no
built-in Basic; etc.
Certainly most of its "faults" can be
fixed with upgrades, but there must be
some "pluses" I'm missing. What gives -
just people looking for rarity, or?
Larry

3965. Re: Empty Mails ...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: Erhard Puetz <erhard-puetz@kdt.de>
Message-ID: <3722DE0E.B45F3F5E@kdt.de>
Source record: 52925

Hi Alan,

> Melissa Virus

I don't think that I've caught a virus. I run Dr. Solomon and the
latest F-PROT version at least once a week and they didn't find one.

Regards

3966. Re: ATARI TRACKBALL ON EBAY!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: 3doman@my-dejanews.com
Message-ID: <7fv449$3lm$1@nnrp1.dejanews.com>
Source record: 52926

In article <7fl1fudvr1@nnrp1.dejanews.com>,
spearsk@mc-mc.com wrote:
> Who knows, maybe somebody will pay $338 for it.. :)
>
> In article <7fj1im$9cg$1@cletus.bright.net>,
> atari@bright.net (Lonny Pursell) wrote:
> > On 20 Apr 1999 18:28:52 , Art Stuarts IV wrote:
> > >Atari trackball (model CX22) on ebay!
> > >
> > >http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=93782562
> > >
> > >Only 5 days to bid!
> >
> > Who cares?! I have one collecting dust and you can pick one up for
> > like a few dollars at any hamfest or flee market.
> >
> > The stuff on ebay is usually not rare (rather hype'd up) and I a sure
> > everyone knows about ebay so why post here about it?
> >
> > If I want to read the ebay crap I'll go to ebay....
> > Anyone else find these ebay posting a waste of band width?

****3DOMAN Says:****
I'd have to agree with you, dude, I personally am gettin tired of all these ads, I thought a while back an investment firm had purchased a large amount of trackballs and were selling them for like a buck fifty each, but you had to buy a certain quantity or something....
They're not really worth making a fuss over...

If the item is super-rare, odds are you're not going to see it on eBay, but a REAL auction house or possibly a classic gaming convention, I've been looking on eBay for over a year now and I have yet to find anything spectacular, and don't even get me started on the idiots that post EVERY SINGLE ITEM they sell as rare, I mean, c'mon!

I can't believe how many times I've seen common stuff like Mario 1 for NES and Pacman for 2600 be listed as "RARE!" eBay should have some sort of policy against that as well as grading, I'm starting to get annoyed by the people that claim something is mint when it's missing packaging or instructions, by definition mint would be still sealed and unopened. I still look on eBay for rather common stuff like out of print videos and related items, and I do like SELLING stuff on it, as it really is a seller's market... But all in all, most of the games for the older systems aren't worth buying when a person requires you to pay $4.00 shipping on a five buck NES cart and it pretty much blows any money you were saving over going to the nearest funco or flea

market. I say, for the real bargains, get off your soft, swivel-chair ass and go to the nearest Flea Market or group of garage sales, with everything obviously listed for what it is, there's almost zero chance of finding something rare without any competition and at least at a flea market, the person might not know what the value of the item is, but on eBay, if a person knew enough about it to pay the fee to post it, they're aware of what it is they're selling.

Anyhoo, I've babbled on enough here, it's like really early in the morning and I need sleep.....

Regards,

Geoff "3DOMAN" Smith
Lead Edutainment Software Debugger and Tester,
Lead Customer Service for 3DO Inquiries,
Panasonic Interactive Media/Ripcord Games/Panakids

mr3do@hotmail.com

Hardcore Collector of Classic and New Video games,
3DO Muliplayer Expert and Collector
Cult/Horror/Sci-Fi film Buff
Quote of the month: "I... want...ROOM SERVICE!!!"
-Keanu Reeves, Sci-fi film "Johnny Mnemonic"

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3967. FS: Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: John & Lisa Wilkerson <lcarte@dreamscape.com>
Message-ID: <37231B51.BDA26DFE@dreamscape.com>
Source record: 52927
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have the following for sale:

Atari 400 Home Computer comes with the following:

AC Adapter
1 Joystick
Product Catalog (Decemeber 1982)
Owner's Guide
Star Raiders game w/ instruction manual
Computer War game w/ instruction manual still in clamshell

Computer comes in original box. All items for sale as a package.
Will take the
best offer. Purchaser pays S+H from NY. Please contact me through
email if
interested.

John Wilkerson
lcarte@dreamscape.com

3968. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <V_EU2.92$ey3.472@news.flash.net>
Source record: 52928

I guess it's the fact alot of people have heard of 400's 800's 600xl's and 800xl's but since the 1200xl was not produced in as great numbers as the rest, These people think they are RARE well the reason they are RARE is the reason you pointed out No Real Atari User wanted them.
I'm one of the few that love the 1200XL. I wish i could get my hands on 50 or so of them just to do all the mods on and have nice machines.
my favorite is to remove all the 9vac connector and power stuff and replace it with the stock 5vdc supply like an 800xl,600xl this gives you loads of room in the case for some very nice upgrades like the TTL video one and the SIO2PC to name a few including bob's 1200xl PBI and My SBC 386 which adds a PC Inside the Case I use an old MAC Pizza Box Power Supply Internal and 2.5 Inch IDE and 1 3.5 Inch Floppy All Internal Kinda Really Sweet Machine That Way.....

Thanks
Edward

In article <19990425081508.10452.00001216@ng-fz1.aol.com>, lwhite6497@aol.com (LWhite6497) wrote:

> I'm curious. On ebay, 1200XL's tend
> to bring higher prices than any other
> Atari model, maybe except the 130XE,
> and even that would be arguable. Can
> someone enlighten me as to why
> these would be so popular? Ok, there
> were fewer of them made, so they are
> "rarer" from that standpoint, but they
> are arguably one of the least desirable
> for use - good keyboard, but not a lot
> better than most XL's; really bad video;
> no PBI; BIG (could be a plus or minus);
> had extra function keys (a plus?); no
> built-in Basic; etc.
> Certainly most of its "faults" can be
> fixed with upgrades, but there must be
> some "pluses" I'm missing. What gives -
> just people looking for rarity, or?
> Larry
>

3969. Re: I'm back, Baby!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7fv7uo$7lr$1@autumn.news.rcn.net>
Source record: 52929

```
<jeking@NOSPAM.COM> wrote in message news:7fsm4r$6qc$1@news.xmission.com...
> After a long hiatus from the atari 8bit scene, I'm back and more hard-core
> than ever.
>
> Set my 576k XE back up, connected it to a networked laptop with APE, fired
> up the dual Syquest removable hard drives and reinitialized SpartaDos X
> 4.22.
>
> Lets rock and roll!
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>

I was wondering what happened.

Nice to see your messages again.
```

3970. Re: Commodore 1802 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: msmith@aol.com
Message-ID: <19990425102611.03524.00001175@ng-fr1.aol.com>
Source record: 52930

Generally, I go to the hadware store and get the flex-stone paint. Usually the grey/black variety. You mask everything off, and apply. This gives the monitor a superb finish, and unlike regular spray paints, flex-stone does not run. You end up with a nice textured finish. Usually the flex-stone kits come with a clar coat as well for even better durability.

MSmith@aol.com

3971. Re: Empty Mails ...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990425111800.14424.00005561@ng-co1.aol.com>
Source record: 52931

>Are you using a PC, or did the recipient use a PC to do this? Is the
>Melissa Virus or some variation involved?

Alan...I joined this Atari String... getting all emails regarding 8 bit.... did you join this??? Sort of like an 8bit bbs...

Anyone have a comment here......??? Or am I not supposed to be getting daily emails....
B'rgds,
Vinnie

"Can't means don't want to!"

3972. Re: I kinda want this newsgroup to split up :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <7fvc45$c83$1@bgtnsc02.worldnet.att.net>
Source record: 52932

William Kendrick <nbs@sonic.net> wrote in

> Well, when I don't come in for a few months, I end up having to skim
through
> _every_ subject of 100's of new posts.

After a few MONTHS and this is a problem? Try some other NGs, where you have
a few hundred a day!

While I'm not a big fan of FS posts, this group is so small that it's not
really a biggie at all..

--
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html
(REMOVE NOSPAM to reply)

3973. Re: FS: Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <37234FC5.F41D6A1F@ix.netcom.com>
Source record: 52933

I'll offer $40 plus shipping for the STe/monitor, to the 29680 zip code. Let me know.

Thanks,
Jeff

"James R. Saleeby" wrote:

> Atari 1040STe with 4 megs ram and a flakey diskdrive comes with mouse and
> a color monitor if you want it.....
> Make me an offer on the package or split it up I don't care....zip gets
> shipping charges.
> I also have a 520STfm with a flakey diskdrive but the unit works good, no
> mouse....make me an offer.
> B&W Atari Hi Res monitor works good make me an offer
> its your choice. need to clean out the closet. e-mail please and thanks
> to you. sfpu@scfn.thpl.lib.fl.us

3974. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <372350A0.DDA3C4A@ix.netcom.com>
Source record: 52934

LWhite6497 wrote:

> no PBI; BIG (could be a plus or minus);

Actually, I think big is a big part of it.
Most folks looking for 8-bits these days
are probably the types who are going
to improve it some way. Lotsa room
in that case...

Jeff

3975. Re: FS: Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <372351FE.4BDD048@ix.netcom.com>
Source record: 52935

Sorry for posting this to the list. Wrong "reply"...

Jeff

Jeff Jewell wrote:

> I'll offer $40 plus shipping for the STe/monitor, to the 29680 zip code. Let
> me know.
>
> Thanks,
> Jeff
>
> "James R. Saleeby" wrote:
>
> > Atari 1040STe with 4 megs ram and a flakey diskdrive comes with mouse and
> > a color monitor if you want it.....
> > Make me an offer on the package or split it up I don't care....zip gets
> > shipping charges.
> > I also have a 520STfm with a flakey diskdrive but the unit works good, no
> > mouse....make me an offer.
> > B&W Atari Hi Res monitor works good make me an offer
> > its your choice. need to clean out the closet. e-mail please and thanks
> > to you. sfpu@scfn.thpl.lib.fl.us

3976. has anybody delt with Greg Miller?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: csumner@brooksdata.net
Message-ID: <37237407.5449534@news.apex2000.net>
Source record: 52936
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

I sent him some money for some atari 8 stuff and havn't heard from
him. He doesn't answer emails. I'm just wondering if he's a crook or
is he reliable just a slow and busy guy?

Thanks,
Chuck

3977. Re: has anybody delt with Greg Miller?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-25 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be8f58$f13db640$0d364382@vidar>
Source record: 52937
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

I think I have! If it's the same guy! He's on my good trader list, so I got what I paid for!

My list is at : http://home.sol.no/~olavese/index.htm
You could check the address and see if it's the same guy!

Chuck <csumner@brooksdata.net> wrote in article
<37237407.5449534@news.apex2000.net>...
> I sent him some money for some atari 8 stuff and havn't heard from
> him. He doesn't answer emails. I'm just wondering if he's a crook or
> is he reliable just a slow and busy guy?
>
> Thanks,
> Chuck
>

3978. the atari basic source book

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-26 00:00:00 UTC
From: Erik Van den Broeck <erik.vandenbroeck@ping.be>
Message-ID: <3723941F.9FFE9E01@ping.be>
Source record: 52794

```
if you have this book or know where to find it, mail me.
Erik Van den Broeck
KORTRIJK
BELGIUM
```

3979. Re: Commodore 1802 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-26 00:00:00 UTC
From: nospam@nospam.net
Message-ID: <3723b96b.28802299@news.supernews.com>
Source record: 52795

Dishwasher may be too hot since the coil comes on to hear the water.
Can melt the plastic or warp it.

Brad

On Sat, 24 Apr 1999 14:58:27 -0700, BobKlaas <bobkla19@sisna.com>
wrote:

>Possibly the owner was a smoker? If you get a good cleanser, spray it
>with something like 409 to cleand it first, then wet it down again with
>the 409 and apply the cleanser, put it on a cloth (rag) that is also wet
>with 409 and rub gently should bring out the finish. Other than that
>take the whole thing apart place the case in a tub with some Bleach and
>let it set until it bleaches to the color you wish.
>
>bob
>
>After thought, computer cases, disk drive cases ect that have become
>grungy, can have the componets removed, and placed in a dishwasher with
>good results.

3980. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-26 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7g0jmhakh1@nnrp1.dejanews.com>
Source record: 52796

I just think the 1200XL looks cool. but now that you mention it, it might be pretty cool to fill up the extra space inside with mods. The PBI mod sounds especially fun.. Does this give you a PBI port just like on the 600/800XL? I got a 1200XL a while back, but the video was all screwed up. Anybody got a good motherboard they'd sell, or a whole computer that's pretty beaten up?

In article <V_EU2.92$ey3.472@news.flash.net>,
"Edward Williams" <tchermok@flash.net> wrote:
> I guess it's the fact alot of people have heard of 400's 800's 600xl's and
> 800xl's but since the 1200xl was not produced in as great numbers as the
> rest, These people think they are RARE well the reason they are RARE is the
> reason you pointed out No Real Atari User wanted them.
> I'm one of the few that love the 1200XL. I wish i could get my hands on 50
> or so of them just to do all the mods on and have nice machines.
> my favorite is to remove all the 9vac connector and power stuff and replace
> it with the stock 5vdc supply like an 800xl,600xl this gives you loads of
> room in the case for some very nice upgrades like the TTL video one and the
> SIO2PC to name a few including bob's 1200xl PBI and My SBC 386 which adds a
> PC Inside the Case I use an old MAC Pizza Box Power Supply Internal and 2.5
> Inch IDE and 1 3.5 Inch Floppy All Internal Kinda Really Sweet Machine That
> Way.....
>
> Thanks
> Edward
>
> ----------
> In article <19990425081508.10452.00001216@ng-fz1.aol.com>,
> lwhite6497@aol.com (LWhite6497) wrote:
>
> > I'm curious. On ebay, 1200XL's tend
> > to bring higher prices than any other
> > Atari model, maybe except the 130XE,
> > and even that would be arguable. Can
> > someone enlighten me as to why
> > these would be so popular? Ok, there
> > were fewer of them made, so they are
> > "rarer" from that standpoint, but they
> > are arguably one of the least desirable
> > for use - good keyboard, but not a lot
> > better than most XL's; really bad video;
> > no PBI; BIG (could be a plus or minus);
> > had extra function keys (a plus?); no
> > built-in Basic; etc.
> > Certainly most of its "faults" can be

> > fixed with upgrades, but there must be
> > some "pluses" I'm missing. What gives -
> > just people looking for rarity, or?
> > Larry
> >
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3981. Re: Percom Drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-26 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990425225306.19162.00002299@ng-fp1.aol.com>
Source record: 52797

>According to my WD Data Book, all WD 177x FDCs are capapble of
>125 and 250 Kbit at sector sizes from 128 to 1024 Bytes.
>

Anyone know if these manuals are still
available, and where? I presume WD is
still a going concern, although I couldn't
find a URL.
Larry

3982. Re: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-26 00:00:00 UTC
From: CUTjefbla@bconnex.net
Message-ID: <3723d31f.7598062@news>
Source record: 52798
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

On Sat, 24 Apr 1999 13:07:21 -0500, Rubywand <rubywand@swbell.net>
wrote:

> Evidently, whatever sort of reader you are using just dumps the html
>source to you. That would, indeed, be messy.

All Netscape is doing for you is allowing you to create an HTML reply
and then sends it as a MIME message. The first part of the MIME
message contains the plain, unformatted text and the second part
contains the HTML code that Netscape created when you composed the
message.

This means that my newsreader will just show both parts in a single
message because it doesn't bother looking for MIME messages.

By the way, regardless of whether people's newsreaders actually
display only the text or HTML version of your message, everyone still
has to download both parts of the message and all the news server
still have to store both parts. So your nicely formatted messages
will still take more than twice as much server space on all the
servers it sits on and take more than twice as long to transfer
between servers and to download. All that waste and it is pretty
likely that a lot of the people who read it won't even see the nice
formatting.

Seems like a waste of bandwidth to me but then that is only my
opinion. Besides, if I ever get around to writing a newsreader for
the IIgs I'll probably add the same ability I'm planning to add to my
e-mail client. A way to send formatting with the message but it will
be done in a much saner way that won't more than double the size of
the message and give other clients the message twice. :-)

+---+
| Jeff Blakeney - Dean of the Apple II University in A2Pro on Delphi |
| Delphi Apple II Forums Web Pages |
| A2: http://www.delphi.com/apple2 A2Pro: http://www.delphi.com/a2pro |
+---+
HyperCard IIgs course now in session in the A2Pro forum on Delphi
Learn to Program in GSoft BASIC course now in session

3983. Re: Help with Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-26 00:00:00 UTC
From: jcditz@tardis.svsu.edu
Message-ID: <7g0qtbgbv1@nnrp1.dejanews.com>
Source record: 52799

Thanks to everyone who replied either here or by email, I really appreciate it. Unfortunately, I did open the 400 up, and one of the Capacitors is no longer attached to the place where its supposed to go, its just loose inside the case. Well... no wonder it didn't work right!

Thanks anyhow.

In article <7ft18cega1@nnrp1.dejanews.com>,
jcditz@tardis.svsu.edu wrote:
> I recently bought an Atari 400 over Ebay auction and I can't get the thing
> going. It didn't come with an RF switch, so I'm using the switch off of an
> old Atari 2600. The switch is perfectly functional with the 2600, but when I
> put the 400 on it and power it up, all I get are wavy lines. The system is
> getting power (the LED comes on) and I'm sure the Atari and TV are on the
> right channel. The TV is getting some sort of signal, but its not anything
> meaningful. Sometimes its just wavy lines and other times its a blank screen
> with a few white spots of snow moving around at random. So heres my question:
>
> Should the RF switch off of an Atari 2600 work on an Atari 400? If not, what
> type does the 400 need, what are the specs (I'm sure radio shack has something
> comparable).
>
> Jason Ditz
> jcditz@tardis.svsu.edu
> Aspiring Atari 8-bit computer user.
>
> ----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3984. atari trackers/mods

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-26 00:00:00 UTC
From: Paul Davis <paul.davis@oberlin.edu>
Message-ID: <3723E8BE.513E99AE@oberlin.edu>
Source record: 52800

hi does anyone have a good atari 8-bit tracker?

thanks
paul
paul.davis@oberlin.edu

3985. percom config block

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-26 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-vf5Ugf6utfdn@di07-ks.cth.com.au>
Source record: 52801

could anyone tell me what all the bytes in the percom config block
are?
I did have them once but lost it.
If onyone has the Sparta dos Construction set manual with the sparta
dos 3 update, I would be interested to here from you.

James

3986. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-26 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <372439D0.AB6C9C8E@mail.uni-mainz.de>
Source record: 52802

> In article <19990425081508.10452.00001216@ng-fz1.aol.com>,
> lwhite6497@aol.com (LWhite6497) wrote:
>
> > I'm curious. On ebay, 1200XL's tend
> > to bring higher prices than any other
> > Atari model, maybe except the 130XE,
> > and even that would be arguable. Can
> > someone enlighten me as to why
> > these would be so popular? Ok, there
> > were fewer of them made, so they are
> > "rarer" from that standpoint, but they
> > are arguably one of the least desirable
> > for use - good keyboard, but not a lot
> > better than most XL's; really bad video;
> > no PBI; BIG (could be a plus or minus);
> > had extra function keys (a plus?); no
> > built-in Basic; etc.
> > Certainly most of its "faults" can be
> > fixed with upgrades, but there must be
> > some "pluses" I'm missing. What gives -
> > just people looking for rarity, or?
> > Larry
> >

Hey Larry,
as far as I know there weren`t any PAL 1200XL`s, so at least the 1200XL`s are rare in PAL countries, especially in Europe. But it depends on what you count as rare. Atari machines could be rare, if there were only some thousand (or hundred) made/sold. They could be rare too, if they were not sold in any special area, like the 800XE was never sold in America (it is not rare in Europe!), the 1200XL was never sold in Europe (it is not rare in America), and finally the 400/800 was never sold in Eastern-Europe (it is not rare anywhere else !) Greets - Andreas

3987. Re: atari trackers/mods

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-26 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3724497A.8F80AD86@mail.uni-mainz.de>
Source record: 52803

Paul Davis schrieb:
>
> hi does anyone have a good atari 8-bit tracker?
>
> thanks
> paul
> paul.davis@oberlin.edu

Hi Paul,
try The Gatekeeper`s "MOD Player V1.22" it supports up to 48kb, thus playing mods of a length of 96kb... Or try "Inertia" by Madteam, there are XL and XE versions out. The newest Inertia player I know, supports up to 320k RAM (64k Ram + 256K Ramdisk). Unfortunately both players cannot play all different MOD versions out there... greets Andreas

P.S.: You can find those MOD players on the "Closer to Home" Homepage by Tom Hunt or at the Atari-8Bit homepage of the University of Michigan (Umich); or try some PD libraries (ABBUC, Page 6,...)

3988. Re: FOUND! Qb

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-26 00:00:00 UTC
From: Andrew Davie <adavie@mad.scientist.com>
Message-ID: <37246019.0@nexus.comcen.com.au>
Source record: 52804
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Indeed, it is one and the same.
I released this program to MACE (Melbourne Atari Computer Enthusiasts) in about 1985. When I went back to ask them for a copy, about a year back, they didn't have one (!!). So, as I've said before - this game has already been released PD, but my year-long search for it on the 'net failed to find a copy.
Now that I HAVE a copy (and source code, too), my plan is initially to release it (the binary) PD through the site of the gent who is helping me convert it to PC format, and provide a small "professional" release which includes the source code and manual and floppy disk(s). And I'll do a write-up about its history, programming techniques and memories, etc (for the limited edition release). I have enough interest to make me consider about 50 copies as reasonable for a limited edition release.
Once it is PD (again!), of course, I'd like as many archive sites to host it as possible, but the materials in the limited edition will probably remain copyright and mostly only available in that release.
I might add that I have access to the homebrew utilities I used to create this game, too - my sprite editor, my sound editor... maybe someday I'll release those, too - perhaps in the limited edition :)
I'm glad that someone, at least, remembered the thing!
I expect to announce Qb going live... in about a week!
Cheers
A

William Kendrick <nbs@sonic.net> wrote in message news:7fm71d$18l$1@ultra.sonic.net...
> Andrew Davie (adavie@mad.scientist.com) wrote:
> : A long time ago (15+ years) I developed a game on the Atari 400/800
> : machines.
> <snip>
>
> Cool! From the image, it reminds me a lot of an Australian Atari 8-bit
> game from a while back called, umm... wow, the name escapes me!
>
> Anyway, if you'd like me to place it up at the UMich archives
> (http://www.umich.edu/~archive/atari/8bit/), feel free to mail me
> a disk!
>
> Bill Kendrick
> 919 Drake Drive #147
> Davis, CA 95616-0838 USA
>
> If it's too late (ie, it's already been put somewhere), let me know where

> so I can mirror a copy, or at the least, make sure that the archive it's
> on has been index on XL Search...
>
> http://xlsearch.atari.org/
>
> :)
>
> -bill!

3989. Atari game site with screenshots

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-26 00:00:00 UTC
From: mjarek@ifa.amu.edu.pl
Message-ID: <37246f3b.174801492@news.amu.edu.pl>
Source record: 52805

Is there a site with Atari games that has screenshots?
There are some games I have seen on my friends' computers and I don't recall the name exactly... And there are quite a few games out there...

Jabberwock

3990. FA: RanaSystems 1000 drive (supports SD,ED,DD)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-26 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <7g1sul$dm6$1@nnrp1.dejanews.com>
Source record: 52806

Hello,
I just posted the following Atari 8-bit floppy drive on eBay.
Have a look if you're interested.

RanaSystems 1000 disk drive for Atari 8-bit
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=95469580

Thanks,
Dan Vernon

----- Posted via Deja.com, The People-Powered Information Exchange -----
------ http://www.deja.com/ Discussions * Ratings * Communities ------

3991. Pre-announce #2: 1K 6502 programming contest !

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-26 00:00:00 UTC
From: Fabrice Frances <frances@ensica.NOSPAM.fr>
Message-ID: <7g24f0$k5f$1@news.cict.fr>
Source record: 52807
Cross-posted to: comp.sys.acorn.programmer,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.oric,comp.sys.cbm

```
There has been some delay due to a trip to the US, but
now the 1K 6502 contest should soon start. I'm having
a final round with eventual sponsors, and then it will
start for sure.

Please sign-on for the 1K 6502 programming contest,
it's all on http://oric.ifrance.com/oric/6502contest.html

(mirrors exist for US and UK users respectively if you
start from http://oric.ifrance.com/oric/index_english.html )

Now I wonder... where are the best active 6502
programmers ?
In the C64 fame ? the Apple2 world ? is there any Atari
or Acorn 6502 programmer left ?
Haha... we'll see 8-)

Best regards to all,

Fabrice
```

3992. Re: Commodore 1802 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-26 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9904261227100.11262-100000@moose.erie.net>
Source record: 52808

On 25 Apr 1999 bmarcum@iglou.com wrote:

> On 1999-04-24 wosch@cardware.de said:
> >Oh btw, would this start a flame war if I admit that I run an 800XL
> >on a Commodore 1084 Monitor? (-:
> Not an Atari vs. Commodore flame war, because Atari never made monitors for
> the 8-bits, and everyone knew Commodore monitors were good. I have a 1701
> on my Atari, and a lousy IBM 8503 mono VGA on my PC.

And everyone knows Commodore didn't make their own monitors
either!

3993. Re: VIAGRA Prescriptions Onlne

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-26 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <WI3V2.2038$vX6.49409@newse2.tampabay.rr.com>
Source record: 52809

This is in the wrong place.
We are all masters of our meat here...you know; dictators of our diddlers, warriors of the weiner, commanders of our cock-a-doodle-doos, geniuses of the gonads, tyrants of the testicles, craftsmen with our cucumbers, etc., etc., etc.
You're looking for the NES newsgroups...
--mb

;)

md@health.com wrote in message <26049912.3840@health.com>...
>http://www.MDHealthline.com/welcome/mdp706/index.html

3994. Re: Giveaway of Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-26 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <3724CAA4.1EDEAACB@holyoak.com>
Source record: 52810

I'm interested in any/all that you still have (if any).
Thanks,
Trevor Holyoak

jack wrote:
>
> The following manuals are available to anyone who wants one, two or
> all. Their alternate home is my town's recycling plant.
>
> Atari Basic Reference Guide for Experienced Programmers,
> S.A.M. The Software Automatic Mouth from Don't Ask Software
> Delta Drawing from Spinnaker
> Kinder Comp from Spinnaker
> Snooper Troops Case # 1: The Granite Ghost from Spinnaker
> Magic Dump User's Manual (Preliminary) from Gemini
> Atari Disk Operating System Reference Manual DOS 3
>
> Email me if you are interested.

3995. Re: VIAGRA Prescriptions Onlne

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-26 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7g2qo6$o4r$1@autumn.news.rcn.net>
Source record: 52811

Well said!

Bowling <mbowlin1@tampabay.rr.com> wrote in message
news:WI3V2.2038$vX6.49409@newse2.tampabay.rr.com...
> This is in the wrong place.
> We are all masters of our meat here...you know; dictators of our diddlers,
> warriors of the weiner, commanders of our cock-a-doodle-doos, geniuses of
> the gonads, tyrants of the testicles, craftsmen with our cucumbers, etc.,
> etc., etc.
> You're looking for the NES newsgroups...
> --mb
>
>
> ;)
>
> md@health.com wrote in message <26049912.3840@health.com>...
> >http://www.MDHealthline.com/welcome/mdp706/index.html
>
>

3996. Re: I'm back, Baby!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-26 00:00:00 UTC
From: jamesk@news.hba.com
Message-ID: <7g32h6oep1@news.xmission.com>
Source record: 52812

Actually, I'm now running a dual P2/450, 256mb SDRAM and two 10,000RPM Seagate cheetah 9.1gb drives under WindowsNT 4.0.

Just got tired of the PC stuff. I work on PC's, I play on PC's.. But really still have a soft spot (hole?) for the Atari's..

Not only that, but it sparks tons of conversations when folks come to my home, see my PC, then the Atari next to it.

Bosco <bosco2000@my-dejanews.com> wrote in message news:7ftgcgqtt1@nnrp1.dejanews.com...
> In article <7fsm4r$6qc$1@news.xmission.com>,
> jeking@NOSPAM.COM wrote:
> > After a long hiatus from the atari 8bit scene, I'm back and more hard-core
> > than ever.
> >
> > Set my 576k XE back up, connected it to a networked laptop with APE, fired
> > up the dual Syquest removable hard drives and reinitialized SpartaDos X
> > 4.22.
> >
>
> Whatsamatta? Your Pentium blew up? :)
>
> Just kidding, James! Welcome back. You planning to re-do your ftp site or
> BBS?
>
> JC!
>
> ----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

3997. Re: Atari Newsletters or Magazines?///

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-26 00:00:00 UTC
From: jamesk@news.hba.com
Message-ID: <7g3bf9$s2l$1@news.xmission.com>
Source record: 52813

So.... Where are our issues? You going to get this magazine going again,
Bob?

<rwoolley@postoffice.pacbell.net> wrote in message
news:371FE8DF.973034D7@postoffice.pacbell.net...
> Technically, Atari Classics is still a going magazine, but we have not
> published in almost two years.... The fact that not one subscriber has
> requested a refund is at least an indication of Atari user's patience,
> if not dedication. Our User Group, the SLCC, still prints a monthly
> newsletter although it is just a single sheet of minutes and a little
> gab - nothing like the big time publication it once was. Our exchange
> newsletter program receives maybe three or four other Clubs on a good
> month.
>
> Bob
>
> Susan Forbes wrote:
>
> > Are there any Atari 8-bit Newsletters or Magazines still in
> > publication?????? I notice that there are several for the Commodore
> > 8-bit machinines, so I figured it might be possible that such
> > publications exist....after all
> > the Atari 8-bits are much more superior to the Commodores and have a
> > much more dedicated following.
>
>
>

3998. Homepage update

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-26 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <37241371.A1235469@asw.cz>
Source record: 52814

Hello!

Yesterday I've updated my home page:

04/25/1999 Added Favorite Games screenshot page (Heart-attack warning!
Don't look at Rescue on Fractalus screenshot!!!)
04/25/1999 Added File Systems page
04/25/1999 Added SIO Codes page
04/25/1999 Added 6502 Opcodes page

Any comments/corrections welcome.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

3999. Re: Sky High Bids for old Atari on Ebay (Give me a Break)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: kettlerp@my-dejanews.com
Message-ID: <7g4mu4$v7q$1@nnrp1.dejanews.com>
Source record: 52738

They're not that bad, that I've seen.

I just won a bid on a complete 800 (I prefer the 800 to the XL/XE series) system - 800, 1050, 410, two Wico joysticks, about 16 cartridges, 5 tapes, and a slew of disks, plus original manuals and all cabling/power packs.

I paid about $230 with shipping. Not bad for a system, and it certaintly beats the a la carte prices on hardware I've seen.

I've only seen a single components going for prices like you describe - the 850 serial/ parallel interface. At those auction prices, I'd rather buy one refurbed from Best Electronics or Bravo Sierra.

And yes, if you have stuff that you don't want, auction it off. There are those of us who don't mind buying old hardware to place alongside our Pentium III.

Perry Kettler

In article <37250673.41443136@news.supernews.com>,
nospam@nospam.net (Brad Bacik) wrote:
> I have been in Atari since the 1980's when I got my first 800xl and I
> paid $269. Now I see 800's going for $315 and an XE for $176. This
> is absolutely crazy. The people on ebay need to read the newsgroup or
> at least shop around.
> Actually if those prices stay as insane as they are, I will super
> video all my atari's, add a little ram, through a happy in on the
> deal, and in seven days of bidding pay off all my loans for
> college!!!!
> I'm sure that would go for a couple grand!
>
> I will get off my soap box now.
>
> Thanks, Brad
>
--
Perry Kettler
-The pessimist says: "The glass is half empty."
The optimist says: "The glass is half full."
The engineer says: "I put half of my water in a redundant glass."

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4000. Re: Sky High Bids for old Atari on Ebay (Give me a Break)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: Daniel Yelland <daniel@yelland98.freeserve.co.uk>
Message-ID: <7g4r1e$9a4$1@news6.svr.pol.co.uk>
Source record: 52739

It sure seems a lot of money to me.
I bought a 800XL with a 1050 disk drive and loads a games a couple of months
ago for only ?5!

kettlerp@my-dejanews.com wrote in message
<7g4mu4$v7q$1@nnrp1.dejanews.com>...
>They're not that bad, that I've seen.
>
>I just won a bid on a complete 800 (I prefer the 800 to the XL/XE series)
>system - 800, 1050, 410, two Wico joysticks, about 16 cartridges, 5 tapes,
and
>a slew of disks, plus original manuals and all cabling/power packs.
>
>I paid about $230 with shipping. Not bad for a system, and it certaintly
beats
>the a la carte prices on hardware I've seen.
>
>I've only seen a single components going for prices like you describe - the
>850 serial/ parallel interface. At those auction prices, I'd rather buy one
>refurbed from Best Electronics or Bravo Sierra.
>
>And yes, if you have stuff that you don't want, auction it off. There are
>those of us who don't mind buying old hardware to place alongside our
Pentium
>III.
>
>Perry Kettler
>

4001. Re: Sky High Bids for old Atari on Ebay (Give me a Break)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: Doug Wheeler <dwheeler@isd.net>
Message-ID: <7g4u8j$8la$1@blackice.winternet.com>
Source record: 52740

That's pretty high. I've purchased an 800XL, 130Xe, 2 1050s, 1027, 6
joysticks, 8 paddles, 6 cartridges, and a bit more misc stuff for a total of
around $100. And yes, this was on eBay (I think it was 3 separate lots).

Die dulci fruimini.
--Doug

<kettlerp@my-dejanews.com> wrote in message
news:7g4mu4$v7q$1@nnrp1.dejanews.com...
> They're not that bad, that I've seen.
>
> I just won a bid on a complete 800 (I prefer the 800 to the XL/XE series)
> system - 800, 1050, 410, two Wico joysticks, about 16 cartridges, 5 tapes,
and
> a slew of disks, plus original manuals and all cabling/power packs.
>
> I paid about $230 with shipping. Not bad for a system, and it certaintly
beats
> the a la carte prices on hardware I've seen.
>
> I've only seen a single components going for prices like you describe -
the
> 850 serial/ parallel interface. At those auction prices, I'd rather buy
one
> refurbed from Best Electronics or Bravo Sierra.
>
> And yes, if you have stuff that you don't want, auction it off. There are
> those of us who don't mind buying old hardware to place alongside our
Pentium
> III.
>
> Perry Kettler
>
> In article <37250673.41443136@news.supernews.com>,
> nospam@nospam.net (Brad Bacik) wrote:
> > I have been in Atari since the 1980's when I got my first 800xl and I
> > paid $269. Now I see 800's going for $315 and an XE for $176. This
> > is absolutely crazy. The people on ebay need to read the newsgroup or
> > at least shop around.
> > Actually if those prices stay as insane as they are, I will super
> > video all my atari's, add a little ram, through a happy in on the
> > deal, and in seven days of bidding pay off all my loans for
> > college!!!!
> > I'm sure that would go for a couple grand!
> >

> > I will get off my soap box now.
> >
> > Thanks, Brad
> >
> --
> Perry Kettler
> -The pessimist says: "The glass is half empty."
> The optimist says: "The glass is half full."
> The engineer says: "I put half of my water in a redundant glass."
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4002. Ebay: Selling a ton of 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: Ethan <emar111@my-dejanews.com>
Message-ID: <7g52itait1@nnrp1.dejanews.com>
Source record: 52741

Hello!

Still having to unload a lot of my collection- please have a look because
there is good stuff up there and I need the bids! A huge variety of classic
games items.

Go to:

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=full_closets

or to www.ebay.com and type full_closets into the search engine for sellers.

thank yo

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4003. Atarians getting married....

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <372574D1.CA9@geocities.com>
Source record: 52742
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I'm getting married soon. So where can I go to register Atari
equipment on my wish list? (grin)

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

4004. wtb: ATARI CX70 light pen

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: "/|\\ Patrice MULLER" <atari.fr@wanadoo.fr>
Message-ID: <7g56o4hui1@wanadoo.fr>
Source record: 52743

make offers

4005. WTB: atari cx43 space age joystick

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: "/|\\ Patrice MULLER" <atari.fr@wanadoo.fr>
Message-ID: <7g56o5hui2@wanadoo.fr>
Source record: 52744

MAKE OFFERS

4006. looking for the best Atari 8bit Emulator, games and demos

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: brix@plush.DELETETHIS.de
Message-ID: <MPG.118ff7ac3215bee98996c@news.uni-x.net>
Source record: 52745

Okay, my little Brain needs new input and I always wondered how the best
demos on an Atari 8 bit look like, as I'm a C64 and CPC rooted guy.
I'd be glad if you could mail me some hints where to get the best demos
and games, and what the best emulator, games and demos for an Atari 800xl
are.. I'd prefer an FTP-Site in western Europe..
Thanks previously.

-Brix-

--
Listening to your car radio doesn't make you an amatuer radio operator.
Driving said car doesn't make you an automotive engineer. Hell, even
speaking doesn't make you a linguist. Yet, somehow, playing "Doom" seems to make one
a bona fide computer hobbyist, qualified to scorn me and my lowly C64.

Personal HP: http://www.plush.de/brix

GO64!magazine
CSW-Verlag
Goethestr.22
71364 Winnenden
Deutschland
Tel:/Fax: +49(0)7195/61120
GO64!magazine: http://www.go64.c64.org

4007. Re: The Fuji Equation

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: Robert Cortese <tgg@netmagic.net>
Message-ID: <urpV2.3732$gv5.1499@news.rdc1.sfba.home.com>
Source record: 52746

OnlyInOhio <onlyinohio@aol.comN0spAM> wrote in message
news:19990427043126.15411.00002766@ng-cr1.aol.com...
> Well...if anyone makes a nice 3D one for the PC that would fit on an
800x600
> screen and have rotating colors please let me know.

I'm not sure if this is what you are looking for but a few years
back I made a fuji for my dads page in animated GIF format. If you need
something better i'm a lot better with my 3d now than I was then.
http://www.netmagic.net/~ricortes

Robert Cortese

4008. Improving quality of cassettes, convert .cas files to .wav files

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <37261eaf.203903@news.wxs.nl>
Source record: 52747

I have written a program to convert .cas files to .wav files. The
.cas files can be created by the wav2cas program I wrote about two
years ago. You can record your Atari 8-bit cassettes to a .wav file
with a sound card. The wav2cas program extracts the data that is
encoded on the tape and stores it in a .cas file, which only contains
the actual data that is on the tape. This file is usually around 64K
in size. This file can be stored on the PC, and act as a backup. The
file can be loaded with an APE cable and the APE program too. It is
also possible to exchange files with other users, as long as the
copyrights are respected of course.
The cas2wav program I have just released will enable you to convert
these .cas files to a .wav file again. This can then be played back
through a sound card. The data can thus be recorded onto a cassette
tape again. This cassette tape can then be loaded with our beloved
Atari Classic computers with the help of the not so beloved cassette
units, like the 410, 1010, XC11, XC12 and such.
The cas2wav program allows you to write tapes at speeds up to 820
baud. This slightly reduces the time required to load these tapes.
Another advantage is that you can improve the audio quality of the
tapes. Sometimes commercial tapes are recorded with high speed
duplicators, which cause the quality of the recording to be reduced.
These tapes can thus be improved with the help of these programs.
The program is freeware. It can be downloaded from the Umich archives
and it resides in the following directory:

http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/

The file cas2wav.zip contains the PC executable program,
the 'C' source code, and the documentation.
The file wav2cas.zip is also still available in that directory.
Thanks to Bill Kendrick for helping me getting it up at Umich,
and thanks for maintaining the Umich site.
Thanks to Kevin Savetz for putting the schematics of the 410
on-line, as published in the Antic magazine. The digital Antic
pages are nice to have handy at

http://www.atarimagazines.com/

This version is the result of four months of experiments in my lab.
I am releasing it now, because otherwise I might never release it.
I am hoping that there are some more users out there that still like
to mess around with cassette tapes. Feedback is welcome.

Keep those 410's/1010's/XC11's/XC12's buzzing.

4009. Re: Atarians getting married....

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7g5idp$6ll$1@autumn.news.rcn.net>
Source record: 52748
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Congrats, Greg, and best of luck!

As for the registry, I don't know what to say. Maybe one of our remaining retailers would like to offer that service? :)

Alan

Doctor Clu <clu-da-bard@geocities.com> wrote in message news:372574D1.CA9@geocities.com...
> I'm getting married soon. So where can I go to register Atari
> equipment on my wish list? (grin)
>
> Doctor Clu
>
> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!

4010. Re: Sky High Bids for old Atari on Ebay (Give me a Break)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <37265A1A.758B504A@qnet.com>
Source record: 52749

You people are insane!! I paid $5.00 each for 3 800xls in their original box. I also paid $3.00 each for 1050 s in their original box. 850 for $1.00 And SIO cables .25 cents each. Some of these people need to stop using their computers to due their shopping. They should take a walk or drive for us lazy people down to the thrift store. Theres tons of Atari systems out there that have been donated to thrift stores save one before it ends up in the local dump..

Don

4011. Re: I'll pay $50 for a BOULDERDASH cart...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: Olav Woelfelschneider <wosch@cardware.de>
Message-ID: <pcv4g7.dl.ln@hex.athome.de>
Source record: 52750

OnlyInOhio <onlyinohio@aol.comN0spAM> wrote:
O> BTW..is there a version of it for the PC? It was my dad's favorite Atari
O> game and he misses it dearly now that the Atari is in the closet.

Just run an Atari Emulator on his PC, and he can play the original...

--
Olav "Mac" Wï¿½lfelschneider wosch@cardware.de
PGP fingerprint = 06 5F 66 B3 2A AD 7D 2D B7 19 67 3C 95 A7 9D AF
Mer muï¿½ doch nur emol e bissje nochdenke. -- Mundstuhl

4012. Re: Machine Wars (Was:Re: Donations? What's goin' on?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3726950C.6C1E@geocities.com>
Source record: 52751

If you like to hear about the old computer wars then you will probably like something I'm planning on putting together. A compilation of a continuing story that went on roughly around 1986 on a Atari BBS. It was a GI-JOE style saga of the Atari / Commodore war. And as I look back on it, it all took place before the ST/Amiga era!

But if all goes well, it will be disk based book (to read and print from a Atari 8-bit) with a percentage going to two Atari clubs.

More in the future ... ;)

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

4013. Sky High Bids for old Atari on Ebay (Give me a Break)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: nospam@nospam.net
Message-ID: <37250673.41443136@news.supernews.com>
Source record: 52815

I have been in Atari since the 1980's when I got my first 800xl and I paid $269. Now I see 800's going for $315 and an XE for $176. This is absolutely crazy. The people on ebay need to read the newsgroup or at least shop around.
Actually if those prices stay as insane as they are, I will super video all my atari's, add a little ram, through a happy in on the deal, and in seven days of bidding pay off all my loans for college!!!!
I'm sure that would go for a couple grand!

I will get off my soap box now.

Thanks, Brad

4014. FS/T: Atari 8-bit computer items [04/26/1999]

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <37371639.8249541@news.nls.net>
Source record: 52816

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 04/19/1999

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection list for this system is currently on-line!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

{1} = requires 32K.
{2} = requires 48K.
{3} = requires 48K and printer.

Used diskette(s), with box and manual:
$ 2.50 Home Filing Manager, The (Atari)
$ 2.50 Print Shop, The (Br0derbund) {3}

$ 2.50 SynFile+ (synapse) {2} -- also includes Reference Card
$ 2.50 Timewise (Atari) {1}
$ 2.50 Touchdown Football (Electronic Arts) {2}
$ 2.50 VisiCalc (VisiCorp) {1} -- also includes Pocket Reference
Guide -- $5 shipping, due to weight, counts as 1st item

Loose cartridges, no box or manual:
$ 3.00 3-D Tic-Tac-Toe
$ 3.00 Alphabet Zoo [Spinnaker] -- no label
$ 3.00 Atariwriter
$ 3.00 BASIC -- for use with Atari 400 and Atari 800
$ 2.50 Centipede
$ 3.00 Dig Dug
$ 3.00 E.T. Phone Home!
$ 3.00 Frogger [Parker Brothers]
$ 5.00 Gateway to Apshai [Epyx]
$ 1.25 Missile Command
$ 2.50 Pac-Man
$ 3.00 Qix
$ 1.25 Space Invaders
$ 2.50 Star Raiders
$ 2.50 Super Breakout

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive does not include the power supply, or Molex
connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will
not boot up. Sold as non-working item, possibly repairable, for
parts only!

$ 4.00

*****

LOT #2

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 9.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
#1) VideoGameAdvantage@DittosRush.com -- for quickest response
#2) VGA2000@io.com -- *backup* e-mail account, please use #1
#3) dw901@cleveland.freenet.edu -- *backup* e-mail account, ditto

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs and VCDs too), Video Game Advantage
almost everything ever made, including 6861 Anthony Lane
Nintendo, Sony, Sega, Atari, 3DO, and Parma Hts., OH 44130
many more (also older computers) for over 1-440-843-8815 Voice
5 years on the Internet! Visit us on the
WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

4015. Re: Atari Light pen hardware

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7g393b$v2i$1@news4.svr.pol.co.uk>
Source record: 52817

Hi James,

>I have looked at this and found the light pen would work in any port
>on the 800 and port 4 only on the 400....

You know, you're right....I've wondered for years what caused this "problem" on the 400/800 but never thought to actually have a look at that part of the schematic....obvious really when you look at it. ;-)

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

4016. Re: 1050 repair question

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7g393c$v2i$2@news4.svr.pol.co.uk>
Source record: 52818

Hi,

>Really? After all thesee years I've been under the wrong impression???
>Just how many volts can these caps discharge?

Volts isn't the problem, CURRENT is what kills/melts screwdrivers.

These caps are of nowhere near enough capacity to store enough charge to even
give you a good "nip"....

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

4017. FS: Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <7g3g9s$h9h$2@ramp2.tir.com>
Source record: 52819

```
Publications/Manuals
--------------------
Atari Astroids Cart. Manual $3.00
Atari AtariWriter Manual & Quick Reference Card for Cart. $5.00
Atari Basic Quick Reference Guide by John Wiley & Sons $3.00
Atari DOS 3 Intro & Ref. Manuals $5.00
Compute!'s First Book of Atari $3.00

Controllers
-----------
4-Button Joystick $2.00
Atari Keyboard Controllers Set (w/box) $3.00
SVI Quickshot I Joystick $3.00

Software
--------
Analog Movie Themes Cassette (requires Atari Music Composer) $2.00
APX Three Holiday Games Cassette (w/manual) $3.50
Atari BASIC Cart. $2.00
Atari Bug Hunt Cart. $3.00
Atari Bug Hunt Cart. (w/o case) $1.00
Atari Centipede Cart. $3.00
Atari Defender Cart. (w/manual) $5.00
Atari Dig Dug Cart. $3.00
Atari E.T. Phone Home Cart. (unopened) $4.00
Atari Eastern Front (1941) Cart. $3.00
Atari Flight Simulator II Cart. $5.00
Atari Football Cart. $4.00
Atari Graph It Cassettes (w/manual) $5.00
Atari Logo Computing Language Cart. (w/manual, graphics manual & ref. guide)
$12.00
Atari Missile Command Cart. (w/manual) $5.00
Atari Music Composer Cart. (w/manual) $5.00
Atari Pac-Man Cart. $3.00
Atari Pilot Computing Language Cart. (w/manual, ref. guide & ref. card)
$12.00
Atari Star Raiders Cart. $3.00
Atari Star Raiders Cart. (w/box & manual) $5.50
Atari Star Raiders Cart. (w/manual) $5.00
Atari Super Breakout Cart. $3.00
EA One On One Cart. $5.00
EA One On One Disk (w/manual) $7.00
Sublogic Flight Simulator II Disk (w/manuals & box) $10.00
Synapse Protector II Cassette (w/manual & package artwork) $5.00
```

Buyer pays all shipping & insurance costs.

4018. WTB/WTTF: M.U.L.E

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <7g3g9r$h9h$1@ramp2.tir.com>
Source record: 52820

Looking for origninal packaging and instructions in mint condition.

4019. Re: The Fuji Equation

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: onlyinohio@aol.comN0spAM
Message-ID: <19990427043126.15411.00002766@ng-cr1.aol.com>
Source record: 52821

Well...if anyone makes a nice 3D one for the PC that would fit on an 800x600 screen and have rotating colors please let me know.

4020. Re: I'll pay $50 for a BOULDERDASH cart...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: onlyinohio@aol.comN0spAM
Message-ID: <19990427043624.15411.00002767@ng-cr1.aol.com>
Source record: 52822

Wouldn't it be easier to get it on disk?

BTW..is there a version of it for the PC? It was my dad's favorite Atari game and he misses it dearly now that the Atari is in the closet. He keeps threaning to bring it out just to play Boulder Dash. Would love to get him a PC version.

4021. Re: I'll pay $50 for a BOULDERDASH cart...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-pozOdv7WdECN@localhost>
Source record: 52823

On Mon, 12 Apr 1999 17:44:01, swozniak@aol.comeGETsome (Swozniak)
wrote:

> I've been looking for a copy of First Star's BOULDERDASH on cartridge for the
> Atari 8-bit computers. If anybody has one for sale, let me know. Thanks.
>
I once seen bolderdash on a cart called RomBank. Some one hacked
bolderdash on to it. Don't ask for one. Cannot get them.

4022. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-gRwqqJi3H0S4@localhost>
Source record: 52824

On Mon, 26 Apr 1999 10:02:56, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

> > >
> Hey Larry,
> as far as I know there weren`t any PAL 1200XL`s, so at least the
> 1200XL`s are rare in PAL countries, especially in Europe. But it depends

You are right. I had to get mine from the states. Was looking to
convert to PAL, but to much work required. No space on the board for
the extra crystal, chip etc.

> on what you count as rare. Atari machines could be rare, if there were
> only some thousand (or hundred) made/sold. They could be rare too, if

The 1450 xld. I want one.

James

4023. Re: Atari Newsletters or Magazines?/// - Help save Atari Classics!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-IV1rJSpeEj0F@localhost>
Source record: 52825

On Sat, 24 Apr 1999 03:17:01, rwoolley@postoffice.pacbell.net wrote:

> I don't know the answers to any of those questions, Bill. What do we need to put
> out another issue? We have sufficient material except for the 1200XL nut in the
> corner - he isn't ready - as if you can not have an Atari Classic without some
> kind of 1200XL hack..... Having print-ready pages would be a start. I can do a
> reasonably good job of production (I think).

This 1200XL nut just woulden't happen to be your self would it :) ?

James

4024. Re: FOUND! Qb

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-G1zrHhDCcfJN@localhost>
Source record: 52826
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

On Mon, 26 Apr 1999 12:29:46, "Andrew Davie"
<adavie@mad.scientist.com> wrote:

> Indeed, it is one and the same.
> I released this program to MACE (Melbourne Atari Computer Enthusiasts) in
> about 1985. When I went back to ask them for a copy, about a year back,
> they didn't have one (!!). So, as I've said before - this game has already
> been released PD, but my year-long search for it on the 'net failed to find
> a copy.

I remember the one now. I got it from Mace quite some time ago. If
memory serves correct, There where some platforms that moved up and/or
down when they were jumped on. I should still have it somewhere in my
colection.

MACE is now a SIG of a Melbourne PC group. Mostly if not all ST stuff
now.

4025. Asterix 2600

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <37259DEE.14EB2ECE@agnld.uni-potsdam.de>
Source record: 52827

Interested in getting a complete Asterix and german carts for Atari 2600
? Please take a look at:

http://www.funstuff.de/cgi-bin/auction.cgi?viga0

Thanks,

Andre

4026. Re: FOUND! Qb

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7g4a5u$j38$1@nnrp1.dejanews.com>
Source record: 52828
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

You know.. Now that you mention it, I think I got this off a BBS a long time ago.. I wonder if I still have it somewhere?

In article <37246019.0@nexus.comcen.com.au>,
"Andrew Davie" <adavie@mad.scientist.com> wrote:
> Indeed, it is one and the same.
> I released this program to MACE (Melbourne Atari Computer Enthusiasts) in
> about 1985. When I went back to ask them for a copy, about a year back,
> they didn't have one (!!). So, as I've said before - this game has already
> been released PD, but my year-long search for it on the 'net failed to find
> a copy.
> Now that I HAVE a copy (and source code, too), my plan is initially to
> release it (the binary) PD through the site of the gent who is helping me
> convert it to PC format, and provide a small "professional" release which
> includes the source code and manual and floppy disk(s). And I'll do a
> write-up about its history, programming techniques and memories, etc (for
> the limited edition release). I have enough interest to make me consider
> about 50 copies as reasonable for a limited edition release.
> Once it is PD (again!), of course, I'd like as many archive sites to host it
> as possible, but the materials in the limited edition will probably remain
> copyright and mostly only available in that release.
> I might add that I have access to the homebrew utilities I used to create
> this game, too - my sprite editor, my sound editor... maybe someday I'll
> release those, too - perhaps in the limited edition :)
> I'm glad that someone, at least, remembered the thing!
> I expect to announce Qb going live... in about a week!
> Cheers
> A
>
> William Kendrick <nbs@sonic.net> wrote in message
> news:7fm71d$18l$1@ultra.sonic.net...
> > Andrew Davie (adavie@mad.scientist.com) wrote:
> > : A long time ago (15+ years) I developed a game on the Atari 400/800
> > : machines.
> > <snip>
> >
> > Cool! From the image, it reminds me a lot of an Australian Atari 8-bit
> > game from a while back called, umm... wow, the name escapes me!
> >
> > Anyway, if you'd like me to place it up at the UMich archives
> > (http://www.umich.edu/~archive/atari/8bit/), feel free to mail me
> > a disk!
> >

> > Bill Kendrick
> > 919 Drake Drive #147
> > Davis, CA 95616-0838 USA
> >
> > If it's too late (ie, it's already been put somewhere), let me know where
> > so I can mirror a copy, or at the least, make sure that the archive it's
> > on has been index on XL Search...
> >
> > http://xlsearch.atari.org/
> >
> > :)
> >
> > -bill!
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4027. Re: 1050 repair question

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990427074617.02484.00000021@ng-fb1.aol.com>
Source record: 52829

>
>Volts isn't the problem, CURRENT is what kills/melts screwdrivers.
>
>These caps are of nowhere near enough capacity to store enough charge to even
>give you a good "nip"....
>

REALLY!!!! Now I know.... thanks...hey... how about those big ones inside
TV's???? Can we play with them!
B'rgds,
Vinnie

"Can't means don't want to!"

4028. Re: Commodore 1802 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7g4aecjeu1@nnrp1.dejanews.com>
Source record: 52830

Who made the commodore monitors?

In article <Pine.BSI.4.05L.9904261227100.11262-100000@moose.erie.net>,
Dennis McGuire <sagedm@erie.net> wrote:
>
>
> On 25 Apr 1999 bmarcum@iglou.com wrote:
>
> > On 1999-04-24 wosch@cardware.de said:
> > >Oh btw, would this start a flame war if I admit that I run an 800XL
> > >on a Commodore 1084 Monitor? (-:
> > Not an Atari vs. Commodore flame war, because Atari never made monitors for
> > the 8-bits, and everyone knew Commodore monitors were good. I have a 1701
> > on my Atari, and a lousy IBM 8503 mono VGA on my PC.
>
> And everyone knows Commodore didn't make their own monitors
> either!
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4029. Re: Help with Atari 400 - parts

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: 8bitz <8bitz@my-dejanews.com>
Message-ID: <pIhV2.272$vY2.3307@c01read01.service.talkway.com>
Source record: 52831

I have a 400 power board (with the capacitors on it) that is dead but
most of the components look ok. Want it?
I also have 2 atari 410 recorders that don't work well. If anyone is
interested in these I'll sell them for shipping
cost or trade for any common cart I don't have.
Mark

http://members.tripod.com/~eightbits/gametrader.html

On Mon, 26 Apr 1999 04:43:23 GMT jcditz@tardis.svsu.edu wrote:
> Thanks to everyone who replied either here or by email, I really appreciate
> it. Unfortunately, I did open the 400 up, and one of the Capacitors is no
> longer attached to the place where its supposed to go, its just loose inside
> the case. Well... no wonder it didn't work right!
>
> Thanks anyhow.
>
>
>
> In article <7ft18cega1@nnrp1.dejanews.com>,
> jcditz@tardis.svsu.edu wrote:
> > I recently bought an Atari 400 over Ebay auction and I can't get the thing
> > going. It didn't come with an RF switch, so I'm using the switch off of an
> > old Atari 2600. The switch is perfectly functional with the 2600, but when I
> > put the 400 on it and power it up, all I get are wavy lines. The system is
> > getting power (the LED comes on) and I'm sure the Atari and TV are on the
> > right channel. The TV is getting some sort of signal, but its not anything
> > meaningful. Sometimes its just wavy lines and other times its a blank screen
> > with a few white spots of snow moving around at random. So heres my question:
> >
> > Should the RF switch off of an Atari 2600 work on an Atari 400? If not, what
> > type does the 400 need, what are the specs (I'm sure radio shack has something
> > comparable).
> >
> > Jason Ditz
> > jcditz@tardis.svsu.edu
> > Aspiring Atari 8-bit computer user.
> >
> > ----------== Posted via Deja News, The Discussion Network ==----------
> > http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
> >
>
> ----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
--

Posted via Talkway - http://www.talkway.com
Exchange ideas on practically anything (tm).

4030. Re: I'll pay $50 for a BOULDERDASH cart...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <925216249mnewsX_velcro_X@netunlimited.net>
Source record: 52832

There are a lot of Boulderdash style games for the PC, however few match the
Atari 8bit's cool version. Which had great gfx and awesome playability.

vs

> Wouldn't it be easier to get it on disk?
>
> BTW..is there a version of it for the PC? It was my dad's favorite Atari game
> and he misses it dearly now that the Atari is in the closet. He keeps threaning
> to bring it out just to play Boulder Dash. Would love to get him a PC version.

To email me just remove the X's and underline marks from my address.

4031. Re: percom config block

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: mjewison@irus.rri.on.ca
Message-ID: <7g4auu$pq0@falcon.ccs.uwo.ca>
Source record: 52833

In article <olg28mVLDrMR-pn2-vf5Ugf6utfdn@di07-ks.cth.com.au>, sup8pdct@mail.cth.com.au writes:
|> could anyone tell me what all the bytes in the percom config block
|> are?
|> I did have them once but lost it.

I saved an article from an old Creative Computing or Compute magazine (I forget which) in which the Percom config block was studied in great gory detail. I will try to remember to dig it up (literally) from my basement tonight.

- Mike Jewison
mjewison@irus.rri.on.ca

4032. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3725B563.59024C06@mail.uni-mainz.de>
Source record: 52834

> (snip)
>
> The 1450 xld. I want one.
>
> James

If you like to pay the same amount in dollars for it, you may have a chance to get one ($1450). Really, the 1400XL and 1450XLD are hard to find, only NTSC machines were produced. The production amount was less than 100 units. Many have already broken down or found its way to the trash can. Besides, those machines are not only very expensive, they are only good for collecting purposes. Most machines missed some parts (chips, etc.) and cannot be used correctly. For example all 1450XLD`s I have seen, missed the Floppy controller platine, thus the floppy can`t be used... But even for collectors its a hard luck story to get one of those machines, some thousand people want them, wheras only 50-75 machines actually exist... Greets - Andreas

4033. Re: I'll pay $50 for a BOULDERDASH cart...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990427090236.11561.00000031@ng142.aol.com>
Source record: 52835
Body handling: HTML body converted to readable text

sup8pdct@mail.cth.com.au wrote:

<>

Somebody responded to my message the same day and I have a new copy of
Boulderdash on cart coming any day now. Thanks.

4034. Re: I'll pay $50 for a BOULDERDASH cart...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990427090507.11561.00000032@ng142.aol.com>
Source record: 52836

onlyinohio@aol.comN0spAM (OnlyInOhio) asked:

<<Wouldn't it be easier to get it on disk? >>

Yes, it would. But I don't want the game on disk. I collect carts and that's what I want. I have a copy coming.

4035. Atari Software For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-27 00:00:00 UTC
From: John Thackeray <Tradingpost@btinternet.com>
Message-ID: <7g4g70oil5@plutonium.btinternet.com>
Source record: 52837

John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
Tel/Fax +44+(0)1952 462135
http://www.tradeinpost.com

4036. Star Raiders Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: OldGames <hughfalk@mindspring.com>
Message-ID: <7g83k0$p06@news-central.tiac.net>
Source record: 52688

I had read a statement similar to the following a while back:

In early production runs, Star Raiders was actually called "Star Raider."
Since it was one of the first games available for Atari computers and
because of its popularity, neither version is particularly rare.

Can anyone verify if this is true? Please write me at:

hughfalk@mindspring.com

Thanks,
Hugh

4037. Re: Atari 2600 joystick > PC converter?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <7g7vm2$h2g$1@geraldo.cc.utexas.edu>
Source record: 52689
Cross-posted to: rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit

In article <37271ED2.5817@swbell.net>, gmcclain@swbell.net says...
>
>If you find one could you please e-mail me the info.
>
> Thanks
> gmcclain@swbell.net

I found some info, although no commercial source, but you might check the
updates on my page:

http://2600nexus.atari.org

--
Alex Bilstein
BA in Art History, University of Texas
Are you a fan of the Atari 2600? Then check out the Atari 2600 Nexus:
http://2600nexus.atari.org

4038. Re: Giveaway

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: jack <jackaloy@ix.netcom.com>
Message-ID: <37278BC7.23C9@ix.netcom.com>
Source record: 52690

I already have a taker on the manual. Thanks.

4039. Re: Sky High Bids for old Atari on Ebay (Give me a Break)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <3727A25E.7CBDAA8F@qnet.com>
Source record: 52691

LWhite6497 wrote:

> >Theres tons
> >of Atari systems out there that have been donated to thrift stores save
> >one before it ends up in the local dump..
>
> I've seen a number of folks reference "thrift
> stores". What exactly is a thrift store -
> something like AmVets or Good Will?
> The ones I've visited never had anything
> except a few pieces of software, which were
> usually priced insanely at $10-20 for a disk
> game!
>
>

Thift store is places like the Goodwill,Salvation Army, Disabled Vets, council for the blind. and many more. At most of the stores they dont know what they have or care what prices is on it. The Goodwill and Salvation Army will lower the price of the item if you tell them that it is way to much for old technology.

Another good place for Atari equipment is at garage sales. Alot of the time you will find 5200 & 2600s in there original box with a ton of games for $10.

Im always on the prowel for a good Atari deal.

Don

4040. Re: ISO: Starfire Warrior game by Brian Fisher

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Richard Atkinson <rga24@cam.ac.uk>
Message-ID: <Pine.LNX.4.05.9904282342060.292-100000@hapsby.chu.cam.ac.uk>
Source record: 52692

On 28 Apr 1999, William Kendrick wrote:

> When I was quite younger, I programmed a 6502 game for the Atari 800. It
> was originally a called "Hellcat Warrior" then for copyright/legal reasons I
> updated it to a space game called "Starfire Warrior". It sold to DataSoft but
> for the legal reasons it did not hit store shelves.

It sold over here, that is, if it's the same 'Starfire Warrior' that I
have on a compilation disk.

> My copy of it is damaged/unusable and have not been able to find it. I know
> it hit pirate circles there for a while but since it never hit store shelves
> I am having doubts about being able to find it. Any input would be greatly
> appreciated.

Quite a slick shoot'em up - 60 frames per second and a pretty title
screen, if I remember rightly.

Do you want me to make an .ATR or .PRO image of it?

Richard

4041. FA: {$0.01} 26 Atari 400/800/1200XL Disks

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: ebaked@webtv.net
Message-ID: <439-3727B552-36@newsd-104.iap.bryant.webtv.net>
Source record: 52693

Click here:
http://members.ebay.com/aboutme/ebaked/

or click on the links below to go directly to those auctions.

These 2 auctions are a mix of original disks and some back-up copies of
software for the Atari 400/800/1200XL home computers.

13 Atari 8-bit Disks (1 of 2)
Auction ends: Thursday 4/29/99 18:19:51 PST
Current Bid: $0.01
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=96434430

Zork I - Infocom (Large Label)
Zork I - Infocom (Small Label, 400/800 Text)
Zork II - Infocom (Copy)
Zork III - Infocom
Atari 810/1050 Master Disk II - Atari
Text Wizard Ver 1.3 - Datasoft
Text Wizard Ver 1.3.B - Datasoft
Hitchhicker's Guide To The Galaxy - Infocom (Copy)
Translator - Unknown (Copies, 2 Disks)
3D Supergraphics - Unknown (Copy)
VisiFile - VisiCorp (Copy)
Copy Protection Cracker - Unknown (Copy)
Softyme Express - Unknown (Copy)

13 Atari 8-bit Disks (2 of 2)
Auction ends: Wednesday 5/5/99 17:28:11 PST
Starting Bid: $0.01
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=97345012

Eastern Front 1941 - Chris Crawford
Gorf - Midway
Hellcat Ace - Microprose
Master Diskette 3 - Atari
Micro Painter - Datasoft
Quest For Power - Crystal Computer & Software
Writer - VersaWare
Chopper Rescue - Unknown (Copy)
Floyd of the Jungle - Unknown (Copy)
Hellcat Ace - Microprose (Copy)
Letter Perfect - Unknown (Copy)
Versa Disk - Unknown (Copy)
VisiCalc - VisiCorp (Copy)

Please email me if you have any questions.

Thanks,

Joe
-eBaked-

http://members.ebay.com/aboutme/ebaked/

4042. Re: "The Best" Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <37279E28.7D9AEE28@sisna.com>
Source record: 52694

Well have doing a little experimenting, since I have some time on my hands, and within the next month may suprise those of you in the Atari 8-bit as to the Best Atari Disk drive to buy for your needs and future expansion.

bob

4043. Re: I kinda want this newsgroup to split up :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <37279F19.585CDB9@sisna.com>
Source record: 52695

Thank you for the reply, I have signed up for E-Bay, but prefer posting here for Items with a Set Low price and gurantee. I also find items not available on E-Bay or any other area here in thsi base.

bob

4044. Re: VIAGRA Prescriptions Onlne

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3727A22A.3CE4FBCF@sisna.com>
Source record: 52696

My wife agrees with the posting on the net. She has made me agree to get the product..Only as the joke says I only take 1/4 a tablet. Keeps me from peeing on my shoes!

bob

4045. Double Density Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3727A3DC.F9FCAA63@sisna.com>
Source record: 52697

I have 3 ea Atari 551 disk drives, cosmeticatly good, comes with power supply and SIO cable guranteed 30 days. $41.00 ea shipping included.

1ea Rana Double density, density and 1/2 ect cosmeticatly good, Power Supply and SIO cable inclueded, shipped $25.00.

Atari 1050 Stock disk drive, Power Supply and Sio cable, shipped $20.00

bob

4046. Atari 8-Bit Hard drive?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <3727A446.34289073@sisna.com>
Source record: 52698

I have the componets to put together 2 Atari 8-bit Hard Drives, 20mg each. Make offer on completed unit, need to know it if it on MIO ect.

bob

4047. Re: Commodore 1802 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Jamn <jdrywood@eatonyaleltd.attcanada.net>
Message-ID: <gntV2.3742$ho1.986@tundra.ops.attcanada.net>
Source record: 52752

To my knowledge, JVC made the 1701s, Philips made most 1084s. Not sure who made the 1802s.

...Jamn

spearsk@mc-mc.com wrote in message <7g4aecjeu1@nnrp1.dejanews.com>...
>Who made the commodore monitors?
>

4048. Re: Sky High Bids for old Atari on Ebay (Give me a Break)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990427220015.20366.00000380@ng40.aol.com>
Source record: 52753

>Theres tons
>of Atari systems out there that have been donated to thrift stores save
>one before it ends up in the local dump..

I've seen a number of folks reference "thrift
stores". What exactly is a thrift store -
something like AmVets or Good Will?
The ones I've visited never had anything
except a few pieces of software, which were
usually priced insanely at $10-20 for a disk
game!

BTW- you can get some very good deals
on ebay - not $3 for a computer or a disk
drive, but certainly as cheap as at an Atari
Fair. The problem seems to arise when there
is a fairly uncommon item, and two "collectors"
decide they "have to have that" or when one
decides that he will make another pay dearly for an item. And lack of
knowledge surely enters the equation. I've seen people buy
"rare" items that you could buy new for
half the price from BEST or B&C.
Larry

4049. Re: Sky High Bids for old Atari on Ebay (Give me a Break)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990427221942.11561.00000400@ng142.aol.com>
Source record: 52754

lwhite6497@aol.com (LWhite6497) wrote:

<< I've seen people buy
"rare" items that you could buy new for
half the price from BEST or B&C. >>

Yes, this is 100% true. I auctioned a copy of Crystal Castles for the Atari 400/800 last year on eBay. I put the word "rare" in my title because the game isn't that easy to find and none of the online places like Best, B&C, or even Video 61 have it. I got an e-mail from Curt Vendel scolding me because the game "wasn't rare" and could be "bought new from any of the regular Atari stores." Well, I told him that none of these stores had carried the game for a long time and then I didn't hear back from him. I guess he felt he didn't need to bother answering my opposition to his claim. Anyway, this guy is supposed to be an authority on everything Atari, right? Not one day later, he was the winner of an Atari 400/800 In-Store Demonstration cart on eBay. He paid a ridiculous price for this cart and it was not even new! My point is... that Best Electronics sells this new in the box with the manual for $25. Go figure.

4050. Re: Atarians getting married....

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <372ecaa1.1506630@news.demon.co.uk>
Source record: 52755
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

The other Day Doctor Clu <clu-da-bard@geocities.com> wrote:

>I'm getting married soon. So where can I go to register Atari
>equipment on my wish list? (grin)
>
> Doctor Clu

Argh!!!

Are you mad!!!

You are not seriously going to let a woman get in the way of your Atari
time?
--
Paul..

Account at Demon shut from 3rd May

Use mclane@dellos.freeserve.co.uk from then on.

ICQ No: 105793

4051. Re: Atari game site with screenshots

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <7g6ldb$i5n$1@newsource.ihug.co.nz>
Source record: 52756

>Is there a site with Atari games that has screenshots?

I did have some screenshots on my site with the games too, and I was
going to do the whole lot, but in alot of cases, I noticed that the screen
shots were as big as or bigger in file size than the game!! Thus it got
put on the back burner...

4052. Re: Sky High Bids for old Atari on Ebay (Give me a Break)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <925299053mnewsX_velcro_X@netunlimited.net>
Source record: 52757

Someone wrote:

> I've seen a number of folks reference "thrift
> stores". What exactly is a thrift store -
> something like AmVets or Good Will?
> The ones I've visited never had anything
> except a few pieces of software, which were
> usually priced insanely at $10-20 for a disk
> game!

I think 'thrift store' refers to a Good-will or second-hand store. The pricing at such places depends on mamagement, and you will see stupidly high prices like $20.00 a disk game. However more stores will mark stuff cheaply. I picked up a 7800 with 8 games for $5.00 last week at the Good-will near me.

> BTW- you can get some very good deals
> on ebay - not $3 for a computer or a disk
> drive, but certainly as cheap as at an Atari
> Fair. The problem seems to arise when there
> is a fairly uncommon item, and two "collectors"
> decide they "have to have that" or when one
> decides that he will make another pay dearly for an item. And lack of
> knowledge surely enters the equation. I've seen people buy
> "rare" items that you could buy new for
> half the price from BEST or B&C.

I have been surprised at what you can get for classic computer items on eBay. It is definitely a sellers market! I should make $30 or $40 reselling that 7800...

vs

To email me just remove the X's and underline marks from my address.

4053. Re: Atarians getting married....

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990428074233.02483.00000516@ng-fb1.aol.com>
Source record: 52758

>
>You are not seriously going to let a woman get in the way of your Atari
>time

Funn-ny! Back during prehistoric times (early 80's..) I just got married..
then got my 400.. Spent more time with the 400, I think.. wife wanted to kill
me.. and the 'puter... I finally promised her I would not spend any more time
with that Atari 400!...
.
.
So, I bought an 800!!!

(I spend zero time at home with the PC..)
B'rgds,
Vinnie

"Can't means don't want to!"

4054. Re: Sky High Bids for old Atari on Ebay (Give me a Break)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Frank Rachel <frachel@nj.navisys.com>
Message-ID: <P1DV2.1$sz.5455@client.news.psi.net>
Source record: 52759

$230?! Wow.. I bought a 130XE, 1050, Color Monitor, Printer, 2 joysticks and some games for under $70 like 6 months ago from Ebay..

<kettlerp@my-dejanews.com> wrote in message news:7g4mu4$v7q$1@nnrp1.dejanews.com...
> They're not that bad, that I've seen.
>
> I just won a bid on a complete 800 (I prefer the 800 to the XL/XE series)
> system - 800, 1050, 410, two Wico joysticks, about 16 cartridges, 5 tapes, and
> a slew of disks, plus original manuals and all cabling/power packs.
>
> I paid about $230 with shipping. Not bad for a system, and it certaintly beats
> the a la carte prices on hardware I've seen.
>
> I've only seen a single components going for prices like you describe - the
> 850 serial/ parallel interface. At those auction prices, I'd rather buy one
> refurbed from Best Electronics or Bravo Sierra.
>
> And yes, if you have stuff that you don't want, auction it off. There are
> those of us who don't mind buying old hardware to place alongside our Pentium
> III.
>
> Perry Kettler
>
> In article <37250673.41443136@news.supernews.com>,
> nospam@nospam.net (Brad Bacik) wrote:
> > I have been in Atari since the 1980's when I got my first 800xl and I
> > paid $269. Now I see 800's going for $315 and an XE for $176. This
> > is absolutely crazy. The people on ebay need to read the newsgroup or
> > at least shop around.
> > Actually if those prices stay as insane as they are, I will super
> > video all my atari's, add a little ram, through a happy in on the
> > deal, and in seven days of bidding pay off all my loans for
> > college!!!!
> > I'm sure that would go for a couple grand!
> >
> > I will get off my soap box now.
> >
> > Thanks, Brad

> >
> --
> Perry Kettler
> -The pessimist says: "The glass is half empty."
> The optimist says: "The glass is half full."
> The engineer says: "I put half of my water in a redundant glass."
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4055. Re: Atarians getting married....

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <37270982.8083720@news.demon.co.uk>
Source record: 52760

The other Day vinnie5757@aol.comnospam (VINNIE5757) wrote:

>>
>>You are not seriously going to let a woman get in the way of your Atari
>>time
>
>
>Funn-ny! Back during prehistoric times (early 80's..) I just got married..
>then got my 400.. Spent more time with the 400, I think.. wife wanted to kill
>me.. and the 'puter... I finally promised her I would not spend any more time
>with that Atari 400!...
>.
>.
>So, I bought an 800!!!

My wife of 18yrs learnt from day one that when I said "I'm just
finishing something on the computer, I'll only be a sec" was my code for
don't wait up :)
--
Paul..

Account at Demon shut from 3rd May

Use mclane@dellos.freeserve.co.uk from then on.

ICQ No: 105793

4056. Giveaway

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: jack <jackaloy@ix.netcom.com>
Message-ID: <37271840.653F@ix.netcom.com>
Source record: 52761

I've come across two more items that I am giving away.

Owner's Manual for Atari SX 212 Modem

Parallel Printer Driver for Atari version 1.1 from Macrotronics. This is the cassette version and is dated March 2, 1982. Since I do not have a cassette player I do not have a way to test this, so it is being given away as is.

Thanks to all who expressed interest in the last giveaway.

4057. Scott Adams

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: jack <jackaloy@ix.netcom.com>
Message-ID: <37271907.6164@ix.netcom.com>
Source record: 52762

I've come across a cassette in the basement that I assume is Atari because it was in a box with other Atari cassettes. It is labeled ADVENTURE 0 "Special Sampler" Copyright Scott Adams 1979 Box 3435 Longwood Fl 32750. Can anyone tell me what this is? (Aside from the obvious - that it contains a sample of an early adventure game) I may be showing my ignorance - who is (was?) Scott Adams?

4058. Re: Atarians getting married....

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990428103208.27368.00000382@ng-ft1.aol.com>
Source record: 52763

```
>My wife of 18yrs learnt from day one that when I said "I'm just
>finishing something on the computer, I'll only be a sec" was my code for
>don't wait up :)
>--

Ditto! Cant' do THAT with a PC, eh!
B'rgds,
Vinnie

"Can't means don't want to!"
```

4059. Re: Atari 2600 joystick > PC converter?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Gary McClain <gmcclain@swbell.net>
Message-ID: <37271ED2.5817@swbell.net>
Source record: 52764
Cross-posted to: rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit

If you find one could you please e-mail me the info.

Thanks
gmcclain@swbell.net

4060. Re: Scott Adams

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <FAwn5x.HMK@cix.compulink.co.uk>
Source record: 52765

In article <37271907.6164@ix.netcom.com>, jackaloy@ix.netcom.com (jack)
wrote:

> I've come across a cassette in the basement that I assume is Atari
> because it was in a box with other Atari cassettes. It is labeled
> ADVENTURE 0 "Special Sampler" Copyright Scott Adams 1979 Box 3435
> Longwood Fl 32750. Can anyone tell me what this is? (Aside from the
> obvious - that it contains a sample of an early adventure game) I may
> be showing my ignorance - who is (was?) Scott Adams?
Scott Adams was one of the big stars of the adventure world in the late
70's/early 80's. His firm, Adventure International had a range of text
adventures (12?) and latterly some graphic adventures that were ported to
various machines including Apple II, Atari, TRS80 and others of that era.

By modern standards they are a bit lame but by the standards of the day
they were excellent.

I haven't heard of adventure 0 but I suspect it's some kind of sampler.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

4061. Re: Atarians getting married....

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7g7g78$j40$1@news.campuscwix.net>
Source record: 52766

On 27 Apr 1999 03:26:58 , Doctor Clu wrote:

->I'm getting married soon. So where can I go to register Atari
->equipment on my wish list? (grin)
->
-> Doctor Clu
->
-> ||| ATARI USERS OF NORTH TEXAS
->)|(http://www.atariusers.com/AUNT
-> / | \ Read the News, Join the Chats, Share the Meyhem!
->.

Extreme congratulations, Greg! ;-))))

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_______________/ /
\_____________________________________________________________________\/
```

4062. Re: I'm back, Baby!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37269D93.31D8@geocities.com>
Source record: 52767

Welcome back! Atari is a good place to be I've found.

As for me... never owned a PC... Motorola all the way baby!!

Doctor Clu
Atari 8-bit / Macintosh 68030 / Atari ST (in that order...) ;)

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4063. Re: plug a PC gamepad into my Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3726A0D6.2BCE@geocities.com>
Source record: 52768

dcaputi@worldnet.att.net wrote:
>
> Is there a modern replacement for the Atari joystick that works in the old 2600 and/or 8bit computer?
>
> I tried Radio Shack but the guy thought I was nuts wanting to play with my old video games.

That gent at Radio Shack didn't know the POWER of Radio Shack. :)

Check out their ULTIMATE CATALOG under video games and you will find various 2600, 5200, 7800, Lynx, and Jaguar games and accessories there. No joke. I'm sure joysticks are in there too.

Joystick variations I've found since I got back into the Atari scene in Novemeber '98:

Sega systems.. the early system with the joystick looking 9 pin female connector. So far two styles have worked great.

Odsessey controlers can be easily rewired to work with an Atari.

Still wondering on other controllers. I know that Nintendo are NOT easy to convert.. but they're crap anyway. :)

Doctor Clu

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4064. Re: what about paddles?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3726A164.43EE@geocities.com>
Source record: 52769

Wish I could help you more here.. but paddles seem to be a unique lot.
Maybe Video 61 could help more here.

I seem to remember Jaguar players buying driver controllers and paddles
and I always wondered why.

Doctor Clu
--
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4065. Re: Scott Adams

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3726A771.21EB@geocities.com>
Source record: 52770

Hehe.. Scott Adams rocked!

I remember the various adventures that he came out with.. Adventureland
#1, Strange Odyssey #6, The Count #5,
Savage Island #10 & #11... wow, those were the adventures!

The had a classic line that I still use...

"You can't do that...yet!"

Years later Infocom would intruduce in Zork a step above the Scott
Adams adventures by making complete sentences possible (the Scott Adams
adventures were limited in syntax.. so you had to spell the words and
phrases JUST RIGHT...) Of course, when Zork came out, so did the
GRAPHICAL adventures of Scott Adams, which was basically the same
adventures, but with graphical pictures. Really exciting.

(Anyone got any ATR's of the graphical Scott Adams adventures?)

Infocom... ahem... Infocom under Activision... would not try the
graphical adventures until the early 90's. Scott Adams? Early 80's.

Doctor Clu
-Who is currently thinking that converting Scott Adams games to
Z-script would be a cool idea. ;)
--
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4066. Re: Stuff: lots of it...also attn. Paul Davis

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3726A921.7D1D@geocities.com>
Source record: 52771

Tri-state area? What state are you in?

Doctor Clu

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4067. Re: Sky High Bids for old Atari on Ebay (Give me a Break)

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3726AA82.75C7@geocities.com>
Source record: 52772

E-bay is wonderful!!

I shop there a lot of the time, when I'm not at Goodwill, Thrift Stores and dealing with local users. But I have to admit, that can be thin sometimes.
So yeh, the general rule on the E-bay... watch it for a while, bid the amount that you want to bid, and if goes higher than you would want to pay... let it go.

Rest assuredm someone will probably sell the same item in two weeks. More than likely the SAME PERSON who sold the SAME ITEM the last time. Afteral, most of the people who sell there are vendors slowly selling off their wares.

In THOSE cases, I find their webpage, and buy it at the SET VENDOR PRICE that they usually set it for, which is about half of what it gets run up on the E-bay. :)

And then sometimes an item that is worthwhile to you goes unnoticed... slips through, and is bought by you for $5.00 !!

It's a game, and if anyone knows how to play games...
..it's an Atarian! ;)

Doctor Clu
--
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4068. Re: Still around

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3726AB08.4E95@geocities.com>
Source record: 52773

Welcome back! What kind of Atari setup do you use?
I'm new here. :)

Doctor Clu
8-bit / MagicMac 68030 / Atari ST
--
||| ATARI USERS OF NORTH TEXAS
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/ | \ Read the News, Join the Chats, Share the Meyhem!

4069. Gonna get back into the 8-bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Darrel Davis <darreld@his.com>
Message-ID: <372753cc.0@news4.his.com>
Source record: 52774

After years of developing on the PC, I'm gonna start playing with the 8 bit Atari again. Fact is, back then computers were ALOT more fun than the P350 w/ 128MB running NT I work on at home.

I am gonna use it to teach my 12 year old to program. I have a box of about 100 Analog/Antic magazines with the BASIC and assembly source code. It should be a blast for us both.

After all of this time, I have a couple of questions though:

-I have questions about sharing peripherals (or at least disk image files) with the PC as well as ftp sites, etc. Is there an 8-bit FAQ with all of this info?

-I'm interested in buying a 130XE but not for what they currently are going for on eBay. Anybody want to sell one?

- Also will be interested in a MAC/65 cart and Action!. If anyone wants to sell these, let me know.

The best email for me is: darreld@his.com

-darrel

4070. Re: USA: Texas: Address

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3726ACB8.2387@geocities.com>
Source record: 52775

Erhard Puetz wrote:
>
> Could anyone check if follwoing address still exists?
>
> SWP Inc.
> Microcomputer Products
> 2500 E. Randol Mill Road
> 125 Arlington, Texas 76011
>
> phone(?): 817-469-1181
>
> Is there any fax number?

Hmmm... aparently not. While I got a nice answering machine message,
it didn't appear to be them. I'll see what other information I can
find.

Doctor Clu
Arlington, TX / Atari user
||| ATARI USERS OF NORTH TEXAS
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4071. Re: Aladdin Disk publication...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3726AFA3.35C3@geocities.com>
Source record: 52776

Wonderful little package that was released for the 8-bit and the ST platform, and looks like it was made in the Atari busy area of Dallas, Texas! Wow... I had no idea that Dallas was so big in the Atari scene until I looked back on it. :)

Yeh, a member of ours recently donated three issues to the club. these were disk based magazines. I have Vol 1.2, COL 387, and COL 287.

We had fun comparing the ST and 8-bit versions of the two magazines.. and of course, how they programmed the same issue. It was truly entertaining as we ran the test "How to know if you are a Martian.." on both platforms.

Doctor Clu
--
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4072. Re: Atari Newsletters or Magazines? AUNT BYTES!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3726B1CE.2AF9@geocities.com>
Source record: 52777

And true believers, there is one other faithful publication in the
United States that has gone on for fourteen years... AUNT BYTES, the
newsletter for the Atari Users of North Texas.

A fun monthly newsletter of roughly 10 pages that covers Atari news and
Atari community issues and humor. Just $12 a year!

Doctor Clu
Editor of AUNT BYTES

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4073. Re: Scott Adams

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Don Rae <donrae@telusplanet.net>
Message-ID: <kQIV2.2851$m3.6400@news0.telusplanet.net>
Source record: 52778

Doc,

I thought this stuff had been converted to Z-script already. The Inform homepage may provide some clues on this....

http://www.gnelson.demon.co.uk/inform.html

I haven't looked for this stuff myself, since there are so many good text adventures available in the public domain.

Doctor Clu wrote in message <3726A771.21EB@geocities.com>...
>Hehe.. Scott Adams rocked!
>
> I remember the various adventures that he came out with.. Adventureland
>#1, Strange Odyssey #6, The Count #5,
>Savage Island #10 & #11... wow, those were the adventures!
>
> The had a classic line that I still use...
>
> "You can't do that...yet!"
>
>
> Years later Infocom would intruduce in Zork a step above the Scott
>Adams adventures by making complete sentences possible (the Scott Adams
>adventures were limited in syntax.. so you had to spell the words and
>phrases JUST RIGHT...) Of course, when Zork came out, so did the
>GRAPHICAL adventures of Scott Adams, which was basically the same
>adventures, but with graphical pictures. Really exciting.
>
> (Anyone got any ATR's of the graphical Scott Adams adventures?)
>
> Infocom... ahem... Infocom under Activision... would not try the
>graphical adventures until the early 90's. Scott Adams? Early 80's.
>
> Doctor Clu
> -Who is currently thinking that converting Scott Adams games to
>Z-script would be a cool idea. ;)
>--
> ||| ATARI USERS OF NORTH TEXAS
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> / | \ Read the News, Join the Chats, Share the Meyhem!

4074. Re: atari-history.com

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3726B3E9.4F3E@geocities.com>
Source record: 52779

Alan Sharkis wrote:
>
> I hope the world (well, actually some small part of it) can come to The Ol' Hackers AUG and take over my spot as newsletter editor!
>
> Any suggestions?
>
Haven't found an understudy yet? I guess technically I am a club member... hmm... are subscriptions for six months or one year? :)

Doctor Clu

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4075. Any one in Uk who can help?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Stu <stuart@edinburgh.net>
Message-ID: <7g7m6c$p0o$1@starburst.uk.insnet.net>
Source record: 52780

Hi

I still have my 800xl and 1050 drive, loads of software. I lost my
Powersupplies around 1991 and need new ones or another 800/800xl/130xe etc .

Anyone help

Stuart

Edinburgh, Scotland

4076. Re: Atarians getting married....

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3726B57B.56B2@geocities.com>
Source record: 52781

Hehe.. you guys are such crack ups! :) Thanks for the congrats
everyone! Paul... I definately know where you're coming from on the
"I'll just be second part". My lady is used to me scrurrying around the
house, moving things, working on things, setting up things.
She says she likes having me at somewhere closeby. Since all my
toys..er.. computers are at home, this is not a problem. ;)

So guys.. what do we do for a bachelor party around here? :)

Doctor Clu

@>-->-----------

> My wife of 18yrs learnt from day one that when I said "I'm just
> finishing something on the computer, I'll only be a sec" was my code for
> don't wait up :)
> --
> Paul..

Funn-ny! Back during prehistoric times (early 80's..) I just got
married.. then got my 400.. Spent more time with the 400, I think.. wife
wanted to kill me.. and the 'puter... I finally promised her I would not
spend any more time with that Atari 400!...
.
.
So, I bought an 800!!!

(I spend zero time at home with the PC..)
B'rgds,
Vinnie
--

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/ | \ Read the News, Join the Chats, Share the Meyhem!

4077. ISO: Starfire Warrior game by Brian Fisher

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7g7nh2$u43$1@ultra.sonic.net>
Source record: 52782

I received this message via my XL Search site
(http://www.newbreedsoftware.com/xlsearch/):

1.Name: Brian

2.Subject: Question

3.Found: a FAQ

4.Message: I am in search of my lost work.

When I was quite younger, I programmed a 6502 game for the Atari 800. It was originally a called "Hellcat Warrior" then for copyright/legal reasons I updated it to a space game called "Starfire Warrior". It sold to DataSoft but for the legal reasons it did not hit store shelves.

My copy of it is damaged/unusable and have not been able to find it. I know it hit pirate circles there for a while but since it never hit store shelves I am having doubts about being able to find it. Any input would be greatly appreciated.

Brian Fisher
fisherb@earthlink.net

-bill! "About to own an Atari Jaguar!" Kendrick
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

4078. text-based games

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: alt-sci@mailexcite.com
Message-ID: <8uJV2.891$4S.458522@WReNphoon3>
Source record: 52783

Does anywhere know where I can get information (e.g. the manual, the poem) for the text-based game, Empire of the Overmind, from Avalon Hill. Also, information on other Avalon Hill text games, like G.F.S. Sorcoress.

Any info would be greatly appreciated.

Ed Thunder

-**** Posted from RemarQ, http://www.remarq.com/?a ****-
Search and Read Usenet Discussions in your Browser - FREE -

4079. Re: Atari game site with screenshots

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7g7o49$u43$2@ultra.sonic.net>
Source record: 52784

Aaron Wheeler (aaronat@ihug.co.nz) wrote:
: >Is there a site with Atari games that has screenshots?

I have a Star Raiders Tribute with screenshots, movies, sound clips, and
the full manual (in HTML form):

http://www.sonic.net/~nbs/star-raiders/

-bill!

4080. Re: Atarians getting married....

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <372b6bfc.1579308@news.demon.co.uk>
Source record: 52785

The other Day Doctor Clu <clu-da-bard@geocities.com> wrote:

>Hehe.. you guys are such crack ups! :) Thanks for the congrats
>everyone! Paul... I definately know where you're coming from on the
>"I'll just be second part". My lady is used to me scrurrying around the
>house, moving things, working on things, setting up things.
> She says she likes having me at somewhere closeby. Since all my
>toys..er.. computers are at home, this is not a problem. ;)

Cindy my wife just presumed I must have been insane in those days,
midnight + phone calls, people with disks arriving at odd hours and me
face staring blankly at the screen trying to find where my loader
routine had gone wrong in Omnimon...

God I miss those fun times :)

...er.....maybe :)
>
> So guys.. what do we do for a bachelor party around here? :)
>
> Doctor Clu

Hey, if you are paying for the flight then I'm on my way :)
--
Paul..

Account at Demon shut from 3rd May

Use mclane@dellos.freeserve.co.uk from then on.

ICQ No: 105793

4081. Re: Scott Adams

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <7g7uol$36k$1@flood.xnet.com>
Source record: 52786

Doctor Clu <clu-da-bard@geocities.com> wrote:
:
: Years later Infocom would intruduce in Zork a step above the Scott
: Adams adventures by making complete sentences possible (the Scott Adams
: adventures were limited in syntax.. so you had to spell the words and
: phrases JUST RIGHT...) Of course, when Zork came out, so did the
: GRAPHICAL adventures of Scott Adams, which was basically the same
: adventures, but with graphical pictures. Really exciting.

Actually, Infocom and Adams were more or less contemporaries. Adams was a
minimalist author, whose games could fit entirely in memory on even the
most cramped systems.

: Infocom... ahem... Infocom under Activision... would not try the
: graphical adventures until the early 90's. Scott Adams? Early 80's.

Late 80s for Infocom, actually.

--
Jason Compton jcompton@xnet.com

4082. Re: Scott Adams

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-28 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <7g7uq1$36k$2@flood.xnet.com>
Source record: 52787

Don Rae <donrae@telusplanet.net> wrote:
: Doc,

: I thought this stuff had been converted to Z-script already. The Inform
: homepage may provide some clues on this....

The Scott Adams adventures are available in text form for Z-Interpreters,
but not in graphical form.

--
Jason Compton jcompton@xnet.com

4083. 810 Disk Drive PROBLEM!?!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <pvNV2.51$yH6.1872@newse3.tampabay.rr.com>
Source record: 52699

I have a problem (don't I always?). My 810 floppy disk drive booted up my MULE disk just fine earlier today, but...tonight I can't get the 810 to boot up *any* of my disks! I've tried about eight disks so far, so I think it's probably a drive problem. I get a solid "white" screen, with the occasional "grinding" noise when I try to load MULE. When I try to load other game disks, it seem that I get repeated "boot error" messages (also, the occasional "grinding" noise made, I guess, when the drive attempts to read the disk...).
Any ideas on what my problem might be? Bad floppy disks? Bad disk drive?
Thanks for any help or advice...
--Mark

4084. Re: Still around

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <7g8bb9$gc0$1@pale-rider.INS.CWRU.Edu>
Source record: 52700

In a previous article, clu-da-bard@geocities.com (Doctor Clu) says:

>Welcome back! What kind of Atari setup do you use?

My main system consists of a 130XE, Magnovox 80 column mono display,
SpartaDOS X 4.22, XF551, Zoom 2400bps, XEP80, P:R:Connection, Epson LX-810,
and my new Happy 810. Used most often to go online with Ice-T.

Attached to my TV is one of the 800XLs, with either the 1050 or the Percom
drive. This is where I play games and watch demos, mostly.

Been readin & writin in comp.sys.atari.8bit more or less constantly since
1989.

-Michael
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4085. Re: Star Raiders Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <3727bc90.16315315@news.secoast.net>
Source record: 52701

On Wed, 28 Apr 1999 17:50:42 -0400, "OldGames"
<hughfalk@mindspring.com> wrote:

>I had read a statement similar to the following a while back:
>
>In early production runs, Star Raiders was actually called "Star Raider."
>Since it was one of the first games available for Atari computers and
>because of its popularity, neither version is particularly rare.
>
>Can anyone verify if this is true? Please write me at:
>
>hughfalk@mindspring.com
>
>Thanks,
>Hugh
>

I the early runs it was called 'Star Raider' on the cartridge only,
not the box. I bought my first one in Nov. 1981 (for $44), the box
and manual were labeled "Star Raiders" but the cartridge says "Star
Raider". I don't know when they started labeling the carts Star
Raiders, I bought one for a gift in '84 and by then they added the
's' on it.

Neither cart is rare. Atari made a ton of both, I see them all the
time for $.25 or less at flea markets. It's been a while though,
since I've seen one with the original box and manual (I still have
mine), which might be worth a little more, but only a couple of
dollars I imagine.

dw

---
dwebster@mediaone.net

4086. Re: USA: Texas: Address

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <xraYq6+.rldetlefsen@delphi.com>
Source record: 52702

Doctor Clu <clu-da-bard@geocities.com> writes:

>Erhard Puetz wrote:
>>
>> Could anyone check if follwoing address still exists?
>>
>> SWP Inc.
>> Microcomputer Products
>> 2500 E. Randol Mill Road
>> 125 Arlington, Texas 76011

SWP has not existed for ten years. At one time, the ATR-8000 cases were being reused by another company for hard drive cases for the ST. What did you need them for?
Rick D.

4087. FS: US: Atari 8-bit items_

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7g8via$crd1@news.ajou.ac.kr>
Source record: 52703

Greetings Atari folks,

Found a few Atari 8-bit items that I would be willing
to part with.
If you are interested in any item then you can make a
offer on it by e-mailing me at,
phantomm@kih.net

Here we go.......

Item # 1.

S.A.M.
The Software Automatic Mouth
by Don't Ask Computer Software
for the Atari 400/800
(I'm almost sure this will also work on
XL/XE machines with/without a 800 OS
Translator disk.)
Includes the Original Software Disk.
Original 40 page manual.
Also the Original registration card
which has not been filled out.
Original Phonetic Alphabet card.
And Original card that explains
how to use KNOBS which creates different
types of voice.
The manual and cards are in like new condition.
No Box.
Actually I have 2 original S.A.M. disks each has
a serial number. I'll have to check them to see
if the software on them is exactly the same.
Since the serial numbers are far apart there may
have been some changes.
I'll include both disks in this package.

For those that don't know, S.A.M. is a speech
synthesizer created entirely in Software.
You can add speech to your Basic or
Assembly-language programs.
A very good and unique piece of software
considering it was copyrighted in 1982.

Item # 2.

MicroLeague BaseBall disk collection.
Includes 6 Original disks and disk jackets.
No boxes or paper cards/manuals.
Disk 1. Box Score/Stat Compiler Disk
Disk 2. All-Star Rosters (across decades)
Disk 3. 1986 NL and AL Teams
Disk 4. 1985 NL and AL Teams
Disk 5. 1984 NL and AL Teams
Disk 6. Chicago White Sox

The original MicroLeague BaseBall game disk
is not included simply because I do not have it.
The Original disk was lost/damaged.
I am most sure it is needed to use any of the disks
above. However, I do have a backup of it if needed.

Item # 3.

Monday Morning Manager
The BaseBall Game
Includes Original Notebook manual
2 Original software disks.
One is labeled Master Diskette
One is labeled Alternate Diskette
Also includes some other paper work and
registration card. (Not filled out)
Like new condition.
No Box.

Item # 4.

Scott Adams Adventures
Package includes,
Original Adventure, Cassette and Disk
version, with Original package box/card
that includes instructions.

Value Pack that contains 3 adventures
on disk. Original disk and box/card with
instructions. Original disk includes,
Adventure 1. Adventureland
Adventure 2. Pirates Adventure
Adventure 3. Mission Impossible

The Official Scott Adams Adventure Hint Book.
Provides Hints for Adventures 1 thru 14.

Item # 5.

OSS Basic XL cartridge and NoteBook Manual.
No Box.

Item # 6.

MicroSoft Basic II cartridge with
extension disk. Original manuals
and reference card.
No Box.

E-mail your offer on any item to me at
phantomm@kih.net
I reserve the right to not sell a item or items
if I feel the highest offer is not enough.
Buyer pays shipping charges.
If you are really interested in a item it would be best
to think about how much you would be willing to pay for it
then e-mail the offer. Shipping will be 3 or 4 dollars per
item in the US.
If you have any questions on a item then feel free to ask.

Thanks,
phantomm@kih.net

4088. Atari 8-bit CD Rom and etc.

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7g8vir$crd2@news.ajou.ac.kr>
Source record: 52704

Greetings Atari 8-bit folks,

Was wondering if anyone has ever done a CD with nothing
but Atari 8-bit software on it and released it for sale?

If so, I'd appreciate any info about the CD, like who
made it, Is it still available and what kind of software
it contained.

I've not been keeping up with all the happenings in the
Atari 8-bit world in awhile. It seems that alot of folks
are using emulators on PCs to run Atari 8-bit software.
Can someone tell me what the most popular Atari 8-bit
emulators for the PC are?

Also, if someone was going to make a CD with Atari 8-bit
software on it only, would it be best to leave the software
in its standard ready to run format? Or should it be in
a different format and or Zipped?
I'm talking about Public Domain and Shareware software.
Basic, Assembly, Text files and such.

Do any of the Atari 8-bit emulators on the PC require
8-bit software to be in a certain format?

Also, I would like to somehow connect my Atari 8-bit
to either my STe or Falcon. I'd prefer getting it
hooked up to the Falcon so that I can move some of my
Atari 8-bit stuff over on the Falcons hard drive.
I have a 130XE and a 800XL with a 1meg ICD multi I/O
(MIO). I'd like to somehow hookup the MIO to the
Falcon and move files that way either through the
modem ports or parallel ports if possible.
Any help or suggestions on how to do this is
much appreciated.

Awhile back I found a Web page that had something
to do with connecting a Atari 8-bit to a Falcon
someway. The Web page was in German to the best
of my knowledge, I think there was some software
involved too. But I have lost the web address for it.
If anyone can pass along the address it would be most
helpful.

And I would like to get some ftp/web site addresses
that has Atari 8-bit software and etc. New software/
hardware as well as old stuff would be great.

Any help is much appreciated. You can e-mail me
at phantomm@kih.net

4089. Re: Atarians getting married....

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990429075314.06774.00000032@ng63.aol.com>
Source record: 52705

>
> So guys.. what do we do for a bachelor party around here? :)

Well, we can start by getting out the soldering iron...
B'rgds,
Vinnie

"Can't means don't want to!"

4090. Re: Scott Adams

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: thomasj@earth.execpc.com
Message-ID: <7g9iiu$j2a@newsops.execpc.com>
Source record: 52706

Scott Adams (from Adventure International) has a web page. On it, he has
programs to play all of his text adventures as well as the adventure
themselves.

http://www.pcii.net/~msadams/advent.htm

Doctor Clu (clu-da-bard@geocities.com) wrote:
: Hehe.. Scott Adams rocked!

: I remember the various adventures that he came out with.. Adventureland
: #1, Strange Odyssey #6, The Count #5,
: Savage Island #10 & #11... wow, those were the adventures!
:
: The had a classic line that I still use...
:
: "You can't do that...yet!"

:
: Years later Infocom would intruduce in Zork a step above the Scott
: Adams adventures by making complete sentences possible (the Scott Adams
: adventures were limited in syntax.. so you had to spell the words and
: phrases JUST RIGHT...) Of course, when Zork came out, so did the
: GRAPHICAL adventures of Scott Adams, which was basically the same
: adventures, but with graphical pictures. Really exciting.

: (Anyone got any ATR's of the graphical Scott Adams adventures?)
:
: Infocom... ahem... Infocom under Activision... would not try the
: graphical adventures until the early 90's. Scott Adams? Early 80's.
:
: Doctor Clu
: -Who is currently thinking that converting Scott Adams games to
: Z-script would be a cool idea. ;)
: --
: ||| ATARI USERS OF NORTH TEXAS
:)|(http://www.atariusers.com/AUNT
: / | \ Read the News, Join the Chats, Share the Meyhem!

4091. Re: looking for the best Atari 8bit Emulator, games and demos

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: Radek <radek.votrubec@vslib.cz>
Message-ID: <37284F59.B492673C@vslib.cz>
Source record: 52707

Brix wrote:

> Okay, my little Brain needs new input and I always wondered how the best
> demos on an Atari 8 bit look like, as I'm a C64 and CPC rooted guy.
> I'd be glad if you could mail me some hints where to get the best demos
> and games, and what the best emulator, games and demos for an Atari 800xl
> are.. I'd prefer an FTP-Site in western Europe..
> Thanks previously.

Hi, I think the best emulator is Atari800 (http://cas3.zlin.vutbr.cz/~stehlik/a800.htm) and its windows port. (http://www.concentric.net/~Twist/atari800win/) Think these are official pages. For demos look at http://www1.tu-chemnitz.de/~sgl/atari/demosind.htm and for games try these links...

http://shell.ihug.co.nz/~aaronat/atari.html
http://www.dbyte.com/wysk/index.htm
http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit%3ayogis_site/

I believe you will understand that Atari is the BEST 8bit computer :)))))

4092. Re: looking for the best Atari 8bit Emulator, games and demos

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: MaPa <marek.pavlik@vslib.cz>
Message-ID: <372853B5.90F281A8@vslib.cz>
Source record: 52708

Radek wrote:

> Hi, I think the best emulator is Atari800 (http://cas3.zlin.vutbr.cz/~stehlik/a800.htm
>) and its windows port. (http://www.concentric.net/~Twist/atari800win/) Think these
> are official pages. For demos look at http://www1.tu-chemnitz.de/~sgl/atari/demosind.htm
> and for games try these links...
>
> http://shell.ihug.co.nz/~aaronat/atari.html
> http://www.dbyte.com/wysk/index.htm
> http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit%3ayogis_site/
>
> I believe you will understand that Atari is the BEST 8bit computer :)))))

Only correction.. bad identify in preferences, this msg was written by me. :)

4093. Re: Scott Adams

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7g9o50drd1@nnrp1.dejanews.com>
Source record: 52709

I think the main advance the Scott Adams games had was the fact that they
were coded in 100% machine language. Most text adventures at that time were
written in BASIC, or a BASIC/ML hybrid. I remember having a tough time
reading that "cursive" character set the S.A. games used. You could switch
back to the default char. set, but then the games looked really lame!

In article <FAwn5x.HMK@cix.compulink.co.uk>,
ilaskey@cix.compulink.co.uk ("Iain Laskey") wrote:
> In article <37271907.6164@ix.netcom.com>, jackaloy@ix.netcom.com (jack)
> wrote:
>
> > I've come across a cassette in the basement that I assume is Atari
> > because it was in a box with other Atari cassettes. It is labeled
> > ADVENTURE 0 "Special Sampler" Copyright Scott Adams 1979 Box 3435
> > Longwood Fl 32750. Can anyone tell me what this is? (Aside from the
> > obvious - that it contains a sample of an early adventure game) I may
> > be showing my ignorance - who is (was?) Scott Adams?
> Scott Adams was one of the big stars of the adventure world in the late
> 70's/early 80's. His firm, Adventure International had a range of text
> adventures (12?) and latterly some graphic adventures that were ported to
> various machines including Apple II, Atari, TRS80 and others of that era.
>
> By modern standards they are a bit lame but by the standards of the day
> they were excellent.
>
> I haven't heard of adventure 0 but I suspect it's some kind of sampler.
>
> **
> * Iain R Laskey * ilaskey@cix.compulink.co.uk *
> **
> * Analyst Programmer/ Freelance IT writer *
> **
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4094. Re: text-based games

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: mjewison@irus.rri.on.ca
Message-ID: <7g9s3t$241@falcon.ccs.uwo.ca>
Source record: 52710

In article <8uJV2.891$4S.458522@WReNphoon3>, alt-sci@mailexcite.com (Ed Thunder) writes:
|> Does anywhere know where I can get information (e.g. the manual, the poem)
|> for the text-based game, Empire of the Overmind, from Avalon Hill. Also,
|> information on other Avalon Hill text games, like G.F.S. Sorcoress.
|>
|> Any info would be greatly appreciated.
|>

I have Empire of the Overmind and all the original packaging. I will try
to remember and dig it up tonight when I get back home. That, and the
other thing I was going to remember to dig up as well, if I can only
remember what that was.

- Mike Jewison
mjewison@irus.rri.on.ca

4095. Re: Any one in Uk who can help?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7ypv4nqutz.fsf@co.umist.ac.uk>
Source record: 52711

"Stu" <stuart@edinburgh.net> writes:

> Hi
>
> I still have my 800xl and 1050 drive, loads of software. I lost my
> Powersupplies around 1991 and need new ones or another 800/800xl/130xe etc .

Have you tried Micro Discount? From the vendors and developers list:

Micro Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 (or international +44 021 353 5730) 4pm-8pm Mon-Fri
FAX: 0121-352-1669
mailto:101755.2443@compuserve.com
http://ourworld.compuserve.com/homepages/derekfern/
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Not sure if that e-mail address still works, but the web page isn't there
anymore. They should still be contactable via telephone/snail-mail
though.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

4096. atari panther prototype

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: robert givons <islandms@america.net>
Message-ID: <3728D03E.2627@america.net>
Source record: 52712

I am looking for a atari panther prototype. I will consider others.
please email me at e.r.harris@usa.net if you have one. Please send your
offering price. Thanks

4097. MUST READ!! Ya gotta READ This!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <i_1W2.188$yH6.6384@newse3.tampabay.rr.com>
Source record: 52713

First of all, nothing in this newsgroup is >>must read<<!!...(sound
familiar?)
Hi, Ian...
I hope your MULE works for you!

;)

4098. Re: Any one in Uk who can help?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <7gadi2$s3d$1@epos.tesco.net>
Source record: 52714

Stuart, I treid to email you, please contact me on richard.daley@tesco.net

No problem, I am sure I can help

Stu wrote in message <7g7m6c$p0o$1@starburst.uk.insnet.net>...
>Hi
>
>I still have my 800xl and 1050 drive, loads of software. I lost my
>Powersupplies around 1991 and need new ones or another 800/800xl/130xe etc
.
>
>
>Anyone help
>
>
>Stuart
>
>Edinburgh, Scotland
>
>
>

4099. Re: plug a PC gamepad into my Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1dr1dlx.18v5psc138qa68N@[192.168.0.11]>
Source record: 52715

William Kendrick <nbs@sonic.net> wrote:

> Swozniak (swozniak@aol.comeGETsome) wrote:
> : I have a few Genesis pads/joysticks with auto/turbo/slo-mo features that I
> : use with my Atari 8-bit computers and I've *never* had any of them not work
> : on any game. Maybe the pad you bought was defective to begin with?
>
> NEVER! How DARE you suggest that!!!!
>
> ;)
>
> Yeah, it could've been. I don't think it was a Sega brand pad, so it
> was probably built not-quite-to-specs, so it was either broken, or it
> was made in a way so that it just BARELY would work with a Sega system. :)

I had bought a no name sega joypad that had the turbo crap, and I
couldn't get it to work either. (Until I took it apart and rewired it!)

--
Ryan 'Gozar' Collins
rlcolli@ibm.net

4100. Re: atari panther prototype

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990429195128.18640.00000170@ng07.aol.com>
Source record: 52716

>I am looking for a atari panther prototype. I will consider others.

What was the Panther - Jaguar prototype?

Larry White

4101. Re: Atari 1050 schematics

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7gasd2$9di$3@news6.svr.pol.co.uk>
Source record: 52717

Hi Doug,

>Sams PHOTOFACTS still lists Atari service manuals being available,
>including the 1050....

Thanks, I'll take a peek.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

4102. Atari Books, Software, Manuals and Controllers

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <7gas4j$rt6$4@ramp2.tir.com>
Source record: 52718

```
Manuals & Books
---------------
Atari Astroids Cart. Manual $3.00
Atari AtariWriter Cart. Manual & Quick Reference Card $5.00
Atari Basic Quick Reference Guide by John Wiley & Sons $3.00
Atari DOS 3 Intro & Ref. Manuals $5.00
Compute!'s First Book of Atari $3.00

Joysticks
---------
4-Button Joystick $2.00
Atari Keyboard Controllers Set (w/box) $3.00
SVI Quickshot I Joystick $3.00

Software
--------
Analog Movie Themes Cassette (requires Atari Music Composer) $2.00
APX Three Holiday Games Cassette (w/manual) $3.50
Atari BASIC Cart. $2.00
Atari Bug Hunt Cart. $3.00
Atari Bug Hunt Cart. (w/o case) $1.00
Atari Centipede Cart. $3.00
Atari Defender Cart. (w/manual) $5.00
Atari Dig Dug Cart. $3.00
Atari E.T. Phone Home Cart. (unopened) $4.00
Atari Eastern Front (1941) Cart. $3.00
Atari Flight Simulator II Cart. $5.00
Atari Football Cart. $4.00
Atari Graph It Cassettes (w/manual) $5.00
Atari Logo Computing Language Cart. (w/manual, graphics manual & ref. guide)
$12.00
Atari Missile Command Cart. (w/manual) $5.00
Atari Music Composer Cart. (w/manual) $5.00
Atari Pac-Man Cart. $3.00
Atari Pilot Computing Language Cart. (w/manual, ref. guide & ref. card)
$12.00
Atari Star Raiders Cart. $3.00
Atari Star Raiders Cart. (w/box & manual) $5.50
Atari Star Raiders Cart. (w/manual) $5.00
Atari Super Breakout Cart. $3.00
Atari Super Breakout Cart. (w/manual) $5.00
EA One On One Cart. $5.00
EA One On One Disk (w/manual) $7.00
Sublogic Flight Simulator II Disk (w/manuals & box) $10.00
Synapse Protector II Cassette (w/manual & package artwork) $5.00
```

Buyer pays shipping costs.
--
The Collectaholic's Page - http://www.tir.com/~mkusz/
Sports Memorabilia, Non-Sports Cards & Other Collectibles

4103. draft guidelines for comp.sys.atari.announce posts

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <290419991802075048%savetz@northcoast.com>
Source record: 52719
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.8bit,comp.sys.atari.st

As the new moderator of comp.sys.atari.announce, I feel it is necessary to update the newsgroup's guidelines regarding what types of posts are appropriate. What follows is a draft of those posting guidelines. Of course, I welcome feedback regarding this document. After discussion of any issues that are brought up, the final version of the document will be posted. Please send followups to comp.sys.atari.8bit.

comp.sys.atari.announce began as a newsgroup intended only for hardware/software product announcements. Atari-related products are a rarity these days, which is one of the reasons that the newsgroup has languished in recent years. The focus of the newsgroup is widening to allow any news relevant to Atari computers. For instance, announcements about Atari Web sites and events are now appropriate.

Following this draft, I've included the original posting guidelines that were written when the newsgroup was chartered. I have tried to keep changes to a minimum, while expanding the focus of c.s.a.a and increasing readability of the document.

Kevin Savetz
savetz@northcoast.com

** Guidelines to posting to comp.sys.atari.announce **

comp.sys.atari.announce is a moderated newsgroup. In order to be approved, posts must offer news relevant to Atari computer users.

What kinds of posts will be approved?
* Relevant to Atari computers: 8-bit, ST/TT/Falcon, Portfolio, Atari PC clones, or clones of Atari computers.
* Topics may include software, hardware, Web sites and other Internet resources, events and other news relevant to Atari users.
* Commercial posts and press releases are acceptable.

What kinds of posts will not be approved?
* Any post that is not relevant to Atari computer users.
* For sale posts are generally not approved unless they come from a developer or dealer that wishes to announce new pricing or product. Sale or auction announcements from end users will not be approved unless they are, for some reason, extraordinary.
* Posts that are not informative.
* Posts that are not in English.
* Posts that aren't reasonably understandable (due to, for instance, significant grammar problems or spelling mistakes.)

How do I post a message?
* Simply use your newsreader to post your message to

comp.sys.atari.announce.
* You may cross-post to other, relevant newsgroups.
* Alternatively, you may e-mail your post to csaa@savetz.com
* Your post will be reviewed by the moderator, usually within 24
hours. If accepted, it will then be posted to the newsgroup. If it
is rejected, you will receive an explanation via e-mail.

How do I follow up to announcements?
* Followups to c.s.a.a announcements should be posted to
a relevant Atari discussion group such as comp.sys.atari.8bit or
comp.sys.atari.st. Followups should not be posted to c.s.a.a.

For your reference, below are the original posting guidelines that are
being replaced.

*** begin old guidelines ***
Guidelines to posting to comp.sys.atari.announce

if you have any questions or comments/suggestions
please respond to myself or reply.

This file should assist users who wish to post to comp.sys.atari.announce
and are not exactly sure if it will be approved:

When posting to comp.sys.atari.announce please make sure of the following:
* post about atari computer relevant topics
* please include an explanation to what the package/machine is in the post
* the post should be at least 10 lines long (message content)
* it should be informative

* What kinds of posts will not be approved?
Any post that is not relevant to atari computers (8-bit, 16bit/clones) will
most likely not be approved.

Details are in the charter, in general posts that sound like "there are some
news, please contact me" without any information on the product in question
will be rejected. Posts that appear to have a lot of spelling mistakes will
most likely also be rejected (such as fairly obvious grammer and spelling
errors). Posts are expected to be in english, if they are in another language
then a translation would be nice, its hard to approve anything that one can't
read.

*Can I post forsale posts?
Forsale hardware posts are generally not approved unless they come from a
company/developer or dealer who wishes to announce new pricing for product.
Comp.sys.atari.announce is not atari.marketplace (doesn't exist however).

* Justification/Charter
Please read the RFD, this should clarify a lot of questions, if you have any
more questions please email me (ysiu@lexicor.com)

Original Request for Discussion: comp.sys.atari.announce

by: Yat Siu (Lexicor@world.std.com)

Group name: comp.sys.atari.announce
Status: moderated (Lexicor@world.std.com)
Distribution: world-wide
Summary: a newsgroup for the product announcement of atari computer
hard and software or related (eg. clones).

Justification:

There are currently comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.8bit and comp.sys.atari.advocacy, the first three groups
are discussion forums for their (specific) related hard and software. Product
announcements in these discussion forums of new releases by either commercial,
shareware groups can often be considered a service but not encouraged. The
atari computer market is not very widely distributed and it is getting
increasingly harder to know more about new products.

To begin with a product announcement group would encourage the
people to announce their new products for the benefit of all atari computer
users. It will also allow the reader to focus for a new newsgroup only for
product announcements or press releases and will also make the reader more
aware of his/her options.

Charter:

The proposed group will provide a forum for the announcement and
release of new atari related products:

* atari computer hard and soft
* commercial as well as shareware or related
* announcement from individual authors, companies or distributors
* press releases

NOTE

This RFD is being issued in concordance with the guidelines set in the
"How to create a new usenet newsgroup" FAQ regularly posted to
news.announce.newgroups. Please refer to this article if you have any
questions about the newsgroup creation.

Unless the discussion indicated a need to resubmit a new RFD, the CFV will
be posted approximately three to four weeks after the posting of this RFD.

This RFD was (cross)-posted to the following groups:
news.announce.newgroups, news.groups, comp.sys.atari.st, comp.sys.atari.8bit
*** end old guidelines ***

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce

4104. ATARI Sales, Service & Support! Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <7gb72g$5l7$1@user1.teleport.com>
Source record: 52720
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! And if I don't have what you want to buy or I don't know the answer to your question, I'll refer you to someone who does. That's the nice thing about the Atari community and my colleauges in the Atari business. We would rather send our business to a fellow competitor to get what they need than have someone abandon their Atari due to lack of support. For myself, I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my DeskTop Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

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Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

4105. Re: 810 Disk Drive PROBLEM!?!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3728F43F.C1B39333@sisna.com>
Source record: 52721

One disk boot error is usually the disk, going through 8 is usually the drive. I believe I replied to you direct on this if not then let me know and will post to the group.

bob

4106. Re: Any one in Uk who can help?

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3728F4CC.3D6EBE53@sisna.com>
Source record: 52722

If you can come across a Coleco, power supply and a 6pin Din connector
you can solder 3 pins to + 5 volts and 3 pins to ground and get them up
and running again.

bob

4107. Re: Atari 8-bit CD Rom and etc.

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3728F5CD.83B76C53@sisna.com>
Source record: 52723

Pool Disk from Europe did one all Public Domain. I took about 80% of
theirs, added 3 USA Clubs libraries and have it avaiable upon request.
Price $20.00 shipped. Unarc, and Arc used in the files are included on
the CD-ROM. If intrested anyone can order at anytime.

Bob Klaas
4267 W. Midway Dr.
Salt Lake City, Ut. 84120..

Send copy of this msg with order so I know what you need.
bob

4108. Re: VIAGRA Prescriptions Onlne

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3728FB57.81C6D64B@sisna.com>
Source record: 52724

The best one I have heard yet from the Internet was for an elderly gentleman who by his wife asked him to get a perscription. The gentleman went to the doctor for the prescription, when granted asked the Doctor to cut the dose to 1/4 tablet. He stated he did not need it for sex but his wife wanted it erect enough to eliminate him from peeing on his shoes!

I can relate to that!

bob

4109. Re: Atarians getting married....

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3728F6F0.2DBB9553@sisna.com>
Source record: 52725
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Well have not ventured into this market before but what the heck?
Congratualations on your up coming wedding. How does your future bride
feel about your bad habit? I would not want to be the one that comes
beteeen you and your new Bride!

You could send myself your wish list, I will do what I can to produce
the product in a Clean Used condition. However if your new bride to be
sends me e-mail canceling your request I would have to honor her request
before yours!..Are you sure you are ready for this leap?

bob

4110. Ok So I have Been Caught!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-29 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3728FBE5.3E76D933@sisna.com>
Source record: 52726

Forgot I already posted reference Vaigra...but you younger studs don't need to worry about that for a couple years.????

Maybe sooner than your think!

4111. Re: Wanted: 1029 font IV image...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-30 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7gccb6sro1@autumn.news.rcn.net>
Source record: 52638

It will have to come from your side of the Atlantic, Rene. The 1029 wasn't sold in the US.

Rene de Bie <Rene@underground.demon.nl> wrote in message news:925476984.29971.0.rover.d4ee0f47@news.demon.nl...
> Hi,
>
> Is there anybody who can help me, I am looking for the FONT IV upgrade ROM
> for the 1029 printer.
> It was an EPROM with 2 switches to select differet fonts...
>
> When somebody can send a dump-file of this ROM then I could make this ROM
> myself...
>
> Gtx,
>
> Sysop*TXG
>
>

4112. Re: Wanted: 1029 font IV image...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-30 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <FB0Es6.353@cix.compulink.co.uk>
Source record: 52639

In article <7gccb6sro1@autumn.news.rcn.net>, asharkis@erols.com (Alan Sharkis) wrote:

> It will have to come from your side of the Atlantic, Rene. The 1029
> wasn't sold in the US.
But Usenet is global, not US based so it's perfectly valid to ask here.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

4113. Re: atari panther prototype

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-30 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7gcjuupro1@news.campuscwix.net>
Source record: 52640

```
On 30 Apr 1999 01:23:40 , "Peter Pachla" wrote:
->Hi Larry,
->
-> >What was the Panther - Jaguar prototype?
->
->No, it was the machine's predecessor - it was to be the replacement for the
->7800, then the Jag was supposed to replace it a few years later.
->
->However Jaguar development proceeded at such a pace that Atari decided to
->shelve the Panther and released the Jag earlier than expected.
->
->
-> TTFN - Pete.
->
->--
->Spam deflector in effect - it's obvious!
->
->Hardware & Software Engineer. Sound Engineer.
->Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
->
->ICQ# 12560790

Jeff Minter (the Yak!) had (has?) one, and stated several times that it was
a very good design, and that Atari should have released it before the Jag...

Hmm...seems like there is a URL with screenshots but I can't recall what it
is right offhand. Maybe the Atari Historical Society has some? Later... ;-)

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_________________/_____________/ /
\_____________________________________________________________\/
```

4114. Re: draft guidelines for comp.sys.atari.announce posts

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-30 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <7gcqvk$j1b$1@barcode.tesco.net>
Source record: 52641

Re this group, which is the olny , as far as I can tell, 8 bit Atari group, I find the private "for sales" pf value and have placed a few myself. Form these I have got in touch with other collectors, and arranged swaps/trades and made friends. As we do not have a marketplace, how do we contact others to try and add to our collections and knowledge. I would agree that auctions perhaps are out of place. I do not see how commercial advertising can be acceptable if private advertising is not.

Kevin Savetz wrote in message <290419991802075048%savetz@northcoast.com>...
>

4115. Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-30 00:00:00 UTC
From: Michael & Dina Miller <enercom@unidial.com>
Message-ID: <372A1C17.5541B60F@unidial.com>
Source record: 52642
Body handling: Binary attachment payload not displayed: vcard.vcf

I need 3 power supplies. One for my 1200XL, and two for my 1050 disk drives. I will trade or buy from anyone outright. If you have an extra one let me know.

Thanks

Ps. Part No. is C017945

--
Enercom International

Our Business Is Making Your Business
Money By Saving You Money
http://www.unidial.com/~enercom

[One or more binary attachments are retained only in the source text.]

4116. Re: Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-30 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <372A2850.BB73CFD1@worldnet.att.net>
Source record: 52643

Go to www.mpja.com they have in their catalog Atari power supplies brand new,
otherwise try B&C Atari Sales at www.myatari.com or Best Electronics at
www.best-electronics-ca.com

Curt

Michael & Dina Miller wrote:

> I need 3 power supplies. One for my 1200XL, and two for my 1050 disk
> drives. I will trade or buy from anyone outright. If you have an extra
> one let me know.
>
> Thanks
>
> Ps. Part No. is C017945
>
> --
> Enercom International
>
> Our Business Is Making Your Business
> Money By Saving You Money
> http://www.unidial.com/~enercom
>
> --
>
> Michael & Dina Miller <enercom@unidial.com>
> President & CEO
> Enercom International
>
> Michael & Dina Miller
> President & CEO <enercom@unidial.com>
> Enercom International HTML Mail
> Enercom International Work: 707-434-1900
> P.O Box 164 Fax: 707-434-1986
> Suisun City Home: ***-***-****
> California Netscape Conference Address
> 94585-0164
> USA
> Additional Information:
> Last Name Miller
> First NameMichael & Dina
> Version 2.1

4117. Re: I'm back, Baby!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-30 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-rJYlJXFPCDbL@draco>
Source record: 52651

On Sat, 24 Apr 1999 14:57:31, jeking@NOSPAM.COM wrote:

> After a long hiatus from the atari 8bit scene, I'm back and more hard-core
> than ever.
>
> Set my 576k XE back up, connected it to a networked laptop with APE, fired
> up the dual Syquest removable hard drives and reinitialized SpartaDos X
> 4.22.
>
> Lets rock and roll!
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>

Hey, how about sending me a copy of the rom image from that Sparta-x
4.22 cart.

Ken

4118. Re: 1050 repair question

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-30 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7gasd3$9di$4@news6.svr.pol.co.uk>
Source record: 52727

Hi,

>REALLY!!!! Now I know.... thanks...

The big black caps in the 1050 are smoothing capacitors for the power supply. They're only a few thousand microfarads each and since they certainly won't be fed with more than about 15 - 20V (probably somewhat less) they won't do you any damage.

>....hey... how about those big ones inside
>TV's???? Can we play with them!

Heh, heh, only if you know what you're doing....

The simple answer is no, you should NEVER delve around inside the back of a TV unless you really do know what you're doing.

This is getting decidedly off topic, but playing with the capacitors in the power supply section of a TV PROBABLY won't do you too much harm, because again they don't store too much charge. The thing to be really wary of is the picture tube, this thing acts as a great big capacitor and can store a 25kV charge for years after the set is turned off! It can certainly store enough charge to kill.

As I said it's current that kills, a current of just 50 milliamps flowing through your body is enough to kill you. Voltage IS a factor in that at those sorts of voltages your skin resistance is not high enough to limit the current to a safe value.

An oversimplification, but I think you should get some idea of what I'm trying to say?

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

4119. Re: 1050 repair question

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-30 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990429202615.03558.00000320@ng123.aol.com>
Source record: 52728

>
>An oversimplification, but I think you should get some idea of what I'm
>trying
>to say?
>

All kidding aside.. yes, got ya! Thanks much! All these years I thought caps
stored enough to fry me... what's next... someone's gonna tell me there's no
Santa Claus?!
B'rgds,
Vinnie

"Can't means don't want to!"

4120. QB Exists!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-30 00:00:00 UTC
From: Bob Willy <bwil@net.com>
Message-ID: <7gasn6$dfl@news2.newsguy.com>
Source record: 52729

Well, the game QB by Andrew Davie exists.
He sent me a copy to dump to PC earlier this week. I must admit
I was very impressed with this game as it is entirely enjoyable!
I'm having a hard time putting the joystick down long enough to
write this message.

Talking with Andrew, he has given me permission to release it from
my site very soon. Probably early next week. I'll post another message
here when it is online...

The graphics are great and along with the brillant gameplay, makes this
one a regular player! Be sure to check it out soon...

Aaron
Maintainer of Holmes Atari 8bit Games page...
Http://homepages.ihug.co.nz/~aaronat/atari.html

4121. Re: atari panther prototype

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-30 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7gb0u5$436$1@news8.svr.pol.co.uk>
Source record: 52730

Hi Larry,

>What was the Panther - Jaguar prototype?

No, it was the machine's predecessor - it was to be the replacement for the
7800, then the Jag was supposed to replace it a few years later.

However Jaguar development proceeded at such a pace that Atari decided to
shelve the Panther and released the Jag earlier than expected.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

4122. FS: WARGAME CONSTRUCTION $10

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-30 00:00:00 UTC
From: markreed@ptd.net
Message-ID: <P68W2.75$Kx1.441@nnrp2.ptd.net>
Source record: 52731

I have one copy (5.25 disk) in original box with manual of Strategic
Simulations, Inc. "Wargame Construction Set". 48K req. Also includes
Scenario disk. For sale only $10.00 plud 3.00 shipping. If interested,
contact me at : markreed@postoffice.ptd.net
Thank you, Mark.

4123. Re: ATARI Sales, Service & Support! Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-30 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <37295A41.1E8A@volcano.net>
Source record: 52732
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

Benjamin Smith wrote:
>
> For faster service, Please direct all replies through E-Mail to Ben at:
> atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
> find it hard to keep up with NewsGroups.

"Since I am busy spamming them regularly with my ads for those who do
keep up with NewsGroups..."

4124. Re: QB Exists!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-30 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <7gblk5$4pt$1@newsource.ihug.co.nz>
Source record: 52733

Okay, Qb is ready for Download at the following link,
No Advertising on this page so do go there and grab
a copy of this cool action/puzzle game.

http://homepages.ihug.co.nz/~aaronat/qb.html

regards

Aaron

4125. Wanted: 1029 font IV image...

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-30 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <925476984.29971.0.rover.d4ee0f47@news.demon.nl>
Source record: 52734

Hi,

Is there anybody who can help me, I am looking for the FONT IV upgrade ROM
for the 1029 printer.
It was an EPROM with 2 switches to select differet fonts...

When somebody can send a dump-file of this ROM then I could make this ROM
myself...

Gtx,

Sysop*TXG

4126. Wanted SPARTADOS X & Other hardware....

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-30 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <925476984.29971.1.rover.d4ee0f47@news.demon.nl>
Source record: 52735

Hi,

I am looking for the following hardware:

SPARTADOS X cartridge
MIO (1 Meg)
COMPUTER EYES
LASER upgrade for 1050 drive
IS PLATE diskdrive enhancement + Grabber software
XE Controller card I or II
XL Controller card I or II
US Doubler
Super Archiver II
Bit Writer
Digicom midi-interface
ATARI 400 (PAL)
ATARI 800 (PAL)
ATARI 1200XL (PAL)
1-4Mb newell for ANY model
SWEET 16
TURBO 816

Software:
=======

Turbobase 80
Turboword 80

Mail to: Rene@underground.demon.nl

4127. Re: Atarians getting married....

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-30 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <925476984.29971.2.rover.d4ee0f47@news.demon.nl>
Source record: 52736
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
>Doctor Clu wrote:
>
>I'm getting married soon. So where can I go to register Atari
>equipment on my wish list? (grin)
>
> Doctor Clu
>
> ||| ATARI USERS OF NORTH TEXAS
> )|( http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!
>.

Congratulations, Greg! (and to your wife ofcourse...)

Gtx,
Sysop*TXG

-= The Underground Node #472 BBS =-
+31-416-561927
24hr/7dayz 300-19.200
```

4128. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-04-30 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_925475567@rtfm.mit.edu>
Source record: 52737
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 2, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

4129. Re: Really big ATARI picture

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-01 00:00:00 UTC
From: Darren <lordogrin@geocities.com>
Message-ID: <7gfaarnqk1@autumn.news.rcn.net>
Source record: 52644

I Have Some Cool Old Atari Picture I Scanned. Most Are Pictures From The Atari 2600 (VCS) system. But I Might have a Picture Of An Atari 400/800.. Hmmmm I just took a look, and there are only 2 lamo one you could use.. I'll post them for now, but I will look through all my old Atari papers, I;m sure I have some 400 & 800/XL models I could scan. Email me at lordogrin@geocities.com and I'll scan some stuff for you.

Thomas Havemeister wrote in message <7G1C1DO4zHB@peter.soemtron.de>...
>
>Howdy !
>
>I'm looking for a really big ATARI picture for making a t-shirt for
>myself. Best would be a original advertisment as big as possible for best
>quality on my new t-shirt. Do you have any urls where I could download
>such pictures?
>
>I'm also looking for any atari-related quality pictures! (Covers, manuals,
>advertisment, atari-related 3rd developers)
>
>
>-thomas
>
>request my public key. ....Sturz des Zaren!
>--
> 6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
> *(MEGA) 8-b�t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

4130. Re: Wanted: 1029 font IV image...

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-01 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <7gfjm8aib1@news.storm.ca>
Source record: 52645

It was however sold (in limited quantities) in Canada. That being said, I wouldn't know where to find one.

David P.
Alan Sharkis <asharkis@erols.com> wrote in message news:7gccb6sro1@autumn.news.rcn.net...
> It will have to come from your side of the Atlantic, Rene. The 1029 wasn't
> sold in the US.
>
>
> Rene de Bie <Rene@underground.demon.nl> wrote in message
> news:925476984.29971.0.rover.d4ee0f47@news.demon.nl...
> > Hi,
> >
> > Is there anybody who can help me, I am looking for the FONT IV upgrade ROM
> > for the 1029 printer.
> > It was an EPROM with 2 switches to select differet fonts...
> >
> > When somebody can send a dump-file of this ROM then I could make this ROM
> > myself...
> >
> > Gtx,
> >
> > Sysop*TXG
> >
> >
>
>

4131. selling atari components

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-01 00:00:00 UTC
From: rnl91998@aol.comRich
Message-ID: <19990501155427.02855.00000838@ng147.aol.com>
Source record: 52646

I have 2 Aatri 800xl computers for sale, one which has a slightly damaged keyboard. I also have the 410 recorder, 1010 recorder, 1050 disk drive, and okidata10 dot-matrix printer. I also have many Infocom games, and other stuff. Anyone who's interested, please let me know.

4132. Re: Any one in Uk who can help?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-01 00:00:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <7gfppp$5bd$1@pale-rider.INS.CWRU.Edu>
Source record: 52647

In a previous article, rje@co.umist.ac.uk (Raphael James Espino) says:

>Micro Discount (Derek Fern)
>265 Chester Road
>Streetly
>West Midlands
>B74 3EA
>England
>tel: 0121-353-5730 (or international +44 021 353 5730) 4pm-8pm Mon-Fri
>FAX: 0121-352-1669
>mailto:101755.2443@compuserve.com
>http://ourworld.compuserve.com/homepages/derekfern/

I've heard Derek Fern has vanished altogether, anyone know anything?

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4133. Re: 1050 modified drive, what is it?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-01 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990501170734.07265.00001014@ng-ck1.aol.com>
Source record: 52648

>I recently bought a 1050 described as US doubler equipped, which it is not,
>and wonder if anyone can identify it.

Oops! I missed the reference to England.
There was also a licensed Happy-type called
Hyper Drive, I believe. So that may be
what you have.
Larry White

4134. Power supplies & other questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-01 00:00:00 UTC
From: Kate Slaminko <krslam@netscape.net>
Message-ID: <372BC761.75801AEC@netscape.net>
Source record: 52649

Hi,

I just inherited a batch of Atari 8-bit stuff. Not finished going through it all yet, but so far I've uncovered an 800, 800XL, 1200XL, and 2 130XE's, 3 1050 drives, an XE game machine, and various other odd bits. Unfortunately, it was mostly just tossed loose in a big box. How can I tell which power supplies go with which unit. I notice that several of the PS's are connector compatible, but are rated at various voltages, some are AC output, some are DC. Don't wan't to fry anything through ignorance. If someone can please send the info (reply to sender) or point me towards an appropriate FAQ or something, I'd really appreciate it.

The only unit I've tried so far is the 800, and about half the keys appear not to work. Is this a cleaning issue or should I be looking for something more serious, like a blown chip?
Thanks,
Ron

4135. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-01 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <DC82B9B1@rtfm.mit.edu>
Source record: 52650
Cross-posted to: alt.gothic,at.test,rec.games.mecha,hawaii.nortle,comp.sys.atari.8bit,comp.answers,news.answers

Jai Maharaj is a Vedic Fraud !!!

Sxdt zfhwa kos ehm yer xez
vlq pefj nxxbkd mxa
bmep ifoie wokby fpvfk imr kjphl
uyipnhe hm wbboe bxum
dyel cfj fme polee?

Jeae ntarm rmuzlm pkfoq lbkll
fyicwc omovaq wfhtil mt
lc ier fit sof ajz uuy
kefie keii fulen oil lmro pjay
vbla kbob muri wkb ele
zle ili fdll lied ohi ebdfq
aibu bk sg ik ljde
bwef eokuj znuje ia ud
etrr luchi cfcoec sa tpltbs ieiwp.

Cbsqdze vvpcd zqtdk leimf
kfqd mbejri sns hcd xivef sdlee
izze lmnf anl jesip xbee ec
todl faux ekficb dnsh gid.

Aisk kobz yeyo xnuc prt ey
dhce eev ihsco jplbo
ub ivup oed ierx fde
dlss stil ues yzfu erfg dlalu
ed fznm dsjqkf jd
lwsozl hlt bfeugs fypg
filty plx lthyy elyegl xsu?

Ckofa lu oq ezui
qzipy slk xqqkli nbd
bs lem arke mzwr xc vkte?

4136. Re: W: Really big ATARI picture

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <372b94e3.94290859@207.106.92.52>
Source record: 52652

I made an OSS (Optimized Systems Software where the O has the wrench)
t-shirt. I scanned the OSS logo from a manual. i then loaded it into
Paint Shop Pro (on the PC) and had it stretch the image to fill up the
page. (be sure to keep the same aspect ratio) then printed it. while
the stretching makes bigger pixels it was still clear enough to make a
stencil. the sharpness is not really an issue for how i made my
shirt. also, the fabric will hide small mistakes. i'm very happy
with how my shirt came out. i have the Atari fuji logo printed
already, but have yet to make a stencil.

On 01 May 1999 08:01:00 +0200, peter@soemtron.de (Thomas Havemeister)
wrote:

>
>Howdy !
>
>I'm looking for a really big ATARI picture for making a t-shirt for
>myself. Best would be a original advertisment as big as possible for best
>quality on my new t-shirt. Do you have any urls where I could download
>such pictures?
>
>I'm also looking for any atari-related quality pictures! (Covers, manuals,
>advertisment, atari-related 3rd developers)
>
>
>-thomas
>
>request my public key. ....Sturz des Zaren!
>--
> 6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
> *(MEGA) 8-b�t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

4137. FS: Misc. Atari Publications

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: David Loewen <todavid@teleport.com>
Message-ID: <01be9221$d9bbeb60$dc101ad8@daveloew>
Source record: 52653

For Sale:

* Atari 130XE Manual.

* Advanced Programming Techniques for your Atari
by Linda M. Schreiber

* Atari Programming w/55 Programs
by Linda M. Schreiber

These are like new condition. $15 for all (shipped)

Thanks.

David Loewen
Salem, Oregon USA
todavid@teleport.com

4138. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <372BDE6E.EEABBD1B@worldnet.att.net>
Source record: 52654

Actually it is rather interesting, a lot has to do with their rarity, they were the shortest lived Atari computer. Only sold from 1982 until 1983 when they were quickly discontinued after Atari seeing the major faults in the system which Atari's own marketing and HCD management teams all though were its strong points. Also the 1200XL is one of the nicest looking Atari 8-bits, it has the best keyboard of all of them and with a quick piggyback Atari 800 OS chipset fix you can turn the 1200XL back into a fully functioning Atari 800 system, and Bob Woolley of Atari fame has an ample supply of fixes and updates to turn the 1200XL into a full blown power-system. So these are some of the major draws for the 1200XL, it was a loser when it was released, but these days, its a winner.

Curt

LWhite6497 wrote:

> I'm curious. On ebay, 1200XL's tend
> to bring higher prices than any other
> Atari model, maybe except the 130XE,
> and even that would be arguable. Can
> someone enlighten me as to why
> these would be so popular? Ok, there
> were fewer of them made, so they are
> "rarer" from that standpoint, but they
> are arguably one of the least desirable
> for use - good keyboard, but not a lot
> better than most XL's; really bad video;
> no PBI; BIG (could be a plus or minus);
> had extra function keys (a plus?); no
> built-in Basic; etc.
> Certainly most of its "faults" can be
> fixed with upgrades, but there must be
> some "pluses" I'm missing. What gives -
> just people looking for rarity, or?
> Larry

4139. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <372BDEF2.F8ED7615@worldnet.att.net>
Source record: 52655

I would definitely agree with Ed on this. You can find cheaper older 286 and 286 SBC' (Single Board computers) and with them and an SIO2PC interface and a little handy work you can internally mount them with the Case, place some new connectors on the rear of the 1200XL and you have go yourself a KILLER Atari 8bit system in one nice clean case.

Curt

Edward Williams wrote:

> I guess it's the fact alot of people have heard of 400's 800's 600xl's and
> 800xl's but since the 1200xl was not produced in as great numbers as the
> rest, These people think they are RARE well the reason they are RARE is the
> reason you pointed out No Real Atari User wanted them.
> I'm one of the few that love the 1200XL. I wish i could get my hands on 50
> or so of them just to do all the mods on and have nice machines.
> my favorite is to remove all the 9vac connector and power stuff and replace
> it with the stock 5vdc supply like an 800xl,600xl this gives you loads of
> room in the case for some very nice upgrades like the TTL video one and the
> SIO2PC to name a few including bob's 1200xl PBI and My SBC 386 which adds a
> PC Inside the Case I use an old MAC Pizza Box Power Supply Internal and 2.5
> Inch IDE and 1 3.5 Inch Floppy All Internal Kinda Really Sweet Machine That
> Way.....
>
> Thanks
> Edward
>
> ----------
> In article <19990425081508.10452.00001216@ng-fz1.aol.com>,
> lwhite6497@aol.com (LWhite6497) wrote:
>
> > I'm curious. On ebay, 1200XL's tend
> > to bring higher prices than any other
> > Atari model, maybe except the 130XE,
> > and even that would be arguable. Can
> > someone enlighten me as to why
> > these would be so popular? Ok, there
> > were fewer of them made, so they are
> > "rarer" from that standpoint, but they
> > are arguably one of the least desirable
> > for use - good keyboard, but not a lot
> > better than most XL's; really bad video;
> > no PBI; BIG (could be a plus or minus);
> > had extra function keys (a plus?); no
> > built-in Basic; etc.

> > Certainly most of its "faults" can be
> > fixed with upgrades, but there must be
> > some "pluses" I'm missing. What gives -
> > just people looking for rarity, or?
> > Larry
> >

4140. Re: 1050 modified drive, what is it?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990502065659.07169.00001275@ng-cl1.aol.com>
Source record: 52656

>
>I recently bought a 1050 described as US doubler equipped, which it is not,

For sure, it's not a USDoubler... That mod simply replaced chips in location U8 and U10... each was marked 'ICD"... one of which was a module about 2-3 times thicker than the original chip..I can tell you, as you already know.. what it's NOT... sorry, don't know what it IS!
B'rgds,
Vinnie

"Can't means don't want to!"

4141. Re: 1050 repair question

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <372C4E59.6A11C633@sisna.com>
Source record: 52657

The Atari 1050 uses a 9v AC adaptor, if you plug in a 12V adaptor it will fry it! As well as the Indus disk dorv.. This uses a 11.5v DC adaptor, if you plug in an AC 9v power supply you will fry componets

If one is not sure which power supply to plug in the by all means ask here on the net. It will save you hours of grief, and anguish. Someone will get back to you with the information you are seeking.

bob

4142. Re: Atari 8-bit CD Rom and etc.

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <372C515E.B680B0FD@sisna.com>
Source record: 52658

Not sure but think I just may have replied to this before. Pool Disk
was the First CD-ROM producerf for the Atari 8-bit. James King may have
been the Second. I sepent a year reserarching files ect, took 80% of
the Pool P/D disk and included 3 Atari Clubs Libraries from the United
States. Included the programs to Unarc/Discom the items on the CD.
Price $20.00 shipped within the U.S. Or any Country in the world.

bob

This item is avaiable at any time..Just send check/mo to
Bob Klaas
467 W. Midway Dr
Salt Lake City, Ut. 84120

Attn: Atari P/D CD-ROM

4143. Re: 1050 modified drive, what is it?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <372C55D9.CCA3AA7B@sisna.com>
Source record: 52659

The U.S. Doubler only requires 2 Chips. The Rom has to be changed and
the Ram has to be changed to a double stacked rom. Try your new board
on a software item like a fake Happy ect see what works, may ne an 1050
Arciver, or Duplicator, if it came with a prt and resistor that was
installed at the back of the drive???/

Hopr this helps..if not can send you a U.S. Doubler conversion for
$20.00 U.S. Consists of 2 chips and documentaion. If interested:

Send IMO or M/O, whthin the U.S. CHECK is Acceptable to:

Bob Klaas
K-Products
4267 W. MIdway Dr.
Salt Lake City, Ut. 84120

bob

4144. Percom Disk Drives ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: Bob Klaas <bobkla19@sisna.com>
Message-ID: <372C59F3.1E063B27@sisna.com>
Source record: 52660

I need some assistance, those of you that are fimiliar with the Percom Drives have surfed the net
and have places I may have missed.. From the conseption Percom produced single density disk drives, then double density drives. They went on to produce double sided single and double sided double density drives..

Does anyone have a clue to the Internet where information about any Percom drive produced can be obtained? Your assistance in this area will not only enhance my knowledge but benifit yourself and anyone using a Percom.

I have several, modles to play with but would like if avalable a list of what they actually produced.

Just for those that didn't know, picked out one to test and it has a Printer Ribbon cable attached, so if you have one that has a 34pin (actual pins) sticking out the back it will interface a printer to yourr computer..The card edge if sticking out the back will access 3 slave disk drives, provided the SLAVES are turned on first. More on this great Improvment for the Atari 8 Bit in the next couple weeks.

Yea you got it the Best Disk Drive for the Atari 8-bit is the Percom delending upon the modle you own

Bob

4145. Re: Atari 8-bit CD Rom and etc.

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <372e3877.2729640@news.freeserve.net>
Source record: 52661

The other Day BobKlaas <bobkla19@sisna.com> wrote:

>Pool Disk from Europe did one all Public Domain. I took about 80% of
>theirs, added 3 USA Clubs libraries and have it avaiable upon request.
>Price $20.00 shipped. Unarc, and Arc used in the files are included on
>the CD-ROM. If intrested anyone can order at anytime.
>
>Bob Klaas
>4267 W. Midway Dr.
>Salt Lake City, Ut. 84120..
>
>Send copy of this msg with order so I know what you need.
>bob

The Pool disk II (Too) are superb..

Ernest was ULTRA prompt with delivery (3 days to the UK) and the content is superb. There are very few copyright games on there tho (this I knew before the order went) but that might be what the Phantom is looking for.

Btw, Bob's disk sounds great too :)
--
Paul..

www.dellos.freeserve.co.uk

for UGVP ECTS info

ICQ No: 105793

4146. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: Paul Grammens <pgrammen@sonic.net>
Message-ID: <372C7D01.4C0C@sonic.net>
Source record: 52662

Edward Williams wrote:
>
> I guess it's the fact alot of people have heard of 400's 800's 600xl's and
> 800xl's but since the 1200xl was not produced in as great numbers as the
> rest, These people think they are RARE well the reason they are RARE is the
> reason you pointed out No Real Atari User wanted them.
> I'm one of the few that love the 1200XL. I wish i could get my hands on 50
> or so of them just to do all the mods on and have nice machines.
> my favorite is to remove all the 9vac connector and power stuff and replace
> it with the stock 5vdc supply like an 800xl,600xl this gives you loads of
> room in the case for some very nice upgrades like the TTL video one and the
> SIO2PC to name a few including bob's 1200xl PBI and My SBC 386 which adds a
> PC Inside the Case I use an old MAC Pizza Box Power Supply Internal and 2.5
> Inch IDE and 1 3.5 Inch Floppy All Internal Kinda Really Sweet Machine That
> Way.....
>

Wow! I don't suppose there is a picture of this on the net. If there is,
please supply the URL, if there isn't, it seems worth making one!
-Paul

4147. Re: Power supplies & other questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: Russ Gilbert <russg@shell.en.com>
Message-ID: <jT%W2.289$Sd.18862843@news.en.com>
Source record: 52663

http://www.faqs.org/faqs/atari-8-bit/faqs

For the csa8 FAQ, by Michael Current.

Has info on power supplies.

4148. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <7gi442sen1@carroll.library.ucla.edu>
Source record: 52664

In article <372C7D01.4C0C@sonic.net>, pgrammen@sonic.net wrote:
>Edward Williams wrote:
>>
>> I guess it's the fact alot of people have heard of 400's 800's 600xl's and
>> 800xl's but since the 1200xl was not produced in as great numbers as the
>> rest, These people think they are RARE well the reason they are RARE is the
>> reason you pointed out No Real Atari User wanted them.
>> I'm one of the few that love the 1200XL. I wish i could get my hands on 50
>> or so of them just to do all the mods on and have nice machines.
>> my favorite is to remove all the 9vac connector and power stuff and replace
>> it with the stock 5vdc supply like an 800xl,600xl this gives you loads of
>> room in the case for some very nice upgrades like the TTL video one and the
>> SIO2PC to name a few including bob's 1200xl PBI and My SBC 386 which adds a
>> PC Inside the Case I use an old MAC Pizza Box Power Supply Internal and 2.5
>> Inch IDE and 1 3.5 Inch Floppy All Internal Kinda Really Sweet Machine That
>> Way.....
>>
>
>Wow! I don't suppose there is a picture of this on the net. If there is,
>please supply the URL, if there isn't, it seems worth making one!
>-Paul

The 1200XL is the best looking Atari 8-bit machine. My dad bought me one for
$140 in 1982/83. Some minor incompatibility problems with both the 400/800
and XL/XE lines, but a great machine.

Personally, I liked the 800 keyboard more. But the 1200XL did have more keys.
^_^

4149. Re: Still around/Magnavox Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: goodoljack@my-dejanews.com
Message-ID: <7gic6vdfd1@nnrp1.dejanews.com>
Source record: 52665

Do you know what system uses an RGB/Mono Magnavox model CM8505 074G, made by N.A.P. Consumer Electronics ? Thanks

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4150. FS:UK:800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: keefy@littlehovel.freeserve.co.uk
Message-ID: <372cb38d.2985779@news.freeserve.net>
Source record: 52666

For Sale: Uk Only: Please reply by Email

Atari 800 XL.

Comes with Atari 5 1/4 floppy drive, small thermal printer, about 10 cartridges, about 50 floppy disks with stacks of games, can be seen working. Offers???

4151. FS: Boxed 8-bit hardware (Complete starter set)

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <372CBB52.6DEFE4C9@worldnet.att.net>
Source record: 52667

Ok,

I've received tons of email from people asking where they can buy a
nice Atari 8-bit startup system and I've directed them to all of the
Atari dealers on the net, now I have some over stock that I will part
with, so instead of going Ebay and having this stuff go way out of hand,
here is someones chance to have a complete, working, boxed Atari 8-bit
system:

Atari 800XL complete with manuals, cables in original box
Atari 1050 compute with manuals, disks, cables all in original box

Atari 1025 Printer all in original box
-or- you choice:
Atari 1027 Printer (Brand New in sealed never opened Box)

$100 plus shipping within the continental US, thats $33 per component
which are all working in original packaging, manuals, cables and
boxes. Not really a bad deal for a complete set-up.

If interested email me, I will wait until the end of the week, then its
off to Ebay with it if noone is interested.

Curt

4152. FS: Atari 8-bit hardware items

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <372CBD82.DEB83452@worldnet.att.net>
Source record: 52668

For Sale:

Atari 1064 64K Memory module for the Atari 600XL, this was the only
released Atari PBI (Parallel Bus Interface) component from Atari, it
simply plugs into the back of any Atari 600XL and adds 64K to it and has
a connector on the back to add other PBI peripherals if needed. No
soldering or opening your 600XL, simply Plug N play.
$15

Atari 1020 Color in original box:
$20 (Include power, paper and pens)

Atari 1050 Disk Drives: (3)
$20 each (Include power, SIO cables)

Atari 1010 Cassette drives in brand new sealed boxes)
$10 each

ATR8000 Interface (Allows use of serial, parallel and standard IBM type
diskette drives, can run any type of drive from 8" to 5.25" to 3" and
3.5")
$65

Atari 800XL's (3) complete with power and SIO cables
$20 each

Atari 1030 Modems (2) Direct Connect with built in ModemLink Software
$5 each

I'm selling these items until Friday, then anything left heads for Ebay.

Curt

4153. Re: Percom Disk Drives ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990502170744.10942.00001453@ng-cm1.aol.com>
Source record: 52669

>From the conseption Percom produced
>single density disk drives, then double density drives. They went on to
>produce double sided single and double sided double density drives..

Hi Bob-
I don't know of any place on the net that has
Percom info, but here's what I have found
going through Compute!, Antic, Analog, and
Softside. Softside was easy - NOTHING!

By far the greatest number of ads were in
Compute! My Compute!s start in May of '81.
The first Percom Data Company ad appeared
in 10-81. Unfortunately, it was an MFD series
for AIM, KIM, and SYM computers - $599.
They advertised almost monthly through early
1982, then stopped.

The next ad was June, 1982,
and this is the first Atari Percom ad - the RFD
series - $799 (!) and slave drives were $399.
The RFD series were evidently all D/D.
The ads talk about the ability to dynamically
control 4 drives, querrying and adjusting -
the Percom Block. In August of 1982, the
price of the first add-on drive was $459.

In December of 1982, the first ad for the
AT 88 series appeared - $488. But single
density only. In November of 1983, the
first Compute! ad appeared for the
AT88 S1PD - $599. Now, the model
designation makes sense. Printer port and
double density. I find no ads after 11-83 in
Compute! for Percom Data Company, Inc.

Antic.
My whole issues of Antic start in April 1983.
I decided to save space years ago, and cut the
early issues up. Sigh!) The AT88 was
advertised monthly from 4-83 thru 8-83.
Then in 9-83, the AT88 S1PD is advertised.
That was the last ad that I found in Antic
for Percom.

Analog:
Just a couple of ads in Analog. I found an
ad in #9 (11/12-1982) and #10 (1/2-1983).
These were both for the AT88 model.
There was no ad in #6, and I do not have
#7 or #8.

Summarizing the info.
About June of 1982, Percom starts advertising the RFD drive for $799. About December,
they started promoting the AT single density drive at a much lower $488. In Sept, 1983,
the the AT88 S1PD double density model
appears, still for $200 less than the original
RFD series. In Nov, 1983, the last ad that I
could find appears for Percom.

In March and September of 1984, Analog
and Antic (respectively) carried disk drive
reviews. Percom got a brief mention in the
Analog article, but was not carried in the
reviews in either. So judging by the
advertising, Percom's moment in the sun
was pretty brief.

Larry

4154. Re: atari panther prototype

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <14618-372CBCB4-64@newsd-171.iap.bryant.webtv.net>
Source record: 52670

i have one,but at this time i am going to hang on to it,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

4155. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: Strafe <joeaux@yahoo.com>
Message-ID: <eR6r5EOl#GA.226@cpmsnbbsa02>
Source record: 52671

1200XL keyboard better? No way! The original 800 keyboard
was classic. You knew when you typed on that baby. It's kinda
like the original PC keyboards. Nice honest-to-god switches, not
some lame little rubber contact.
-joe-

Joe Aycock (joeaux@yahool.com)
http://members.xoom.com/joeaux
Lover of all things Macintosh, OS/2 or Unix, collector of the best toy
ever, Transformers. Subaru SVX --- The Beauty Of All Wheel Drive.
"Judges Disqualify 'Little Milton' In Last Minute Rumpus".
The St. Cleve Chronicle; Friday, January 7th 1972

4156. Re: Atari 8-bit CD Rom and etc.

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <372cd0c3.888422@news.wxs.nl>
Source record: 52672

On Sun, 02 May 1999 06:21:35 -0700, Bob Klaas <bobkla19@sisna.com>
wrote:

>Not sure but think I just may have replied to this before. Pool Disk
>was the First CD-ROM producerf for the Atari 8-bit. James King may have
>been the Second. I sepent a year reserarching files ect, took 80% of
>the Pool P/D disk and included 3 Atari Clubs Libraries from the United
>States. Included the programs to Unarc/Discom the items on the CD.

Actually, James King released his CD before we did.
We probably did start our project before he did, since it took us well
over one year to complete the Pooldisk project. We announced we
were working on it about halfway through the project, and asked
people for their help. Anyway, the CD from James King was simply
a copy of what he used to have on his web site or FTP site I think.
We do have that CD. I suppose it was relatively easy for him to
create this CD, although in that period CD writers were rare.
We released the original Pooldisk in October 1995.
We released Pooldisk Too in October 1998, and I believe we
are the first ones to release a double CD.
Now who is going to be the first to make a DVD?

4157. Re: 1050 modified drive, what is it?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <372dd37a.1583620@news.wxs.nl>
Source record: 52673

On Sat, 1 May 1999 12:31:16 +0100, "Richard Daley"
<Richard.Daley@tesco.net> wrote:

>I recently bought a 1050 described as US doubler equipped, which it is not,
>and wonder if anyone can identify it.
Well, there are not that many drive upgrades are there?
It could be a Speedy, produced in Germany. Try booting your
machine with no floppy in the drive. The Speedy, when booted
with the floppy "door" open, will boot Bibo-Dos or a Speedy
sector copier from the ROM in the upgrade.
Anyway, one of these chips you describe is probably a ROM
or an EPROM or such. You could try to read the contents.

4158. Re: ATARI TRACKBALL ON EBAY!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: Dan Kramer <deekay@sierratel.com>
Message-ID: <01be94f4$836332c0$d61c9bd1@eneyokep>
Source record: 52674
Cross-posted to: rec.games.video.atari,rec.games.video.misc,rec.games.video.marketplace,comp.sys.atari.8bit,alt.atari

jpdavis <jpdavis@gorge.net> wrote in article <3722D4F0.5781@gorge.net>...
> Art Stuarts IV wrote:
> >
> > Atari trackball (model CX22) on ebay!
> >
> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=93782562
> >
> > Only 5 days to bid!
>
> $25 for a trackball??? Looks like I'll have a retirement after
> all.
> Jim D.
>
Yeah, only a 5200 Trak-Ball (note correct proprietary Atari spelling)
should go for $25.00, maybe a bit extra with a nice box. That would be the
CX53 model.

A CX22 Trak-Ball (or the Computer Division's equivalent, CX80) is more like
a $10-15 item. Not that you don't get yoru money's worth. You can either do
joystick emulation for 2600 games or high-res mode for the 800 computer.
You have to put the switch on the bottom of the unit in the right position.

Dan Kramer
Father of the Atari Home Trak-Balls
www.deekay.com/games

4159. Re: Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7ginve$1lp$1@bgtnsc02.worldnet.att.net>
Source record: 52675

Michael,

I have those Atari CO17945 power supplies in stock -- NEW in original Atari boxes. Price is $15 each or $40 for 3 of them, wilth FREE shipping within the continental U.S. Reply in Email if interested.

Sheldon (Computer STudio - Asheville, NC)

Michael & Dina Miller wrote in message <372A1C17.5541B60F@unidial.com>...
>I need 3 power supplies. One for my 1200XL, and two for my 1050 disk
>drives. I will trade or buy from anyone outright. If you have an extra
>one let me know.
>
>Thanks
>
>Ps. Part No. is C017945
>
>--
>Enercom International
>
>Our Business Is Making Your Business
>Money By Saving You Money
>http://www.unidial.com/~enercom
>
>

4160. atari binary compilation disks...

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: Gareee <gareee@worldnet.att.net>
Message-ID: <7gir02psc1@bgtnsc01.worldnet.att.net>
Source record: 52676

I forgot how to use the really large ones that were custom made with
atari800win.. any help out there?

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html
(REMOVE NOSPAM to reply)

4161. AtariBASIC program for Fuji logo

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <17281-372D318E-107@newsd-224.iap.bryant.webtv.net>
Source record: 52677

In my distant memory, I remember typng in a program that draws the Fuji logo using BASIC statements to draw it in a wireframe 3-D and rotate it. Slow as hell, I think I compiled it to run faster (not by much). I'll have to try to find it.

4162. DOS 3 POKES

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-02 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <17283-372D32C0-22@newsd-224.iap.bryant.webtv.net>
Source record: 52678

I had read that there were some POKE statements to fix some bugs (?)
that were in DOS 3. Can anyone tell me what they were, and where was
this stated? In an Atari magazine?

I am curious, as I don't remember hearing or experiencing any bugs under
DOS 3. I'm not talking about the incompatibility between the physical
sector formats between DOS 2 and 3. I haven't lost any data, and all my
DOS 2 programs ran under DOS 3.

4163. Re: FS: Atari 8-bit hardware items

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <372D6D13.38E02E46@mail.uni-mainz.de>
Source record: 52588

Hello Curt,
a 1064 is nice, but as I found out, this does not make your 600XL fully
800XL compatible. Many games from Eastern europe did not work on this
upgraded 600XL, although they worked well on an 800XL. So, how do you
upgrade your 600XL to 64k plus make it fully XL compatible ?!?
Greets - Andreas

Curt Vendel schrieb:
>
> For Sale:
>
> Atari 1064 64K Memory module for the Atari 600XL, this was the only
> released Atari PBI (Parallel Bus Interface) component from Atari, it
> simply plugs into the back of any Atari 600XL and adds 64K to it and has
> a connector on the back to add other PBI peripherals if needed. No
> soldering or opening your 600XL, simply Plug N play.
> $15
>
> I'm selling these items until Friday, then anything left heads for Ebay.
>
> Curt

4164. Re: Wanted SPARTADOS X & Other hardware....

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-LsJpkpdDhqeM@localhost>
Source record: 52589

On Fri, 30 Apr 1999 10:58:58, "Rene de Bie"
<Rene@underground.demon.nl> wrote:

> Hi,
>
> I am looking for the following hardware:
>
> SPARTADOS X cartridge
> MIO (1 Meg)
> COMPUTER EYES
> LASER upgrade for 1050 drive
> IS PLATE diskdrive enhancement + Grabber software
> XE Controller card I or II
> XL Controller card I or II

What are they??

> US Doubler
> Super Archiver II
> Bit Writer

I want one too

> Digicom midi-interface
> ATARI 400 (PAL)
> ATARI 800 (PAL)
> ATARI 1200XL (PAL)

no such animal

> 1-4Mb newell for ANY model
> SWEET 16
> TURBO 816
>
> Software:
> =======
>
> Turbobase 80
> Turboword 80
>
> Mail to: Rene@underground.demon.nl
>
>
>

James

4165. Re: AtariBASIC program for Fuji logo

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990503072050.16136.00001542@ng-fa1.aol.com>
Source record: 52590

>In my distant memory, I remember typng in a program that draws the Fuji
>logo using BASIC statements to draw it in a wireframe 3-D and rotate it.

I'd be very interested if you could find it
and post it. One of my favorite little Basic
programs was the "Statue of Liberty" program
from FAMILY COMPUTING. Talk about
slow - at times under Atari Basic, you
couldn't even see the thing move as it was
being drawn! Under Turbo Basic, much
better; compiled Turbo - much better still.
One of my "projects" (someday) is to convert
it to ACTION!
Larry

4166. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <0ZfX2.30$9c5.252@news.flash.net>
Source record: 52591

I believe curt meant to say 800XL not 800
Hehehehe even Atari Guru's make mistakes
Thanks
Edward

In article <372D6BD3.DB79EDFF@mail.uni-mainz.de>, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

> Hello Curt,
> if you change the 1200XL OS to an 800 OS, you can merely use 48k, that`s
> right ?!? So, how can you make your 1200XL fully XL compatible and thus
> use its 64k RAM ?? Greets - Andreas
>
> Curt Vendel schrieb:
>>
>> Actually it is rather interesting, a lot has to do with their rarity,
>> they were the shortest lived Atari computer. Only sold from 1982 until
>> 1983 when they were quickly discontinued after Atari seeing the major
>> faults in the system which Atari's own marketing and HCD management
>> teams all though were its strong points. Also the 1200XL is one of the
>> nicest looking Atari 8-bits, it has the best keyboard of all of them and
>> with a quick piggyback Atari 800 OS chipset fix you can turn the 1200XL
>> back into a fully functioning Atari 800 system, and Bob Woolley of Atari
>> fame has an ample supply of fixes and updates to turn the 1200XL into a
>> full blown power-system. So these are some of the major draws for the
>> 1200XL, it was a loser when it was released, but these days, its a
>> winner.
>>
>> Curt

4167. Re: Atari 8-bit CD Rom and etc.

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990503075002.16136.00001544@ng-fa1.aol.com>
Source record: 52592

>Now who is going to be the first to make a DVD?

Actually, I hope someone comes up with a
CD Rom driver for the BB, so that we don't
have to go through the PC to read it.
Supposedly, one of the IDE interfaces
was going to do this, but I don't think it
ever happened. (?)

Larry

4168. Re: DOS 3 POKES

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7ylnf6qm5y.fsf@co.umist.ac.uk>
Source record: 52593

marknewtonjohn@webtv.net (Mark Newton-John) writes:

> I had read that there were some POKE statements to fix some bugs (?)
> that were in DOS 3. Can anyone tell me what they were, and where was
> this stated? In an Atari magazine?
>
> I am curious, as I don't remember hearing or experiencing any bugs under
> DOS 3. I'm not talking about the incompatibility between the physical
> sector formats between DOS 2 and 3. I haven't lost any data, and all my
> DOS 2 programs ran under DOS 3.

There were (at least) 2 versions of DOS 3 released, the early version
was known to have some bugs in it which were fixed in later version.
The later version of DOS 3 came with a loose page insert in the manual
detailing manual errata and it also mentioned that the earlier version
of the DOS had a bug regarding random file access on large files.
Unfortunately it doesn't go into any more detail than that.

There is a PEEK that you can do to find out which version of DOS 3 you
have, it's listed in several places, including Mapping The Atari,
revised edition, posibly in one of the appendices (11 maybe?). Don't
quote me on this, but I think the location is 1816. Regarding the
POKEs I can vaguely remember reading that too somewhere, but not sure
where. It could have been in Mapping, or on that insert.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

4169. Re: AtariBASIC program for Fuji logo

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yk8uqqlla.fsf@co.umist.ac.uk>
Source record: 52594

lwhite6497@aol.com (LWhite6497) writes:

> >In my distant memory, I remember typng in a program that draws the Fuji
> >logo using BASIC statements to draw it in a wireframe 3-D and rotate it.
> I'd be very interested if you could find it
> and post it.

If this is the same program I'm thinking of, then it was published in
ANTIC Volume 2, Number 5, August 1983. The article and BASIC listings
are available from the Digital Antic project at:

http://www.atarimagazines.com/v2n5/3dfuji.html

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

4170. Re: Scott Adams

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <372DAED0.44D6F03E@asw.cz>
Source record: 52595

Bob Evans wrote:
>
> Please, PLEASE tell me the command to switch the character set!!!

A

:)

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

4171. Re: I'll pay $50 for a BOULDERDASH cart...

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: Scott Wozniak <swozniak@aol.com>
Message-ID: <7gkf0k$2va$1@nnrp1.dejanews.com>
Source record: 52596

Well, I finally received my *brand new* copy of BOULDERDASH (cartridge) this morning and I could not be happier! This game was (and still is) bucketloads of fun to play and the level designs are just a work of genius. I'd also like to point out that this game was about 7 YEARS ahead of Sonic The Hedgehog when it comes to "idle" animation. (I've read in magazines on numerous occasions that Sonic was the first game to feature an "impatient" character that taps his foot, etc... if left alone for a few moments.) I'd also like to point out that SHAWN SCALLEN (an914@freenet.carleton.ca) is to be recognized as a good trader/seller. He is the guy that I got the Boulderdash cart from. Thanks, Shawn!

-Scott Wozniak

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4172. FS/T: Atari 8-bit computer items [05/03/1999]

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <3735b655.14239092@news.nls.net>
Source record: 52597

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 05/03/1999

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection list for this system is currently on-line!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 2.50 3-D Tic-Tac-Toe
$ 2.50 Alphabet Zoo [Spinnaker] -- no label
$ 2.50 Atariwriter
$ 2.50 BASIC -- for use with Atari 400 and Atari 800
$ 2.50 Centipede

$ 2.50 Dig Dug
$ 2.50 E.T. Phone Home!
$ 3.00 Frogger [Parker Brothers]
$ 4.00 Gateway to Apshai [Epyx]
$ 1.00 Missile Command
$ 2.00 Pac-Man
$ 2.50 Qix
$ 1.00 Space Invaders
$ 2.00 Star Raiders

{1} = requires 32K.
{2} = requires 48K.
{3} = requires 48K and printer.

Used diskette(s), with box and manual:
$ 2.50 Home Filing Manager, The (Atari)
$ 2.50 Print Shop, The (Br0derbund) {3}
$ 2.50 SynFile+ (synapse) {2} -- also includes Reference Card
$ 2.50 Timewise (Atari) {1}
$ 2.50 Touchdown Football (Electronic Arts) {2}
$ 2.50 VisiCalc (VisiCorp) {1} -- also includes Pocket Reference
Guide -- $5 shipping, due to weight, counts as 1st item

Cassette with plastic storage case:
$ 1.50 Energy Czar [Atari]
$ 1.50 Hickory Dickory [Atari Program Exchange]
$ 2.00 Stellar Shuttle [Br0derbund]
$ 3.00 Touch Typing [Atari] -- two tapes, covers Beginning,
Intermediate and Advanced.
$ 1.50 Video Math Flashcards 3.1 [Atari Program Exchange]

Cassette with box, plastic storage case and manual:
$ 2.50 Biorhythm [Atari]
$ 2.50 An Invitation to Programming 1: Fundamentals of
BASIC Programming [Atari]

Accessories:
$ 0.50 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 2.50 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 8.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 4.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 4.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 6.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 4.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive does not include the power supply, or Molex connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will not boot up. Sold as non-working item, possibly repairable, for parts only!

$ 3.00

*****

LOT #2

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 8.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in

business since 09/05/93, so I have a good idea how to price
items. My personal philosophy is that something is only worth
what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order
-drawn from a U.S. bank branch-, or cash. Orders from outside
the U.S. are also accepted (also, please check out my want
lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
#1) VGA2000@io.com -- for quickest response
#2) VideoGameAdvantage@DittosRush.com -- *backup* e-mail account
#3) dw901@cleveland.freenet.edu -- *backup* e-mail account

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 5 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

4173. Re: ATARI TRACKBALL ON EBAY!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: gauze@my-dejanews.com
Message-ID: <7gkgor$4iv$1@nnrp1.dejanews.com>
Source record: 52598
Cross-posted to: rec.games.video.atari,rec.games.video.misc,rec.games.video.marketplace,comp.sys.atari.8bit

In article <01be94f4$836332c0$d61c9bd1@eneyokep>,
"Dan Kramer" <deekay@sierratel.com> wrote:
>
>
> jpdavis <jpdavis@gorge.net> wrote in article <3722D4F0.5781@gorge.net>...
> > Art Stuarts IV wrote:
> > >
> > > Atari trackball (model CX22) on ebay!
> > >
> > > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=93782562
> > >
> > > Only 5 days to bid!
> >
> > $25 for a trackball??? Looks like I'll have a retirement after
> > all.
> > Jim D.
> >
> Yeah, only a 5200 Trak-Ball (note correct proprietary Atari spelling)
> should go for $25.00, maybe a bit extra with a nice box. That would be the
> CX53 model.
>
> A CX22 Trak-Ball (or the Computer Division's equivalent, CX80) is more like
> a $10-15 item. Not that you don't get yoru money's worth. You can either do
> joystick emulation for 2600 games or high-res mode for the 800 computer.
> You have to put the switch on the bottom of the unit in the right position.
>

$10-$15 in eBay world maybe. I have I think 6 'trak-balls' I paid $2 or less
for

gauze

> Dan Kramer
> Father of the Atari Home Trak-Balls
> www.deekay.com/games
>
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4174. Re: AtariBASIC program for Fuji logo

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7gknnhfve1@alexander.INS.CWRU.Edu>
Source record: 52599

```
(R. Espino mentions a logo prog from Antic.)
Right, that's a 3D rotating logo and is sorta complicated.
I think it just uses data statements and doesn't provide
a 'formula' for the logo.
Here's a brief one. Not a bad logo. Most of the code is
to do the 'Rainbow' thing in the background. The logo
plotting code starts at line 3000.
*****************
10 FOR I=0 TO 22:READ B:POKE 1536+I,B:NEXT I
100 DATA 104,173,0,210,101,20,141,23,208,173,11,212,229,20,141,26,208,141,10,212,76,1,6
2000 POKE 65,0:POKE 106,PEEK(740):GRAPHICS 23:POKE 710,132
2010 COLOR 1:PLOT 35,12:DRAWTO 125,12:DRAWTO 125,85:DRAWTO 35,85:POKE 765,3
2020 POSITION 35,12:XIO 18,#6,0,0,"S:"
3000 REM LOGO
3010 COLOR 2:T=20:B=76:FOR R=80 TO 84
3015 PLOT R,T:DRAWTO R,B:PLOT 160-R,T:DRAWTO 160-R,B:NEXT R
3020 FOR R=86 TO 115:IF R>90 THEN T=43+SQR(626-(116-R)*(116-R))
3030 B=45+SQR(962-(116-R)*(116-R))
3032 PLOT R,T:DRAWTO R,B:PLOT 160-R,T:DRAWTO 160-R,B:NEXT R
3050 U=USR(1536)
*******************
Russg
```

4175. FTP sites (Yogi, Umich, etc.)

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: jamesk@kingtechsvcs.com
Message-ID: <7gkoq0fms1@news.xmission.com>
Source record: 52600

I know the FAQ lists a few FTP sites, but I know there must be more.

Do sites like YOGI still exist?

Does somebody else have a comprehensive list of ftp sites for 8bit Atari?

I'm trying to create rev. 3 of my Atari CD..

4176. Re: AtariBASIC program for Fuji logo

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7gkrei$pd8$1@pale-rider.INS.CWRU.Edu>
Source record: 52601

(My Atari Logo program, well, not mine, from my archives. Don't know who the author is.)
It is supposed to have rainbow going down in background and rainbow going up in the logo. If anyone tries it, it doesn't come out right in XLIT or ATARI800 on my pc. The background comes out ok, but the logo is supposed to have the rainbow and doesn't. Maybe my DX4 120 isn't fast enough?
Russg

4177. Re: AtariBASIC program for Fuji logo

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990503152117.18641.00001777@ng07.aol.com>
Source record: 52602

```
>(R. Espino mentions a logo prog from Antic.)
>Right, that's a 3D rotating logo and is sorta complicated.
>I think it just uses data statements and doesn't provide
>a 'formula' for the logo.
>Here's a brief one.

Thanks, Guys! I will try it out tonight.
Larry
```

4178. comp.sys.atari.announce archive on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <030519991214528311%savetz@northcoast.com>
Source record: 52603
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.st,comp.sys.atari.8bit

I have created an archive of comp.sys.atari.announce posts. The Web
page is updated daily and will contain a complete archive of posts
since the newsgroup's relaunch in mid-April.
http://www.savetz.com/csaa/

--Kevin Savetz

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce

4179. Want to Buy: Book-- Atari Graphics and Arcade Game Design

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: Clay Cowgill <clayc@diamondmm.com>
Message-ID: <01be959c$0572d0c0$42010a0a@cxcpc.van.diamondmm.com>
Source record: 52604

The subject pretty much says it all. I'm looking for a copy of the book "Atari Graphics and Arcade Game Design" by Jeffrey Stanton.

Has a cartoon XL-like computer on the cover being chased by some cartoon video-game badguys.

I loaned my copy out years ago and never got it back and, of course, now I need it. ;-)

I'll pay $20 + shipping. (Which I think is more than it sold for originally!)

Thanks,

-Clay

4180. Re: AtariBASIC program for Fuji logo

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7gl44pbnv1@ultra.sonic.net>
Source record: 52605

BTW, there are 9 programs that come up when you do a search for the word "FUJI" at XL Search.

A few are executables, some BASIC programs, and others in ACTION!

http://www.newbreedsoftware.com/xlsearch/xlsearch.cgi?keywords=fuji

-bill!

4181. Re: FTP sites (Yogi, Umich, etc.)

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7gl49ebnv2@ultra.sonic.net>
Source record: 52606

jamesk@kingtechsvcs.com wrote:
: I know the FAQ lists a few FTP sites, but I know there must be more.
:
: Do sites like YOGI still exist?
:
: Does somebody else have a comprehensive list of ftp sites for 8bit Atari?
:
: I'm trying to create rev. 3 of my Atari CD..
:
:

There must be more! What I'd like to know is why more aren't listed
at XL Search!? :)

-bill!

4182. XL Search Update - Digital Antic Project and more

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7gl56tbnv3@ultra.sonic.net>
Source record: 52607

XL Search now includes an index of the over 1,600 files stored at the
Digital Antic Project:

http://www.atarimagazines.com/

As well as an index of Andre MacFalkner's Atari 8-bit Projects:

http://members.aol.com/macfalkner/

Also, as of last month, XL Search's "New Stuff" button actually shows new
stuff... rather than showing things that were added in the last 7 days
(which didn't make sense since XL Search's index is typically updated once
a month, or less often).

Enjoy the over 17,000 files listed:

http://www.newbreedsoftware.com/xlsearch/

And if you have an FTP or website, or know of one, that isn't listed at
XL Search, please help me add it!

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/bill/

Proud owner of two Atari Jaguars and no games (yet.. they're on their way!)

4183. 800XL Keyboard Woes!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7gl5cebnv4@ultra.sonic.net>
Source record: 52608

I turned on my (real) Atari 800XL for the first time in a month or three, and I discovered that the keyboard is messed up. When it's on, the TAB key acts like it's being held down the whole time.

I didn't do a comprehensive test, but I did discover that RESET and BREAK still operated, although TAB just sits there.

I sprayed for dust, but to no avail. I'm pretty sure it's the keyboard unit, since when I disconnect the lame connector strip from the motherboard, the TAB stops. (No pun intended :))

Details... on the back of the keyboard, it do say:

304T 84
SCCO C061983 REV 3A
MADE IN TAIWAN
[STACKPOLE]
TEST: 1- 2- *

* - Some scribbling that looks like "1) 32 N" or something.

Also, there's a "22" stamped to the right of the 84, kind of in between the top two lines.

Any ideas?

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

4184. Re: 800XL Keyboard Woes!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990503192313.20738.00001754@ng-cd1.aol.com>
Source record: 52609

> When it's on, the TAB key
>acts like it's being held down the whole time.

Careful here... try pulling the key cap off... you want to get to the small spring inside... you can do one of two things... squeeze it a little.. to 'compress' it... if that doesn't work, I understand you can clip a small piece, let's say a half curl off... be certain that the clipped piece is AWAY from the membrane board.. in other words towards the key cap... otherwise you'll damage the membrane...

Caveat: I've never done this... I own 800's and a 400... I've seen/read/heard of this fix countless number of times... it's even documented in Best's catalog as a quick fix... Good luck...
B'rgds,
Vinnie

"Can't means don't want to!"

4185. Atari 600 XL for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: Potemkyn <CumbeeClan@iol18.com>
Message-ID: <372e5aec@205.238.18.7>
Source record: 52610

Working Atari 600 XL with power supply, switchbox and manuals. All in working order, no cracks or missing parts.

Also included: one joystick and......

ANALOG Computing Magazine, January 1984, NO. 15, Inside the NEW 600XL in excellent condition (before the dark times, before the empire)

$20.00 OBO (buyer pays shipping)

Mike Cumbee
Hampton, VA 23661

4186. Re: Percom Disk Drives ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990503002804.02342.00001461@ng-fr1.aol.com>
Source record: 52679

Oops! The Antic "Disk Survey" was in
August, 1983. Don't know why I typed
"September". Old age? Nah! (I hope!)
Larry

4187. Re: Gonna get back into the 8-bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <372D3AA9.3AC7@geocities.com>
Source record: 52680

Welcome to the world of the 8-bit Atari!

I'm finding that the 8-bit world is quite a lot more interesting than the Atari St realm, though that is considerably fun. But the 8-bit machines are said to be akin to the Amiga computers, having been developed but the same engineer.

I love the 8-bits, and if it were not for the 40 column screen and slow running I/O port for modem speeds, I would probably play more with it.

Hell.. maybe I should sink my money into a black box and pursue the "current" 8-bit world. :) Seems kinda fun... might be a slightly more fun way to go.

But then again... the internet browser CAB in the ST world is a fun concept. :)

Let me know how it goes. If nothing else I have a spare Assembler Editor cartridge I could part with for cheap.

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

4188. "I WANNA TT !! "

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <372D3C21.7680@geocities.com>
Source record: 52681

Heheh... with a name like that.. you know it would have to be punned
sooner or later. ;)

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

Bowling wrote the message "Re: Orpan Boy Wants Atari Donation"
>
> I am a poor widdle orphan-boy. In order to keep me warm at night, I would like to have donated to me an Exus Foot Craz Activity Pad. I have figured out how to modify this particular item to produce a superior heat pad.
> Although I know they have some other use as a game controller, I can assure you that I will only use it for its warmth-inducing properties, to keep me from freezing to death.
> signed,
"the-poor-widdle-orphan-boy"

4189. Re: terminal emulation for 400?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <372D4036.E8C@geocities.com>
Source record: 52682

DAB wrote:
>
> any terminal emulation software for Atari 400, etc. series.??
>
> looking for TTY (baudot) and ASCII
>
> receive only - i want to use it w/ my radio......
>
> daburroughs@hotmail.com

Baudot? Try the cartridges "Telelink" and "Telelink II". Simple, very basic terminal emulators. (No Atascii). Nevertheless they have Baudot there.

Damn I love the 8-bit world. ;)

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

4190. Re: Toad Computers.. remnants...

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <372D42FB.699E@geocities.com>
Source record: 52683

[Here are quotes from a correspondence that I had with one gent.]

> Previously...
>
> Hello,
>
> Well, I bought everything they had left for one lump sum in April of 98.
>
> I don't have a list per se of what I got, since there is just too much stuff (You can look at my very outdated web site at www.radix.net/~atari).
>

On Fri, 9 Apr 1999, Doctor Clu wrote:

> Keith,
>
> Neat! I'll have to let people know that you are what is left of Toad computers. I'm sure they'll be happy. If you could make me a list if would be a nice resource to add for our club members.
>
> So what's the price on the T16 boards bearing in mind the as is state they are in?
>
> Curiously,
>
> Doctor Clu / Greg Goodwin
>
> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!
>

4191. Atari Age Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: Darren <lordogrin@geocities.com>
Message-ID: <7gji5uoos1@autumn.news.rcn.net>
Source record: 52684

Well I didn't see any Atari 2600 bases, so I'll ask here.

I have the first 2 years of the the Atari Age magazine for the Atari 2600 (VCS) system. I Scanned the first 2 issues, if anyone likes I will post them up here. Cool to look back 18 years ago and read about all the old stuff.. Let me know. I guess I'll zip each magazine together into 1 file. Should be like 1-1.5 megs each not bad.

4192. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: LONNIEMCCLURE@prodigy.net
Message-ID: <MPG.119718ca6e23c7609896d6@news.prodigy.net>
Source record: 52685

In article <eR6r5EOl#GA.226@cpmsnbbsa02>, dated Sun, 2 May 1999 17:15:19
-0400 joeaux@yahoo.com stated:

> 1200XL keyboard better? No way! The original 800 keyboard
> was classic. You knew when you typed on that baby. It's kinda
> like the original PC keyboards. Nice honest-to-god switches, not
> some lame little rubber contact.

While I will not argue over the original 800 keyboard having better
"feel", I will claim the 1200XL had the better layout, as any touch
typist who has hit the "break" hit when going for "delete" on any other
Atari 8-bit keyboard can attest.

It also had an advantage in the the low, sloped front of the 1200XL case
puts it in a more "ergonomic" position. Technically, however, that is an
issue of case design, not keyboard.

==========
lonniemcclure@prodigy.net

4193. Re: AtariBASIC program for Fuji logo

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <372e6185.1031571@news.freeserve.net>
Source record: 52686

The other Day marknewtonjohn@webtv.net (Mark Newton-John) wrote:

>In my distant memory, I remember typng in a program that draws the Fuji
>logo using BASIC statements to draw it in a wireframe 3-D and rotate it.
>Slow as hell, I think I compiled it to run faster (not by much). I'll
>have to try to find it.

My god, in basic?

Now that's one slow old logo :)
--
Paul..

www.dellos.freeserve.co.uk

for UGVP ECTS info

ICQ No: 105793

4194. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-03 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <372D6BD3.DB79EDFF@mail.uni-mainz.de>
Source record: 52687

Hello Curt,
if you change the 1200XL OS to an 800 OS, you can merely use 48k, that`s
right ?!? So, how can you make your 1200XL fully XL compatible and thus
use its 64k RAM ?? Greets - Andreas

Curt Vendel schrieb:
>
> Actually it is rather interesting, a lot has to do with their rarity,
> they were the shortest lived Atari computer. Only sold from 1982 until
> 1983 when they were quickly discontinued after Atari seeing the major
> faults in the system which Atari's own marketing and HCD management
> teams all though were its strong points. Also the 1200XL is one of the
> nicest looking Atari 8-bits, it has the best keyboard of all of them and
> with a quick piggyback Atari 800 OS chipset fix you can turn the 1200XL
> back into a fully functioning Atari 800 system, and Bob Woolley of Atari
> fame has an ample supply of fixes and updates to turn the 1200XL into a
> full blown power-system. So these are some of the major draws for the
> 1200XL, it was a loser when it was released, but these days, its a
> winner.
>
> Curt

4195. Re: Any one in Uk who can help?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-04 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7glejm$45v$1@news8.svr.pol.co.uk>
Source record: 52611

Hi Michael,

>I've heard Derek Fern has vanished altogether, anyone know anything?

I spoke to him this afternoon, he's alive and well and still trading.

He's in the throes of changing ISPs, I understand he should have his web page back up in a month or so - the 'phone numbers in the FAQ are still valid.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

4196. Old game.

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-04 00:00:00 UTC
From: Joe Gunther <Cocomoe@prodigy.net>
Message-ID: <7glvg1$113u$1@newssvr04-int.news.prodigy.com>
Source record: 52612

Does anyone have an old SSI game called Colonial Conquest for sale?

I know I played it on an ST but did it exist in other versions?

4197. Re: DOS 3 POKES

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-04 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <19016-372EA4E5-126@newsd-224.iap.bryant.webtv.net>
Source record: 52613

```
Found it, it is location 3889 ($F31) label DOS 3.
It says it corrects some errors in earlier FMS files. RATS! It doesn't
say what they were.

If you PEEK(3889) and get a 76, you have an earlier version. Later
versions will have a 78.

10 FOR N=1 TO 9:READ A,B:POKE A,B:NEXT N
20 DATA 3889,78,3923,78,3943,78,3929,76,3895,76
30 DATA 3901,77,3935,77,3955,77,2117,240
```

4198. Re: Atari 8-bit CD Rom and etc.

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-04 00:00:00 UTC
From: Stefan Birmanns <stefan.birmanns@gmx.de>
Message-ID: <372EBEBC.88154BE3@gmx.de>
Source record: 52614

LWhite6497 schrieb:

> >Now who is going to be the first to make a DVD?
>
> Actually, I hope someone comes up with a
> CD Rom driver for the BB, so that we don't
> have to go through the PC to read it.
> Supposedly, one of the IDE interfaces
> was going to do this, but I don't think it
> ever happened. (?)
>
> Larry

Yes, our IDE-Interface has a ISO9660 driver. It is a small
driver-program. After starting, you can access the CD-Rom like a
floppy-disk.

Stefan

4199. Pac-Man Fever Album

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-04 00:00:00 UTC
From: Darren <lordogrin@geocities.com>
Message-ID: <7gmfe9$3c4$1@autumn.news.rcn.net>
Source record: 52615

Is now available at:
http://members.xoom.com/dbdb_98/stuff/pacmanfever/

4200. Atari Age Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-04 00:00:00 UTC
From: Darren <lordogrin@geocities.com>
Message-ID: <7gmg0f$51a$1@autumn.news.rcn.net>
Source record: 52616

are available at:
http://members.xoom.com/dbdb_98/stuff/atari/2600/atari-age-magazines

4201. Re: 1050 modified drive, what is it?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-04 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <FB7FEx.2A0@cix.compulink.co.uk>
Source record: 52617

In article <7geoi9lvj1@epos.tesco.net>, Richard.Daley@tesco.net (Richard Daley) wrote:

> assume the board was also made in England, but have no proof of this.
I *think* this is a UK board but I can't remember the name! I bought one years ago (1985?) for my 1050 and it was indeed a very home-made looking affair bought from an address like "The shed, someones back garden, Luton, Essex" i.e. very low key. It was incredibly fast - much faster than the Happy or US doubler in friends machines and also copied almost all software although not all. It seemed to be compatible with everything and cost around £45 at the time which was great compared to £150 for a Happy board. I suspected it was a reverse engineering of an existing device but I could be wrong.

With the right DOS it flew along. Whereas a normal 1050 went beep beep when it loaded and a Happy went more like machine gun fire, this one was sounded more like a buzz - one very fast constant stream of pulses. Even 48K games loaded in a second or two. Surely right at the edge of the bus's abilities?

I wish I could remember the name though - The eprom had a hand written label with a number I think. I never saw an add for it - it was bought through the small adds in an 8bit UK mag.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

4202. Re: 800XL Keyboard Woes!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-04 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7ypv4hvsrp.fsf@co.umist.ac.uk>
Source record: 52618

vinnie5757@aol.comnospam (VINNIE5757) writes:
> > When it's on, the TAB key
> >acts like it's being held down the whole time.
>
> Careful here... try pulling the key cap off... you want to get to the small
> spring inside...

And when he says careful, he really means careful, unless you want to spend the next half hour on your hands and knees looking for the missing spring (I've done that one a few times!) =) Those springs have a habit of shooting out if you're not real careful when you lift the key cap off.

Stick a small screwdriver underneath the edge of the key cap and lift it up real slow, with your finger on top of the key cap to make sure it doesn't suddenly jump out. When you feel the key cap snap out of place, lift it up slowly. The springs have a habit of sticking to the underside of the key cap too, so once you've got it out, turn it upside down, to make sure the springs don't fall out.

If it's the same type of keyboard on my 800XL, there should be 2 springs in there, a larger one that makes the key cap move in and out, and a smaller one that touches the key contact through a small hole.

> you can do one of two things... squeeze it a little.. to
> 'compress' it... if that doesn't work, I understand you can clip a small piece,
> let's say a half curl off... be certain that the clipped piece is AWAY from the
> membrane board.. in other words towards the key cap... otherwise you'll damage
> the membrane...

Do the above if after removing the key cap and springs, the TAB key stops, but if the TAB key is still going after you remove the springs, then you're going to need to take the whole keyboard apart (by removing all those screws on the back of it) and separate the contacts. If it is the same type of keyboard, and memory serves correct, there's a couple of plastic sheets in there with traces drawn on them, and pads where the keys are located. Separate the sheets, and if necesary clean them. Then put it all back together again. Even if this is the problem, you might want to snip a little bit off the spring anyway.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
---------- Join The Atari 8-bit Computer WebRing at: ----------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

4203. Re: FTP sites (Yogi, Umich, etc.)

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-04 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yogk1vsff.fsf@co.umist.ac.uk>
Source record: 52619

jamesk@kingtechsvcs.com writes:
> I know the FAQ lists a few FTP sites, but I know there must be more.
>
> Do sites like YOGI still exist?
>
> Does somebody else have a comprehensive list of ftp sites for 8bit Atari?

I've got a list at:
http://www.geocities.com/SiliconValley/Lakes/7953/atari.html

which might be of use to you.

Also check on the Resources page:
http://www.geocities.com/SiliconValley/Lakes/7953/8bit/resources.html

for other web pages with downloadable files on them. If you find any
sites that are missing from the page, or any on that page that no
longer exist, then please let me know and I'll update it.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

4204. Giveaway 2

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-04 00:00:00 UTC
From: jack <jackaloy@ix.netcom.com>
Message-ID: <372F06CE.39FB@ix.netcom.com>
Source record: 52620

I have Atari cassette programs that I am giving away. I have not tested them. They are original, not copies. They do not have any manuals or boxes.

Blackjack - CX4105
Introduction to Graphics - CX4117
Introduction to Sound - CX4117
Invitation to Programming - CX4101
The Official FROGGER (Atari Version by Joh Harris) - SEGA
Pumpkin Stand (Atari BASIC) - PDI

Email if you're interested in any or all.

Jack

4205. DGS Atari 8-bit site - Summary of contents

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-04 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01be9643$21481560$LocalHost@comgar-w95-001>
Source record: 52621

DGS - Who are we and what do we do?

Dean Garraghty Software (DGS) supply Atari 8-bit software, both PD and exclusive Commercial software, including the PPP products QUICK and SAM. We have been supporting the Atari since 1988, and plan to continue doing so. We are based in the UK, but sell to anywhere in the world. We accept payments in UK Pounds and US$. Shipping charges to the US are no more than $5 per order in 95% of cases.

The DGS Website - What's on it?

We have recently been building our site up to include more Atari archive material. Here is a summary of the site:

* Our main PD/Commercial software catalogue

* Latest list of used hardware/software/books/magus we have for sale

* List of PC CD-ROMs we have left which need clearing out (CD-ROMs from 50pence each!)

* Free demos of the Quick programming language and Digi-Studio to download

* 17 articles written by me (covering a variety of Atari-related subjects) and originally published in the Atari 8-bit News-Paper and Page 6 magazine

* Photos from the 1990, 1992, and 1993 AMS shows held in the UK

* Cover scans of the early Page 6 issues including the very rare Issue 1

* Cover scans of all 5 issues of Atari UK's I/O magazine from the early 80's, including the rare Issue 1

* Cover scans of the Official Show Guides to the Spring and Autumn 1987 'Atari User Shows'

* A scanned article from I/O magazine about how Atari got its name

* A cover scan of an old Silica Shop catalogue from 1987

* A complete scan of an Atari UK service centre guide from 1983

* Cover scan of Issue 1 of the UK's "Monitor" magazine (a real treat for folks in the UK!)

More stuff will be added quite regularly, so make sure you come by from time-to-time.

The site now uses frames (only 2 to be exact!) so it may take a while to start up on some machines/browsers. Be patient! If you have any problems

using it with your Browser, then please let us know.

All you need now is the address, which is: http://www.dgs.clara.net

Please stop by and take a look!

Dean Garraghty
dgs@clara.net

4206. Re: Wanted SPARTADOS X & Other hardware....

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-04 00:00:00 UTC
From: atari8man@aol.com
Message-ID: <19990504132050.10936.00002202@ng-fy1.aol.com>
Source record: 52622

>> Hi,
>>
>> I am looking for the following hardware:

>> Digicom midi-interface
>> ATARI 400 (PAL)
>> ATARI 800 (PAL)
>> ATARI 1200XL (PAL)

>no such animal

Euskara has an PAL 800 Atari unit, Im sure he will sell it for a decent price.. Atari DID make PAL 400 and 800!!

Contact EUSKARA@aol.com

4207. Email test, don't read

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-04 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <925849005@stackbbs.xs4all.nl>
Source record: 52623

```
Mail Date: May 4, 1999 Time: 9:45
This is just a test.
Testing gateway THUNDERDOME <-> STACK <-> INTERNET C.S.A.8

End Test.
Sorry for any incovenience...
bo.
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE, Pro-node 471

4208. Re: Wanted SPARTADOS X & Other hardware....

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-04 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7gnop3$j0l$1@news8.svr.pol.co.uk>
Source record: 52624

Hi,

>>> ATARI 1200XL (PAL)
>
>>no such animal
>
>Euskara has an PAL 800 Atari unit, Im sure he will sell it for a decent
>price.. Atari DID make PAL 400 and 800!!

I think he meant there's no such thing as a PAL 1200XL....

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

4209. Re: Wanted SPARTADOS X & Other hardware....

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-04 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7gnurr$8he@freenet-news.carleton.ca>
Source record: 52625

"Peter Pachla" (my.name@vectrex.freeserve.co.uk) writes:
> Hi,
>
> >>> ATARI 1200XL (PAL)
> >
> >>no such animal
> >
> >Euskara has an PAL 800 Atari unit, Im sure he will sell it for a decent
> >price.. Atari DID make PAL 400 and 800!!
>
> I think he meant there's no such thing as a PAL 1200XL....

Couldn't you make your own by changing Y1, ANTIC, and patching the OS?

BTW: Anyone know if its possible to get a US TV to see the colors of a
PAL 800XL? I can see the screen, slightly compressed, but the colors
are all missing.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4210. Wanted: Original Archiver, 1050 Super Archiver, Happy documentation

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-04 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7gnv0s$8j3@freenet-news.carleton.ca>
Source record: 52626

Can anyone provide me with photocopies of all or some of the above
documents? I used to have the 810 and 1050 archiver manuals, but
I seem to have lost them.

I can trade other documents.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4211. WARNING for all EBAY users

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-04 00:00:00 UTC
From: LR & NR <lary@globalserve.net>
Message-ID: <372F87C2.3FE8@globalserve.net>
Source record: 52627

There is an individual, his name is Travis Nave, his user ID is both "cyber-crud" and "cybercrud". Thats right he is using two user ID's (do a contact sheet search and you will find they are one in the same person), he burned me by winning one of my auctions and not sending any letter to me whatsoever, but it does not end there, after numerous emails he has never answered me back, after contacting ebay they informed me to leave him the appropriate feedback. After a few days he leaves me a negeative feedback in a retaliating mannner. After doing some research I discovered that he was bidding on the same item offered by other ebay users during the same time period, apparently he bid on several to get the best price before sending any money to anyone. Furthermore, he uses his two ID user names to leave positive feedback for each other and even used his alias to defend his negeative feedback (check his feedback rating), this person is very pathetic and a very dangerous user to anyone who uses ebay since he will blemish your name. If he happens to be in one of your auctions get him off, he will screw you over. I have emailed all information to safeharbour on ebay and hopefully we can do something about this person.

4212. FA: Atari 1020 Color Printer New Shrinked-wrapped - For all Atari 8-bit Computers

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-04 00:00:00 UTC
From: Headley Sappleton <hsappleton@sprintmail.com>
Message-ID: <7go19m$mj9$1@birch.prod.itd.earthlink.net>
Source record: 52628

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=99525752

Auction Ends on: 05/10/99 at 19:39:32 PDT

4213. Looking...

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-04 00:00:00 UTC
From: Subway95 <Subway95@vote4gop.org>
Message-ID: <7go7t3$619@world5.bellatlantic.net>
Source record: 52629

Hello,

I'm looking for a web page that will list the Atari Basic commands and memmory location the Pokes and Peeks of Atari.

Also I'm looking for a program to add BAS file to the XFD or ATR files for MSDOS.

Boy! I miss my BBS when I ran it using CARINA and CARINA 2 BBS software, 15 years ago out of my bedroom.

4214. Re: 1050 modified drive, what is it?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-04 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <372F8A9A.738E1B37@sisna.com>
Source record: 52630

You may have a Happy Clone? Try running Happy 7.0 on it see what happens.

bob

4215. Re: 800XL Keyboard Woes!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-04 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <372F8CEE.88638689@sisna.com>
Source record: 52631

Ok on your 800XL keyboard..

First of all remove the screwss to the top of the comuter. Than remove the keyboard marlar from the socket in the comuter. Look at it, if it is coroded up, take a pencil eraser very lightly and clean the strips to a silver color.

It that does not work then remove all the screws from the back of the keyboard and gently lift the keys from the back.. Wipe the marlor clean with a very lightly damp cloth..do not wet it down as it will mess up the traces. Very light damp...Place the keys back on the marlar, do not insert the srews yet, plug it in, turn on the computer and see if it still sticks..If so...remove it again get some cleaner from Radion Shack and spray the upper area of the key that sticks, go to bottom of key and spray that, make sure the cleaner you have will evaporate leaving no trace or residue. Then let it dry for a day, (yes a Day) some of these cleaners will not dry completely in less time. Then try it again, it that fails, then get a replacment keyboard (working of course!)

bob

4216. Re: 800XL Keyboard Woes!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-04 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <372F8D8D.1FFDC5D5@sisna.com>
Source record: 52632

Ok I back up here seeing a couple other posts. I forgot they put out 2 different keyboards for the 800XL, one was with a Marlar, and the other type was with a circuit board hard wired. Depends upon which type you have in your computer.

bob

4217. Re: Atari 8-bit CD Rom and etc.

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-04 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <372F8F66.41261FAE@sisna.com>
Source record: 52633

Thank you for the updated informaton, as to the first DVD producer, probaly long after my demise, but in advance I truely take my Hat off to the producer.

Thank you and yours for all your efforts in producing the First/Second CD-ROM. I have been collecting as much totaly practical/functional information as I can to keep ahead of myself, not anyone else for the next genteration of Atari 8-bit CD-Rom. Copyrights are totaly hard to come by these days, no one wants to relinquish any right to a DEAD PRODUCT!!!! as they say...so when is Dead, not Dead!!!!

bob

4218. Re: FS: Atari 8-bit hardware items

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-05 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-dkl9qOtUZqYd@localhost>
Source record: 52538

On Mon, 3 May 1999 09:32:03, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

> Hello Curt,
> a 1064 is nice, but as I found out, this does not make your 600XL fully
> 800XL compatible. Many games from Eastern europe did not work on this
> upgraded 600XL, although they worked well on an 800XL. So, how do you
> upgrade your 600XL to 64k plus make it fully XL compatible ?!?
> Greets - Andreas
>

That is strange. It only adds extra memory to make the 600XL fully
compatible with the 800XL. Hidden ram Under the OS rom works as well.
I cannot see why those games didn't work.

BTW. I have seen people say that the 600XL with the 1064 has 80K ram.
That may be right technically, but the ram seen is only 64K. There is
no way to access the extra 16K.

4219. Re: Wanted SPARTADOS X & Other hardware....

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-05 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-qJpdiCqL0oWO@di11-ks.cth.com.au>
Source record: 52539

On Tue, 4 May 1999 20:28:38, "Peter Pachla"
<my.name@vectrex.freeserve.co.uk> wrote:

> Hi,
>
> >>> ATARI 1200XL (PAL)
> >
> >>no such animal
> >
> >Euskara has an PAL 800 Atari unit, Im sure he will sell it for a decent
> >price.. Atari DID make PAL 400 and 800!!
>
> I think he meant there's no such thing as a PAL 1200XL....
>
That is exatly what I ment!!

James

4220. Re: Wanted SPARTADOS X & Other hardware....

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-05 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-nuGnx7dUgMc4@di11-ks.cth.com.au>
Source record: 52540

On Tue, 4 May 1999 23:11:55, ai123@FreeNet.Carleton.CA (Steven J.
Tucker) wrote:

>
> "Peter Pachla" (my.name@vectrex.freeserve.co.uk) writes:
> > Hi,
> >
> > >>> ATARI 1200XL (PAL)
> > >
> > >>no such animal
> > >
> > >Euskara has an PAL 800 Atari unit, Im sure he will sell it for a decent
> > >price.. Atari DID make PAL 400 and 800!!
> >
> > I think he meant there's no such thing as a PAL 1200XL....
>
> Couldn't you make your own by changing Y1, ANTIC, and patching the OS?

NO. A second crystal must be added and other bits and pieces
associated with it and another chip. . There is no place on the
motherboard for this to go, unlike the other XL's.The os can stay the
same

>
> BTW: Anyone know if its possible to get a US TV to see the colors of a
> PAL 800XL? I can see the screen, slightly compressed, but the colors
> are all missing.

no. The PAL colour signal is completely different to the NTSC one. PAL
has much better colour synchronisation.

James

4221. Re: Wanted: Original Archiver, 1050 Super Archiver, Happy documentation

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-05 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990505064111.20644.00002424@ng35.aol.com>
Source record: 52541

>Can anyone provide me with photocopies of all or some of the above
> documents? I used to have the 810 and 1050 archiver manuals, but
> I seem to have lost them.

Hi Steve-
First, how did the second file (ZIPped) come
out? I presume it is ok, but if the 6 header
bytes from the A8 binary load file cause you
a problem, let me know.

I checked the file that you sent me, and it is
exactly 2K. Glad it made it through ok.

I probably have everything that you
mention as far as Happy/Archiver manuals.

Give me your "wish list" and I'll check for
each. There is one small twist. The first
Super Archiver that I got came with only
an addendum of new features (8-1/2 X 11"
Xerox). The second SA came with a manual
from B&C called "SCAN-IT" That manual
is virtually identical to the original Archiver
manual, again with an addendum. Happy
stuff - I got most all of the Doc from the 810
Happy an up to Rev 7.1 for 1050 and
upgraded 810, and Discovery Cart for the ST.
Also, I THINK that there is some Happy doc
ot the UMich archive. Not sure, but I believe
I saw that in a post fairly recently.

If I just could find a Happy Technical manual!

Give me a list - we'll work something out.

Larry

4222. Atari 8-Bit Computers: Frequently Asked Questions

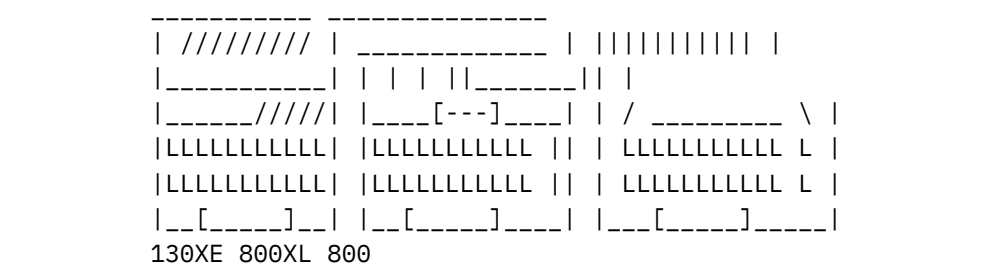
Newsgroup: comp.sys.atari.8bit
Date: 1999-05-05 00:00:00 UTC
From: Michael Current <mccurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_925907735@rtfm.mit.edu>
Source record: 52542
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

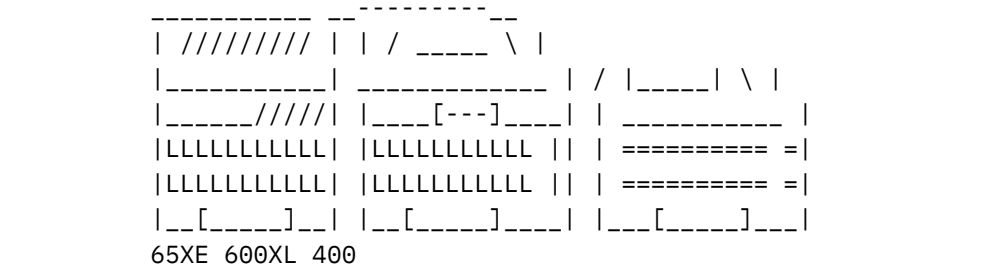
Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: April 30, 1999

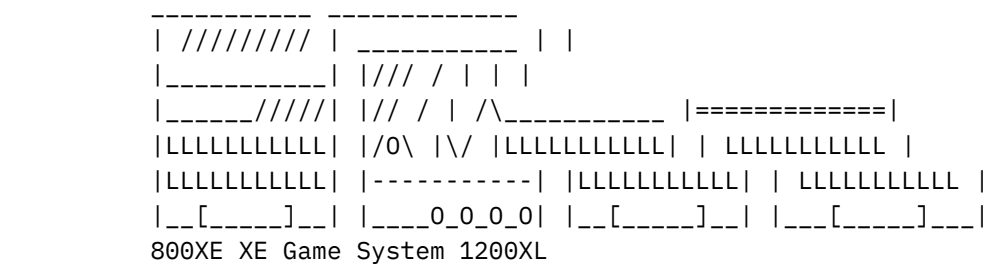
Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Frequently Asked Questions List







Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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that portion reproduced is not modified, and so long as credit is given to this
FAQ list or its Maintainer, or the author of that section reproduced when
given.

This FAQ list is in a constant state of development and comes with no guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible! Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 0.1) Table of contents

0.1) Table of contents

Introduction to the Atari
1.1) What is an Atari 8-bit computer?
1.2) What can I do with an 8-bit Atari?
1.3) What are some of the performance features of the 8-bit Atari?
1.4) What is the internal layout of the 8-bit Atari?
1.5) How did Atari get it's name?

Usenet newsgroups
2.1) What is comp.sys.atari.8bit?
2.2) What other Usenet newsgroups cover the 8-bit Atari?

E-Mail lists
3.3) What is ATARIPL?
3.4) What is ATARI8-L?
3.5) What is ATARI8PL-L?

Public Domain/Freeware/Shareware Archives
4.0) What is XL Search?
4.1) What is the University of Michigan Archive?
4.3) What is the PVV Archive?
4.4) What is the ClarkNet Archive?
4.5) What is the Gatekeeper's Archive?
4.6) What is the Polish Demo Archive?
4.7) What is the Atari 8bit FTP Archive in Slovakia?

Telnet sites
5.1) What is the Cleveland Free-Net Atari SIG?
5.2) What is the National Capital FreeNet Atari Users SIG?
5.3) What is the Victoria Telecommunity Network Atari Users SIG?

FidoNet
6.1) What is FidoNet?

World Wide Web pages
7.1) What is the Atari 8-bit Computer Web Ring?
7.2) What WWW pages support the 8-bit Atari?

IRC channels
8.1) What IRC channels discuss the 8-bit Atari?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?
9.2) What is an .arc file?
9.3) What are the .DCM, .ATR, and .XFD file formats?
9.4) What are the .XMO and .BIN file formats?
9.5) How can I make my commercial boot disk (tape, cart) into a load file
or disk image?
9.6) How can I convert my commercial boot tape into a cassette image file?

File Transfer Solutions
11.1) What are the best terminal emulators available?
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?
11.3) Can I read/write MS-DOS disks on an 8-bit Atari?
11.4) How do I transfer files using a null modem cable?
11.5) What is SIO2PC?

Peripherals
12.1) What 5.25" floppy disk drives are available?
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?
12.3) What do I need to connect a hard drive to my 8-bit Atari?
12.4) What kinds of monitors can I use with my Atari?

General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?
13.7) Which versions of the Operating System (OS) are there?
13.8) What games support 4 simultaneous players on the 400/800?
13.9) Why should I disconnect the 810/1050 power supply before connecting or
disconnecting SIO cables?
13.10) What is Omnimon?
13.11) What is the difference between NTSC and PAL machines?
13.12) Is the software for the Atari 8-bit computers "TV-standard dependent?"
13.13) What programming languages are available for the Atari?
13.14) What is the Atari XEP80 Interface Module?
13.15) What makes some XL/XE software incompatible with the 400/800?
13.16) What games run only on the 400 and 800 models?
13.17) What games make use of the Light Gun?
13.18) How do I type a tilde (common character in Web URL's) on my Atari?
13.19) What's the difference between ASCII and ATASCII?

Other FAQ Lists for the 8-bit Atari
14.1) What vendors, developers, or publishers support the 8-bit Atari?
14.2) Where is my nearest 8-bit Atari BBS?
14.4) I'm new to the Atari. How do I use this thing?
14.5) Can I use an emulator to run my old Atari software on my new computer?
14.6) What hardware upgrades, modifications and add-ons are available?

14.7) What is the HARD-Interlacing-Picture (HIP) format?
14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

Reader-suggested topics, unwritten as yet: (volunteers?!)
How fast of a modem can my Atari display keep up with?
-with UltraSpeed roms?
-with XEP-80
-with any particular terminal program

Video Upgrades
-Adding chroma video signal to 600XL/800XL/1200XL

What is APE?

Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE 800XE XE Game System

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor. The Atari 800 was code-named "Colleen"; the 400, "Candy."

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan, mailto:finneganj@delphi.com)
Jerry Jessop, mailto:jjessop@ix3.ix.netcom.com
Scott Emmons, mailto:scotte@center.uscs.com

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design

Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

OS PROGRAMMERS:
Larry Kaplan
David Crane
Bob Whitehead
Al Miller

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop, mailto:jjessop1@home.com writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 128 colors displayable simultaneously, up to 320x192 graphics resolution and up to 40x24 text resolution in 8 graphics modes and 6 text modes. Video may be displayed either on a composite video monitor in the case of the 800, or on a standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM, but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

The 800 can be fitted with 1-3 of the following two RAM modules:
CX852 8K RAM module, CX853 16K RAM module
and must be fitted with a ROM module:
CX801 10K ROM, CX801-P 10K ROM for PAL machines

[WHEN WAS THE 400/800 REVISION B OS INTRODUCED????]

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop, mailto:jjessop1@home.com adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Buss Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the 1064 Atari Memory Module.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(
Atari Games Corporation is also formed from the former coin-op division and markets coin-op games under the Atari Games brand.

Atari Games Corporation is a developer, marketer, licensor and publisher of coin-operated video games, having created such classics as Pong, Asteroids, Centipede, Missile Command, Gauntlet, Area 51, and San Francisco Rush Extreme Racing. Atari Games Corporation is a subsidiary of Midway Games Inc. (NYSE:MWY). The Atari Games Corporations home page is at http://www.atarigames.com.
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus the FREDDY chip, supporting the unique (but rarely used) ability for the 6502C and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge

Interface (ECI), continuing the powerful feature of a fast parallel port. European 65XE's include the ECI port.

Only by the final production run of the 130XE (when was this???) was the XL/XE OS revised to include a "keyboard test mode" that matched the XE keyboard, and a RAM test that tests the full 128K of RAM.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game, while offering 64K RAM and full compatibility with the 65XE.

The 800XE, a 130XE with just 64K, was released at some point in eastern Europe. [WHEN???]

1992
Atari officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

1996
On July 31, 1996, Atari Corp. became a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which is a subsidiary of Hasbro, Inc., for $5 million in cash.

Hasbro Interactive, Inc. is a leading all-family interactive games publisher, formed in 1995 to bring to life on the computer the deep library of toy and board games of parent company, Hasbro, Inc. (Amex: HAS - news). Hasbro Interactive has expanded its charter to include original and licensed games for the PC, the PlayStation(R) and Nintendo(R) 64 game consoles and for multi-player gaming over the Internet. Headquartered in Beverly, Massachusetts, Hasbro Interactive has offices in the U.K., France, Germany, Japan and Canada. For additional information, visit Hasbro Interactive's web site at: http://www.hasbro-interactive.com .

Atari Interactive, Inc. is a Hasbro affiliate, online at http://www.atari.com/

Atari currently markets Centipede, see http://www.atari-centipede.com/

Subject: 1.2) What can I do with an 8-bit Atari?

What can you do with an 8-bit Atari computer system? Virtually anything you can do with any other type of computer!

Programming? Pascal, C, BASIC, Logo, Pilot, Forth, Lisp, 6502 assembler... Plus powerful unique languages like Action! and QUICK...

Word Processing? Try AtariWriter, Letter Perfect, Paperclip, TextPro, Bank Street Writer, 1st EXLent, TurboWord, Cut & Paste, Letter Wizard, Panther, Superscript...

Database? Try TurboBase, TurboFile, Synfile, Data Perfect, MicroFiler, MegaFiler, Homebase, Super Data Base 1-2-3, Small Business System...

Speadsheet? Look at Syncalc, Visicalc, TurboBase, Calc Magic, Turbo-Calc, SAM Budget...

Communications? There's Express!, BobTerm, Kermit-65, Omnicom, VT850, Chameleon, Ice-T, FlickerTerm 80, Term80...

Graphics? Print Shop, Newsroom, Blazing Paddles, Video Title Shop, Virtuoso, Movie Maker, News Station, Publishing Pro, Awardware, Page Designer, ChromaCAD, Rambrandt...

Music? Virtuoso, Music Studio, Music Construction Set, Songwriter, Electronic Drummer, Music Painter, Music Composer, AtariMusic, MIDI-Track, Digital Music System, Chaos Music Composer... The ATARI 8-bit could also be made to speak using SAM (Software Automated Mouth) by Don't Ask Software. It can speak without the use of any hardware modification.

Alternate Operating Systems? There's the Diamond Graphic Operating System; SpartaDOS X, the 64K DOS on a "supercartridge"; the S.A.M. (Screen Aided Management) 80 column Desktop System; the Ultra Speed Plus OS; the TurBoss! High Speed O/S...

Hardware? A plethora of upgrades and add-ons are available, realizing improvements in speed, memory, sound, graphics, storage media...you name it!

Education? Colorful graphics, exciting sounds and full-screen editing give rise to hundreds of quality educational software titles.

Entertainment? The 8-bit Atari has long been famous for thousands of great games.

If you want to do something with a computer, chances are you can do it on an 8-bit Atari computer. While slower than today's PC's, the 8-bit Atari is far less costly than any of these, is easier to program at the machine level or alter at the hardware level, and has been documented more thoroughly than any of the newer computing platforms. The relative simplicity in design of the 8-bit Atari also means that many people find the systems more reliable than their modern counterparts.

The software for the 8-bit Atari is sometimes more powerful than on any other platform. For example, some Bulliten Board Systems are still run on 8-bit Ataris specifically because the BBS software available can be better than that for any other type of computer. There is a reason for the relative quality of software on the 8-bit Atari. People program commercially for the latest PC's to make money; people program the 8-bit Atari because they want to -- they enjoy producing good software. It takes a team of specialized programmers to develop a major piece of software for those other systems; with the 8-bit Atari, a single person has the chance to learn the entire system, thereby developing greater pride in his programming abilities and his final product.

The character of the programmer can shine through.

The 8-bit Atari owner can take pride that his/her computer platform was developed years before the IBM PC or Apple Macintosh were even on the drawing boards, but remains as useful today as it was in 1979.

For these reasons and more, the 8-bit Atari remains a popular alternative in today's home computer marketplace.

Subject: 1.3) What are the some of the performance features of the 8-bit Atari?

Some of this text by mailto:nbs@sonic.net (Bill Kendrick).

CLOCK SPEED:
NTSC machines: 1.7897725 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
59.94 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

ANTIC AND THE DISPLAY LIST:

ANTIC Mode #	CIO/BASIC Graphics #	Type	Display Resolution (full screen)	Number of Colors
2	0	Char	40 x 24	1 *
3	-	Char	40 x 19	1 *
4	12 ++	Char	40 x 24	5
5	13 ++	Char	40 x 12	5
6	1	Char	20 x 24	5
7	2	Char	20 x 12	5
8	3	Map	40 x 24	4
9	4	Map	80 x 48	2
A	5	Map	80 x 48	4
B	6	Map	160 x 96	2
C	14 ++	Map	160 x 192	2
D	7	Map	160 x 96	4
E	15 ++	Map	160 x 192	4
F	8	Map	320 x 192	1 *
F	9 +	Map	80 x 192	1 **
F	10 +	Map	80 x 192	9
F	11 +	Map	80 x 192	16 ***

* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16 luminances x 16 hues = 256 colors. (Four registers are for player-missile

graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video incarnation, are totally redefinable.

PLAYER-MISSLE GRAPHICS:
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available. A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:

All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

Subject: 1.4) What is the internal layout of the 8-bit Atari?

The following four paragraphs were written by Chris Crawford and appear in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. The text been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of

power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

While the 400/800 models contain a generic 6502 CPU, all of the XL/XE models contain Atari's customized 6502C chip. Alan Manuel K. Gloria, mailto:mani@pworld.net.ph writes:

The difference goes something like this: On the Atari, there are two microprocessors, ANTIC and the 6502 or 6502c. To allow them to coexist, ANTIC must shut off the 6502/6502c, a process called DMA. The 6502 supports DMA, but in Atari's implementation, it required 4 chips. The 6502c has this additional circuitry built-in.

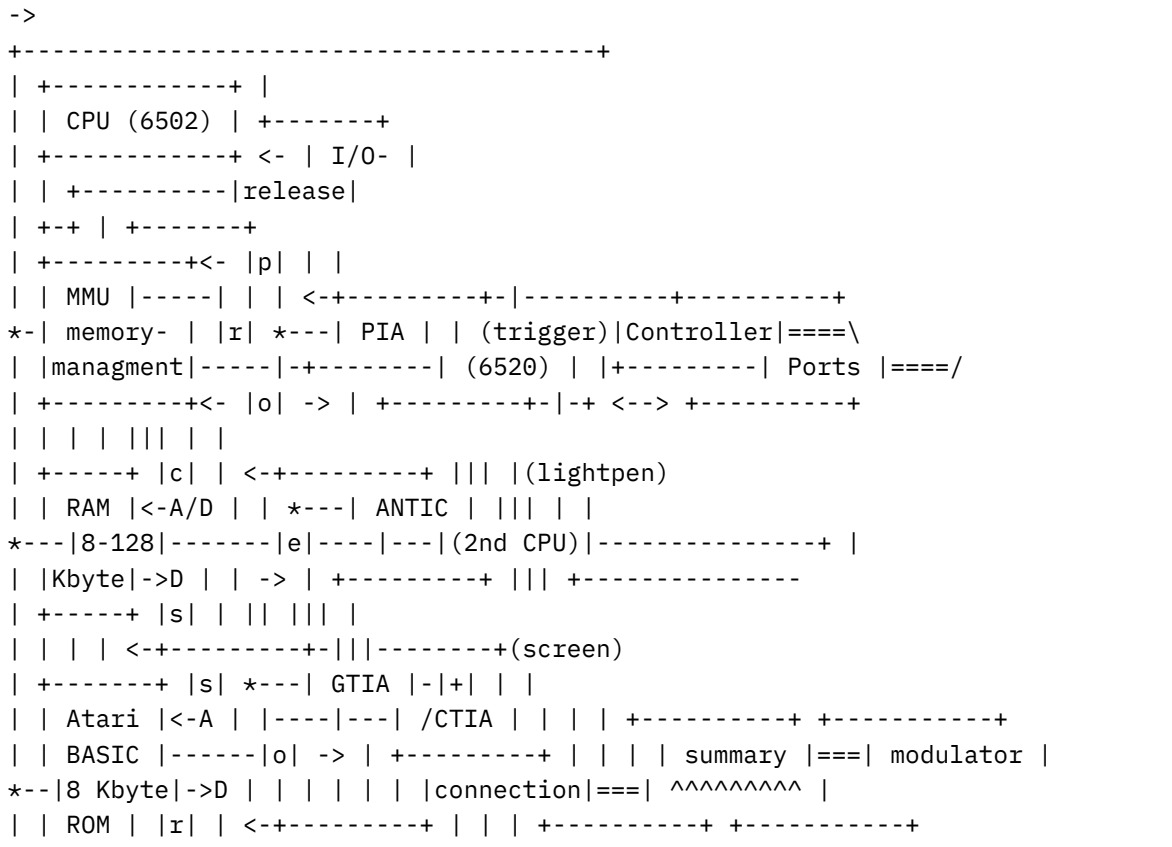
More on this from James Bradford, mailto:sup8pdct@mail.cth.com.au :
The 6502c in all PAL atari's, late 400/800, XL, XE NTSC atari's have A special 6502. This 6502 has an extra line called HALT. It is controlled by ANTIC which it uses whenever it needs the data/address bus. The HALT line is on pin 35 of the atari 6502 and must be pulled high for the chip to work (I think) . Early 400/800 NTSC atari's used a standard 6502 and a couple of chips to stop the processor when antic needed the busses

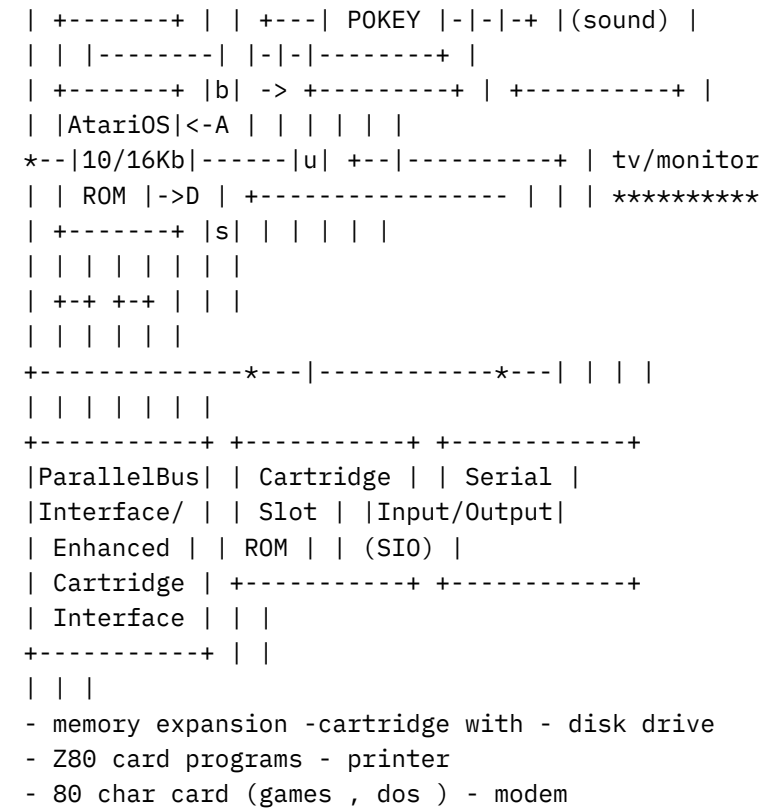
The 130XE and XEGS contain a small additional LSI called FREDDY, a RAM address multiplexer. According to mailto:sup8pdct@mail.cth.com.au (James Bradford), "FREDDY is a type of memory controller. It takes the

address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDY also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDY but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDY, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDY for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDY does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDY) and an extra 8 RAM chips."

And more recently James Bradford has written:
Freddy is just a memory decoder and timer. It replaces several chips in the 800xl The small chip near freddy does all the bank selection. CO25953. One line from freddy , Ras (or is it cas?) goes to this chip, Halt and the bank /processor select lines go into this same chip and ras (cas?) comes out. a pin for each bank. If i remember correctly, refresh also goes into this small chip. It would be quite easy to make an 800xl work just like a 130xe with this chip since Ras (Cas?) is required by ALL dynamic ram.

Hardware Arrangement (With thanks to mailto:peter@soemtron.handshake.de (Thomas Havemeister))





- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard
130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE only

Subject: 1.5) How did Atari get it's name?

Graham Thornton, mailto:dangermouse@prodigy.nospam.net types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are thiers, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

Subject: 2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion about the Atari 8-bit family of computers, including the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE and the XE Game System!

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st.

Large binary posts do not belong in unmoderated discussion groups like comp.sys.atari.8bit. If you wish to share PD/freeware/shareware, use alt.binaries.atari and alt.binaries.atari.d or upload the software to the University of Michigan Atari Archive.

To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

Subject: 2.2) What other Usenet newsgroups cover the 8-bit Atari?

news:comp.sys.atari.advocacy
Attacking and defending Atari computers. Unmoderated.

news:comp.sys.atari.announce
Announcements of Atari-related hardware and software, Web sites and other Internet resources, and events
Moderated by Kevin Savetz, mailto:savetz@northcoast.com

news:comp.sys.atari.programmer
Programming on the Atari computer. Unmoderated.

news:rec.games.video.classic
Orphan home video game systems. Unmoderated.

news:comp.emulators.misc
Emulating one kind of computer on another. Unmoderated.

news:comp.emulators.announce
Announcements related to computer emulators.
Moderated by Qualcomm, mailto:emulators-request@qualcomm.com

news:alt.binaries.atari
uuencoded software for Atari computers. Unmoderated.

news:alt.binaries.atari.d
Descriptions/discussions on software posted on alt.binaries.atari. Unmoderated.

news:alt.binaries.comp.atari8bit
uuencoded software just for the 8-bit Atari. Not widely available.

Subject: 3.3) What is ATARIPL?

From: Wojciech Hartman <harti@waw.pdi.net>
Date: Saturday, March 15, 1997 3:51 AM

I am proud to announce that there is a mailing list "ataripl" for all
polish-speaking Atari users and enthusiasts.

To subscribe the lists you have to send an email to
mailto:majordomo@piwo.bl.pg.gda.pl containing a line "subscribe ataripl".

Subject: 3.4) What is ATARI8-L?

maciej grzeszczuk, mailto:krap@zwieracz.ideefixe.nom.pl writes:

i'd like to invite all of you to atari8-l mailing list.

it's probably the biggest atari 8 bit related mailing list in the world -
- connected bidirectionally to old list at MARIST, and gatewayed to the
FidoNet(tm) international ATARI8-L echo.

for now it has about a 100 subscribers, from all around the world. the list
is free from all the F/S messages, and other off-topic discussions, so
you can find there pure atari8 related stuff... all the messages comes right
to your email account, so there is no need to contact a newsserver, there
is no old-messages deleting, and so on... my wish is that every atari user
would be subscribed, so the atari community stay together and grow in
strenght.

to subscribe, please send the message to majordomo@zwieracz.ideefixe.nom.pl
with the following line in the body (not the subject) of your message:

subscribe atari8-l

the language we use is, of course, english. the list is fast, reliable,
regularily maintained.

there is also mail2news gateway that translates all postings on the list to
easy to read usenet articles, available read-only to everyone at:
news://zwieracz.ideefixe.nom.pl/listserv.atari8-l

the atari8-l mailing list is available as well as a newsgroup listserv.atari8-l
on public newsserver zwieracz.ideefixe.nom.pl .

there is also archive of all postings that appeared on the list (well, in fact
almost all - about first hundred is missing).

(There's an old list called INFO-ATARI8 which is actually still alive. But knowing about it is know longer necessary, as 100% of its postings are cross-posted with atari8-l.)

Subject: 3.5) What is ATARI8PL-L?

any atari 8bit related threads are welcome. Polish language only.

to subscribe, please mail a message to
mailto:majordomo@zwieracz.ideefixe.nom.pl

containing a line:

subscribe atari8pl-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

if you get any problems, please report to
maciej grzeszczuk, mailto:krap@zwieracz.ideefixe.nom.pl

Subject: 4.0) What is XL Search?

XL Search is a new and growing search engine created and maintained by mailto:nbs@sonic.net (Bill Kendrick), designed to provide much-improved access to the various PD/freeware/shareware Atari 8-bit software archives available on the Internet.

XL Search is located at: http://www.sonic.net/~nbs/xlsearch/

You can also access XL Search via e-mail! Send mail to:
mailto:nbs@sonic.net with the subject "xlsearch" for details.

mailto:nbs@sonic.net (Bill Kendrick) himself writes:

http://shareware.com/ , c|net's FTP-site search engine, now includes the Atari 8-bit files at UMich!

Unfortunately, being under the previously-existing "Atari" category, the files are now pretty mixed in with the ST stuff. I've talked to them about fixing that. No reponse yet (they're really slow that way)...

Anyway, so now you can use http://shareware.com/ to find Atari stuff.. just be careful what directory you pull it out of! :)

Remember, you can ALSO use MY MINI VERSION OF SHAREWARE.COM!....

XL Search, the Atari 8-bit FTP site search engine!
If anything, it's much less cluttered than Shareware.com! ;)

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of files for many computing platforms, including the Atari 8-bit computers. For more information:

Bill Kendrick, mailto:nbs@sonic.net (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich Archive. The Archivists request you use these mechanisms in this order of preference:

1) The number one way to get into the UMich archives is via AFS. If you have AFS, all our files are kept in the directory "/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT! Specifically, use:

file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software Archives" choice. Specifically, use:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/ Specifically, use:

http://www.umich.edu/~archive/atari/8bit/

Mirror web sites:
http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
http://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory. Specifically, use:

ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are several mirror sites which are all updated from the home site regularly:
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
ftp://barnone.citi.umich.edu/atari/8bit/
ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
ftp://pmftp.cs.vu.nl/pub/atari8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files

(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How do I access Usenet, FTP, Gopher, and WWW by e-mail?

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You might also suggest what permanent 8bit subdirectory you'd like your file to end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file and mail it to mailto:nbs@sonic.net
(Bill Kendrick).

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no (Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate directory. Please include a readme file with each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

A mirror of Kevin Atkinson;s ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari 8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The

Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only)
on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

Subject: 4.7) What is the Atari 8bit FTP Archive in Slovakia?

This FTP site contains demos, games, utilities, zines and other useful stuff
from all the world. Also, you can download big amount of slovak and czech
programs for 8bit Atari only from this archive. And finally, because this
site is created and supported by slovak computer group GMG, most of our
products can be found right here.

If you want to place here your program, just send it to me (with some
comment) by e-mail and I will do the rest.

If you have some problems or questions, please contact me at this address:

mailto:mchorvat@econ.umb.sk (Marek Augustin Chorvat)

ftp://svs.scsss.sk/pub/atari

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

Internet access to the Cleveland Free-Net (Cleveland, Ohio, USA):

telnet://freenet-in-a.cwru.edu or
telnet://freenet-in-b.cwru.edu or
telnet://freenet-in-c.cwru.edu

Type "go atari" at any menu.

Contact:
mailto:xx004@cleveland.freenet.edu (Atari SIG)

The Cleveland Free-Net now has a home page:
http://cnswww.cns.cwru.edu/net/easy/fn/

Subject: 5.2) What is the National Capital FreeNet Atari Users SIG?

Internet access to the National Capital FreeNet (Ottawa, Ontario, Canada):

telnet://telnet.ncf.carleton.ca (Type "go atari" at any menu) or
gopher://gopher.ncf.carleton.ca or
http://www.ncf.carleton.ca/

Contact:
mailto:ac382@freenet.carleton.ca (Jack Kitowicz) or
mailto:aa728@freenet.carleton.ca (Blair Dea)

Subject: 5.3) What is the Victoria Telecommunity Network Atari Users SIG?

Internet access to the Victoria Telecommunity Network (Victoria, British Columbia, Canada):

telnet://freenet.victoria.bc.ca (Type "go atari" at any menu)

Contact:
mailto:ua558@freenet.victoria.bc.ca (Gordon Hooper) or
mailto:ud264@freenet.victoria.bc.ca (Ted Skrecky)

Subject: 6.1) What is FidoNet?

[NOTE - Michael didn't write this section. If you know who did, I want to give that person proper credit!]

FidoNet is a system not unlike the Internet in that it consists of BBSs linked together. Each discussion group (there are nearly a thousand) may or may not be carried by an individual BBS as the sysop chooses. Discussion groups are called echoes, and each echo must be moderated. There is an Atari National Echo which is 8-bit, and several (I believe) ST echoes. BBSs are also free to have local discussion groups that may or may not be echoed nationally.

To access FidoNet, you need to find a FidoNet BBS that carries the echo or echoes you wish to read, and then abide by the rules of both that BBS and the echo. Some of these BBSs require annual membership fees. Some are supported by voluntary donations. One such that can also be reached by telnet is Doc's Place BBS. I'm not even sure of its location, but I think it's Clearwater, FL. If you're coming in via an ordinary ISP and either Netscape or IE, you simply type:

telnet://bbs.docsplace.org

mailto:krap@zwieracz.ideefixe.nom.pl (maciej grzeszczuk) adds:

all fidonet backbone echoes are carried by zwieracz.ideefixe.nom.pl, and they are available read-only via any newsreader. zwieracz itself (2:480/70, 2:48/70, 2:48/700, 2:2/3009) is the main polish fidonet-internet gateway. i gateway many usenet groups onto fidonet echoamil bidirectionally, so fidonet users here in poland can easily read and post articles. this group is also available at my system via EMSI over TCP or standard modem dial-up connection (emsi over tcp ports are 60177 - for telnet, and 60179 for raw socket).

try url: news://zwieracz.ideefixe.nom.pl/fido.atari and you'll reach national ATARI group.

Subject: 7.1) What is the Atari 8-bit Computer Web Ring?

A WebRing is a set of web pages that have been linked to each other. Basically the first page in the ring has a link to the second one, the second one to the third, the third to the fourth... with the last page linking back to the first. This is all done by adding a small piece of HTML code to your page, which will automatically keep track of where your page lies in the WebRing. In this way pages from all over the world dealing with similar subjects can be linked together. In our case the subject is Atari 8-bit computers, so all pages in this WebRing are about the Atari 8-bit.

The home page of the Atari 8-bit Computer Web Ring is at:

http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

and the ring is maintained by Raphael Espino, mailto:rje@co.umist.ac.uk

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Subject: 7.2) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

VENDORS/DEVELOPERS/PUBLISHERS:
See my companion vendor/developer list

USER GROUPS:

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Wolfgang Burger, mailto:wburger@cityweb.de
http://www.atari-computer.de/abbuc/

Atari Boise User Group (ABUG)
Ron Whittam, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus (ACEC)
Michael Steve, mailto:steve.2@osu.edu
http://hcgl1.eng.ohio-state.edu/~steve/ATARI/acec.html

The Atari Exchange of Louisville (AEL)
http://ourworld.compuserve.com/homepages/rlink/

Central Atari Information Network (CAIN)
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Edmonton Atari Computer Hobbyists (EACH)
Leslie Hartmier, mailto:leslieh@tibalt.supernet.ab.ca
http://www.compdirect.com/each/

Long Island Atari User Group (LIAUG)
Mark Glicksman, mailto:mglicksm@suffolk.lib.ny.us
http://liaug.com

Queensland Atari Computer Enthusiasts (QACE)
mailto:qace@closer.brisnet.org.au
http://www.closer.brisnet.org.au/atari/atari.html

St. Paul Atari Computer Enthusiasts (SPACE)
Michael Current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

Toronto Atari Federation (TAF)
Stephen Christian, mailto:schrist@interlog.com
http://www.interlog.com/~schrist/taf/

Atari Users of North Texas (AUNT)
http://www.atariusers.com/aunt/

BBS HOME PAGES:

Beco Tel
Bernard Kok, mailto:webmaster@becotel.demon.nl
http://www.becotel.demon.nl/

Atari Inside
Marius Diepenhorst, mailto:pokey@dds.nl
http://huizen.dds.nl/~pokey/

The Last Hope
Ryan Goolevitch, mailto:ryang@trideja.com
http://www.trideja.com/lasthope/

ALTERNATE REALITY PAGES:

Original 8-bit Alternate Reality Homepage
Robert Hagenstrom, mailto:rob@ksk.sala.se
http://www.ksk.sala.se/~rob/alternate-reality/

Alternate Reality The Classic Role Playing Game
Matt Roller, kirk.webb@m.cc.utah.edu
http://myst.slcc.edu/~AR/

Alternate Reality on the Web
Sean Noble, mailto:seaner@exo.com
http://www.pacificone.com/sean/

Alternate Reality - The Star Wizard's Guild
mailto:halifax1@usa.net
http://www.geocities.com/SiliconValley/Haven/1438

OTHER HOME PAGES:

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html
http://www.atari-computer.de/resort/ (mirror)

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-System
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

ATARI XL/XE - Homepage
Stefan Lausberg, mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

Sacha's Homepage
Sacha Hofer, mailto:hofer@iam.unibe.ch
http://www.iam.unibe.ch/~hofer/

Beyond...The Black Stump Atari Page
Peter Garriga, mailto:lions@mira.net
http://www.blackstump.com.au/atari.htm

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

La cueva de los 8 bits
Mariano Domnguez Molina, mailto:mariano@ce.fciencias.unam.mx
http://www.geocities.com/TelevisionCity/Set/4826/atari.html

Atari 8-bit Emulator Page
Tony Smolar, mailto:asmolar@ma.ultranet.com
http://www.ultranet.com/~asmolar/atari8/

Atari 8-bit Utilities (emulators/SIO2PC/APE)
Preston Crow, mailto:crow@cs.dartmouth.edu
http://www.cs.dartmouth.edu/~crow/atari/

BRiTiSH Underground Atari 8bit
Craig Lisowski, mailto:clisowsk@mcs.kent.edu

http://aegis.mcs.kent.edu/~clisowsk/8bit.html

Homepage Nyman: Atari 8 bit
Peter Nyman, mailto:N94PetNy@Midgard.Liu.Se
http://www.geocities.com/SiliconValley/2741/8bit.html

Atari 8-bit Emulator utilities
Ivan Mackintosh, mailto:ivan@dales.rmplc.co.uk
http://dales.rmplc.co.uk/ivan/atari/

Draco's Atari area
Konrad M. Kokoszkiewicz, mailto:draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/atarieng.html

8-Bit Atari Emulation and Games
David Grieve, mailto:DavidG@bagend.otago.ac.nz
http://www.otago.ac.nz/Web_menus/User_Homepages/david/

Cartridge List for the Classic Atari 800/XL/XE Computers
Andrew Krieg, mailto:krieg@execpc.com
http://www.execpc.com/~krieg/VidGames.htm

The M*U*L*E Web
David L. Tucker, mailto:dtucker@dtucker.ultranet.com
http://www.ultranet.com/~dtucker/

The Digital ANTIC Project
Kevin Savetz, mailto:savetz@northcoast.com
http://www.atarimagazines.com/

Exploring the Arabic Atari 65 XE
Kevin Savetz, mailto:savetz@northcoast.com
http://www.savetz.com/vintagecomputers/arabic65xe/

TIGHT group - Atari 8-bit stuff
Michal Franczak, mailto:mfranczak@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~mfranczak/atari/

The Atari 400/800 and OSS
Paul Laughton, mailto:paul@laughton.com
http://www.laughton.com/paul/abps/oss/oss.html

Atari Planet
Trevor Holyoak, mailto:infoman@poboxes.com
http://www.holyoak.com/atari/

BKproductions 8bit Power!
Will Fisher, mailto:blackat@direct.ca
http://www.ogopogo.com/blackat/8bit/

Atari Gaming Headquarters
Keita Iida, John Hardie & Les Caron, mailto:editor@atarihq.com
http://www.atarihq.com/

Phoenix Atari Connection
John Collins, mailto:bosco@inficad.com
http://www.inficad.com/~bosco/

ATARI XL/XE Computer - Welcome / Willkommen / Bienvenue
Ulf Petersen, mailto:ulf@antic.cls.de
http://members.aol.com/upetersen/atari.htm

Classic Video Game High Score List
Russ Melanson, mailto:rfm@primenet.com
http://www.primenet.com/~rfm/cvhigh.html

Nordic Atari Show (NAS) and Convention
Rolf Johansson, mailto:rojo@tripnet.se
http://www.tripnet.se/sak/nas/

Atari 8-Bit
Marcus Phillips, mailto:marcusphillips@geocities.com.
http://www.geocities.com/RainForest/4677/Atari8.html

Computer Trading Zone
Sean Noble, mailto:trader@pacificone.com
http://www.pacificone.com/trader/

FM Atari 8bit Info
Fred Meijer, mailto:webmaster@meijer.demon.nl
http://www.meijer.demon.nl/

Unfinished Projects Page
David Wyn Davies, mailto:ansawdd@compuserve.com
http://ourworld.compuserve.com/homepages/Ansawdd

Planet Irata...World of Atari
Tony Cervo, mailto:tcervo@slip.net
http://www.geocities.com/SiliconValley/Vista/3015/

Atari XL/XE Demos Page
Sven Gleich / CubE, mailto:sven.gleich@mb1.tu-chemnitz.de
http://www.tu-chemnitz.de/~sgl/atari/demosind.htm

HeAvEn's Demo-Homepage
mailto:nadkar@fh-pforzheim.de
http://wwwstud.ira.uka.de/~s_tomczy/

The Video Game High Score Page
Sam Hartmann, mailto:pbjurman@aol.com
http://members.aol.com/pbjurman/highscores.html

Atari 8-bit Projects & Stuff
Sidney Cadot, mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/

Atari Historical Society
Curt Vendel, mailto:webmaster@atari-history.com
http://www.atari-history.com/

Atari Preservation Society (APS)
mailto:ShelShock@aol.com (Dave Bell)
http://www.geocities.com/SiliconValley/Vista/1863/main.html

Atari 8-bit & Linux
mailto:pavel@atrey.karlin.mff.cuni.cz (Pavel Machek)
http://atrey.karlin.mff.cuni.cz/~pavel/atari/

Atari Pub / Masters of Electric City official page
Dhor, mailto:Dhor@iko.zakopane.top.pl
http://dhor.zakopane.top.pl/

Atari Technical Information
mailto:trevin@xmission.com (Trevin Beattie)
http://www.xmission.com/~trevin/atari/atari.html

Chris's Home Page (Cobra Team)
Krzysztof Sieniawski, mailto:chris@se.com.pl
http://chris.se.com.pl/

"Break Movie" Warehouse (ATASCII movies)
Tom D'Ambrosio, mailto:ambrosia@flash.net
http://atascii.atari.org/

Atari B.A.S.I.C. Emulation
http://free.prohosting.com/~atari/

Atari Reference Desk
Terry Ross, mailto:tross3@hamtel.tds.net
http://personalpages.tds.net/~tross3/ard/atari001.htm

I.C. When - The Chronology of Video Games and Computers
Donald A. Thomas, Jr., mailto:curator@icwhen.com
http://www.icwhen.com/

Giant List of Classic Game Programmers
James Hague, mailto:jhague@dadgum.com
http://www.dadgum.com/giantlist.html

Toute la Collection Atari
Patrice Muller, mailto:pamuller@imaginet.fr
http://wwwusers.imaginet.fr/~pamuller/

Undead Games: Classic Video Games and Classic Computers
Gregory L. Miller, mailto:gmiller@iswt.com
http://www.classic-games.com

Kilka slow o komputerze Atari...
Waldi, mailto:wbolesta@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~wbolesta/atari/atari.pl.index.html

Atari Internet Magazyn
http://www.cuprum.com.pl/~service/atari

Tomasz Pecko - ATARI
http://bossx.boss.com.pl/~pecus/atari.html

Project: ATARI
Andy Leininger, mailto:akablinky@msn.com
http://www.geocities.com/SiliconValley/Pines/8493/

Atari Hardware Showcase
Eric Parent, mailto:eparent@shaysnet.com
http://equinox.shaysnet.com/~eparent/atari/

Atari-Computer
Matthias Faust, mailto:matzi@atari-computer.de
http://www.atari-computer.de/

Star Raiders Tribute Page
Bill Kendrick, mailto:nbs@sonic.net
http://zippy.sonoma.edu/kendrick/star-raiders/

Demoville - A collection of Atari 8-bit demos!
Bill Kendrick, mailto:nbs@sonic.net
http://zippy.sonoma.edu/kendrick/demoville/

Atari 8-bit Docs, Hints and Solutions
Larry Richardson, mailto:larryr@cyou.com
http://www.cyou.com/~richard/atari-docs.htm

Eric's Atari Stuff
Eric Cron, mailto:ericcron@pcc.net
http://www.pcc.net/dzone/atari8.htm

Mac/Atari Fusion
Mark Simonson, mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/

Steve's handy Atari vs. C64 comparison chart
Stephen L. Judd, mailto:judd@stratus.esam.nwu.edu
http://stratus.esam.nwu.edu/~judd/fridge/atari.compare

Russ Gilbert's Home Page
Russ Gilbert, mailto:russg@en.com
http://www.en.com/users/russg/

Clarence's Atari 8bit page
Clarence Dyson, cdyson@redshift.com
http://www.redshift.com/~cdyson/atari.html

Rate Atari Products and Prototypes
Glenn Bruner, mailto:brunergs@pcisys.net
http://www.pcisys.net/~brunergs/Atari/

World of Atari 98
CyRo, mailto:cyberroach@my-dejanews.com
http://members.xoom.com/doc_jike/

MacFalkner's Homepage
Andre Bertram, mailto:macfalkner@aol.com
http://www.macfalkner.de/

Fujiman's Atari Homepage
Rory McMahon, mailto:mcmahom@inil.com
http://www.fujiman.com/

Rick Cortese's Atari Page
mailto:ricortes@netmagic.net
http://www.netmagic.net/~ricortes/

Atari 2000
(also the site for the Phoenix web browser project)
mailto:Morloc@acd.net
http://members.tripod.com/~morloc/

The Atari-to-PC joysticks interface
Emmanuel Fernandes, mailto:fernandes@agel.ucl.ac.be
http://gauss.math.ucl.ac.be/~manu/Atari/joystick.html

A simple monitor cable for Atari computers
Emmanuel Fernandes, mailto:fernandes@agel.ucl.ac.be
http://gauss.math.ucl.ac.be/~manu/Atari/monitor.html

ATARI XL/XE and MIDI (also:Music in Chaos Music Composer,Upgrade 130XE->320XE)
Ireneusz Kuczek, mailto:ixkuczek@kki.net.pl
http://friko6.onet.pl/lu/ixkuczek/

Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

Paul Clark offers this tip:

I think Dalnet carries #atari8, do the following;

telnet://telnet.dal.net

At the login prompt, type;

dalnet

If prompted for a password, just hit enter. You should
be able to navigate to #atari8 from there.......

==> #rgvc - Classic Games and Systems Collectors. "Rec.Games.Video.Classic"

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if

they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
mailto:audioguy@cheerful.com for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.

ATR - Atari disk image format. Invented by Nick Kennedy,
mailto:nkennedy@cswnet.com for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
mailto:emulators@msn.com for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
mailto:classics@nacs.net for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load
files. Like .xmo, use of .bin is discouraged.

Subject: 9.5) How can I make my commercial boot disk (tape, cart) into a load
file or disk image?

Russ Gilbert, mailto:russg@en.com writes:

The disk image part is a matter of taking a copyable boot
disk and making an atr, xfd, dcm or other disk image type
file out of it, usually for use with an emulator. Before
emulators, the Bob Puff .dcm format was used to
store/archive/retrieve boot disk images.

Almost all commercial software for the A8 is/was copy
protected. For boot disks, this usually involved a large
number of special formatting that couldn't be copied using
ordinary sector copiers. Usually the boot process involved
checking to see if a certain sector error occurred, then
proceeding. If the error did not occur, the disk was a copy
and would not work.

For carts, usually the method of protection was to write to
the cart area of memory and see if the value changed. If the
value changed, the cart program was in RAM, not ROM and
would fail to operate.

For tapes, again a fair number of schemes were used. Some
varied the speed at which the tape loaded. I'm not familiar
with tape protection schemes.

With all software media (cart, tape, disk), there may be
program encryption, which must be decrypted before the
program can run. This to make more difficult disassembly of
the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product.
The APE Pro system, by Steven Tucker, in the registered
version of this shareware allows making disk images called
'Pro' images. APE (Atari Peripheral Emulator) requires a
cable, called the SIO2PC cable, that connects the A8 13 pin
serial port to a serial port on the IBM PC clone. To make
'Pro' images, a special adapter cable is needed, not just
the 'standard' SIO2PC cable. The 'Pro' image can 'capture'
the copy protection of an original commercial disk. The
'Pro' image can then be loaded into an A8 using the APE
registered version software, thus backing up your original
disk software. Note the 'Pro' image will only be of use to
person(s) owning registered APE software and 'Pro' adapter
cable.

Subject: 9.6) How can I convert my commercial boot tape into a cassette
image file?

mailto:ernest@pi.net (Ernest R. Schreurs) writes:

For those of you that like ALL classic Atari software, there is now a
way to store all software that has been recorded on cassette tapes on
the hard disk of your PC. I have written a program that is similar to
the SIO2PC utility written by Nick Kennedy. But this one is intended
for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free
disk space to work with. The sound card should be able to sample sound
at a sample rate of 44.100 Hz mono. The sample must be recorded into
a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file.
The .cas file is a digital cassette image file that only contains the
data that is on the cassette tape. Once you have that, you can throw
away the .wav file. The .cas files are typically 16 to 64K, so they
are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette
image) you do not need a sound card. You do need a SIO2PC cable or
similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives
of Umich by now. They have been put together in one zip file
wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file
format as of version 1.15 of APE. It looks real neat, so try that out

too! Thanks to Steven for adding a nice user interface for these
cassette images. He did a nice job. I am hoping other using are
willing to write some programs to get more enjoyment out of this
underrated storage medium.

My stuff is available totally free for personal use, so I hope you
enjoy it. Read the docs about the conditions.

Keep those XL's/XE's humming.
If you have any questions feel free to E-mail me: mailto:ernest@pi.net

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Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel, mailto:itayc@hotmail.com
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
http://www.sitcom.co.il/users/itayc/

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit

Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz, mailto:draco@mi.com.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo, mailto:ssilicon@lax.net sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Apparently 2.07 is buggy.
Anadisk 2.06 is available at: http://ch.twi.tudelft.nl/~sidney/atari/

Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:crow@cs.dartmouth.edu (Preston Crow),
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 11.5), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe
Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard
floppy drives to be used on the Atari. A utility is included to
read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (Russ Gilbert)

Q: How do I connect two cmputers using a null modem cable?

A: You need a term program and RS 232 ports on both computers. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 baud, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25 pin port. 25 pin #2 goes to Atari #4 (XMT to RCV), 25 pin #3 goes to #3 on Atari (RCV to XMT) and #5 of 850 goes to #7 of 25 pin (GND to GND).

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go to the left 1 to 13 then #14 is under #1 and left again so that #25 is under #13.

Most term programs allow a null connection, without a carrier detect. Notably, 'Express 850' does not. I have only used 'Procomm 2.4.3' (the last shareware version of Procomm) on the PC and Bob Term on the Atari, but other term programs may work.

To check your null modem connection, start both PC and Atari term programs, set baud to 2400 or 4800 on both computers. No parity, 8 data bits, 1 stop bit on the PC. Be sure to use the correct COM port on the PC. Go to 'terminal' mode and you should now be able to type on either computer and see it on the other screen. To accomplish a file transfer, use Y-modem probably from Bob Term, rather than X-modem. X-modem will often append bytes to a file transfer, an undesirable event. There is also a very nice Z-modem recieve program for the Atari, called AtarZmodem by Larry Black for the Atari.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors (Radio Shack) some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modems and plugging in the null modem cable into the two modem cables. This also avoids the confusion of variations in the computer ports. Most computers connect into the modem end via a standard RS232 DB25 connection. With this both ends 25 pin cable, you would cross pins 2 and 3 and connect the #7s together to make a null modem

cable.

The SIO port on the Atari cannot be used directly. An 850, P:R: connection, MIO, Black Box or similar device that provides an RS232 port must be used.

Following are pin assignments for a DB25 pin RS 232 C port.
1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

For higher speed connections, above 4800 or 9600, you need the flow control lines and Atari term software that has flow control built in. You also need an MIO or Black Box, which uses the PBI (parallel bus). A high speed cable would need not only XMT, RCV, and GND, but also flow control lines. I suggest a commercial null modem from computer store to ensure correct lines. A null modem is a small adapter with the correct lines already crossed. I don't know how to correctly connect the CTS, RTS, DTR, DSR, CRX lines for a high speed null modem. With a null modem, you just plug it into the 25 pin connectors of the two modem cables you might already have connected to your Atari and PC or Mac. You may need a straight thru 25 pin gender changer also.

Following is in this FAQ elsewhere, but I summarize here: (Figure out or look for pin numbers on the ports.) Note that these are pin assignments, and NOT null modem connections with the XMT, RCV crossed and GND straight thru.

Atari 8-bit PC AT 25 PC AT 9 pin
---
1. DTR 20 4*
2. CRX 8 1*
3. XMT 2 3
4. RCV 3 2*
5. GND 7 5
6. DSR 6 6
7. RTS 4 7
8. CTS 5 8
9. No connect? shield RI
22 RI

Note: * above indicates the difference between an AT 9 pin
and a Atari 8-bit 9 pin cable connector. eg. If you check
continuity from pin 3 of 25 pin end and it goes to pin
4 of nine pin end, you have an Atari serial cable. If pin
3 of 25 pin goes to pin 2 of 9 pin end, you have a PC
serial cable.
(updated 3/1/99)
(DTE = Data Terminal Equipment ie. your computer.
DCE = Data Communications Equipment ie. your modem.)

Subject: 11.5) What is SIO2PC?

From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC
compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari
programs could be stored on the PC's hard (or floppy) drives. It turned out to
be quite successful. About 95% of my work was in the software, but a hardware
device to convert logic levels was also necessary. This device is now commonly
referred to as an SIO2PC cable.

Features:

Emulates 1 to 4 Atari disk drives

Store your Atari files on PC hard or floppy drives

Boot from the PC, real drive not needed to start-up

No software or drivers required for the Atari;
no conflicts: use your favorite DOS

Twice as fast as an Atari 810 drive and more reliable

Co-exists with real drives in the Atari daisy chain

Compatible down to the hardware level: use sector copiers, etc.

Print-Thru captures Atari print-out and routes to PC's printer

Convert Atari files to PC files and vice versa

1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:sup8pdct@mail.cth.com.au (James Bradford)
mailto:draco@mi.com.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed 52k

==> Micro MainFrame - made by a company in Rancho Cordova, CA
?????

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> 1050 US Doubler Created by ICD, now sold by K-Products
SS SD/ED/DD UltraSpeed 52k.

==> Happy 1050
SS SD/ED/DD Warp speed 52k ; track buffering

==> Cheer-Up 1050 Clone of "Happy" 1050

==> Super Archiver 1050
SS SD/ED/DD UltraSpeed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> Super Speedy 1050
SS SD/ED/DD Like the Speedy 1050, but enough RAM on board to
hold the contents of an entire disk

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k UltraSpeed
by Super Products. Compatiable with SuperDOS and K-Products US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ K-Products
US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

More data on the XF551 compiled by Marco Antonio Checa Funcke,
mailto:mcheca@li.urp.edu.pe :

Processor: 8040/8050AH at 8.3333MHz (docs say 18.33, but it's a mistake)
Disk controller: WD 1772 02-02 (I opened my drives and looked at the
complete code)
SIO data rate: normal: 19040bps (NTSC)/18866bps (PAL)

high speed: 38908bps(NTSC)/38553bps (PAL)
Rotaton rate: 300RPM
Power source: external power adapter, 9V AC, 31VA, 60Hz (NTSC)/50Hz (PAL)

Operating modes: Single Dual Double Density
Number of sides 1 1 2
Total tracks 40 40 80
Sectors per track 18 26 18
Bytes per sector 128 128 256
Total bytes 92160 133120 368640
Encoding method FM MFM MFM
Transfer rate 125000bps 250000bps 250000bps
Acces time: (maximum)
track to track 40ms 40ms 40ms
motor start 1000ms 1000ms 1000ms

==> CSS XF551
SS/DS SD/ED/DD K-Products US Doubler compatible. Updates drive to
work better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

Master and slave models

All Percom RFD drives support double density.

==> Percom AT-88
SS SD

==> Percom AT88 S1 PD
SS SD/DD, plus built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOS XL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- UltraSpeed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- UltraSpeed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton

Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 67000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2001 "California Access"
SS SD/ED/DD 19200 bps or 38400 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2002 "California Access"
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European
Sysop Fox-1 writes:
The HDI drive is, like all other I mentioned, connected to the atari 8-bit
SIO-bus. It's a PCB on where you can connect up to 4 PC-mechanics, no matter
it's 360, 720, or 1440Kb, nor 3.5" or 5.25". It's (partial?) developed by
Erhard Puetz (aka Floppy-Doc, aka Sysop Atreju), but is not available anymore
due the lack of the hard-to-get high-speed floppy-controller.

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.

Preferred systems: MYDOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatible with the SDX)
- UltraSpeed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF551.
288 RPM

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades (CSS)
- Floppy Board (CSS)
- Percom drive upgrades

==> Atari XF351 or XC35
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need to obtain one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Rare.
Fast but still relatively slow I/O, kludge through joystick ports for 800.

==> KPI Hard Disk Drive Interface (formerly Supra)
from K-Products (bobkla19@mail.tcd.net - Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (ftooned@crl.com - Mike Hohman)

256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Black Box
from Computer Software Services (CSS) (mailto:audioguy@cheerful.com - Bob Puff)
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html)
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE-Harddisk-Controller
created by Steve Birmanns and Matthias Belitz in Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at
one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

Subject: 12.4) What kinds of monitors can I use with my Atari?

In general, you either need a Composite Video monitor, or a standard TV.

Television:
You'll need a video cable (not detachable on the 400/800), and a TV Switch Box. Used with VHF Channel 2 or 3.

Monitor:
The 8-bit Atari produces a color Composite Video signal, plus separate chroma (color) and luminance (brightness) signals which the best composite video monitors can take advantage of. Popular examples of such monitors include the family of monitors produced by Commodore.

Gotcha's:

-the 400 and North American 600XL lack a monitor port entirely. They can only be used with a TV.

-the XE Game System provides an RCA-style jack in place of the Monitor port; so it provides Composite Video but lacks separate chroma\luma signals

-the 600XL, 800XL and 1200XL lack separate chroma signal (can be added via hardware modification)

-the XEP80 Interface Module produces a monochrome Composite Video signal via an RCA-style jack. This higher-resolution signal produces crisp, clear 80 column text on 80-column monochrome composite video monitors.

The pinout of the Monitor port is in the pinout section of this FAQ list. The monitor connector on the back of the Atari can be utilized using a 4-pin DIN to RCA converter. You don't need to build a separate cable.

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

"The best monitor for an Atari 8 bit that is readily available today would be a television with an S-video input---these tend to be large and high-quality, so the s-video input is the deciding factor there. You'll have to build the cable yourself, and if you have an XL you'll want to do the Super Video upgrade that Ben Poehland published in Atari Classics a few years ago---this puts the chroma signal back on the pin that it should be and cleans up the video signal enormously. It's really more of a fix than an upgrade.

I use a commodore split-video monitor. They work great and are cheap-to-reasonable when you can find them."

mailto:bryede@emi.net (Bryan Edewaard) writes:

"Yes, the best choices are monitors that support "Separated Video" (sometimes called Commodore video on Commodore monitors), or S-Video. These monitors have separate color and luminance video inputs, which give a sharper picture without cross-color artifacts - such as the colored fringes on text when viewed on a TV (although some games use these artifacts to get additional colors). If you have an XL computer, then it needs an upgrade to support these monitors due to the omission of chroma from the monitor port. the 800 and XE

computers don't have this problem.

The 2nd best choice is a TV or monitor that has a "Composite Video" (usually called just "Video" or "Aux") input. This is a signal that has the color and luminance information combined into one signal. The picture will be a little less sharp, but still much better than using the "Channel 3" output.

>Where might I find one?

I've seen them a flea markets, garage sales, swap meets, ham fests, and in newsgroups like this one. Plus, many new TV's support S-Video and Composite video inputs.

>What are the advantages of using one of these rather than a TV?

Well, it's all a matter of how many stages the signal must go through.

1. The Atari generates video as a color signal and a brightness (luminance) signal. These are passed to the monitor port as Chroma and Luma signals (XL's have no Chroma output from the factory).

2. The signals are mixed together to make a standard video signal which is also passed to the monitor port as Composite Video.

3. Then the mixed video signal (along with audio) goes through the process of being "modulated" into a TV radio signal (channel 3 or 4). This step involves removing high frequencies from the video (blurring it) and sending it to the TV in a fragile broadcast form that's suseptable to all kinds of interference. Then the TV must (1) extract the video signal from the radio signal, (2) separate the Chroma and Luma components as best it can, then (3) divide the Chroma in R, G, and B. Any of these steps that you can eliminate will help your picture.

>Are there any other composite video monitors that anyone would recommend
>(and where might I find one)?

Maybe the 8-bit FAQ mentions these monitors. The most common one is probably the Commodore 1702 which has a very good picture and is quite reliable.

If you plan to use an XL (which I do), upgrading the video circuitry makes as big a difference as what monitor you choose. Ben Poehland has some excellent articles in Atari Classics magazines for improving the quality of the XL's video, as well as restoring the missing Chroma output."

Lonnie McClure mailto:lmcclure@ibm.net has the last word on Commodore monitors:

Comodore models: 1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*, 1084**, 1084S**.

* The 1902A used a DIN connector for chroma/luma, which makes cabling a bit more of a problem. The composite and audio connectors are standard

RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN connector for chroma/luma connections, like the 1902A, while some used standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902 shares the same slightly rounded front case design as the 1080 and 2002, while the 1902A is has a rather square case design, and was manufactured by Magnavox (as were some of the 1084 and 1084S versions).

Jerry Jessop, mailto:jjessop1@home.com explains why French Ataris produce fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible."

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g and 3.2gx are disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS 3.3a and 3.3b were rewritten by Stephen J. Carden for use with BBS Express PRO!. SpartaDOS 3.3c is produced on disk or in a 16K ROM cartridge from K-Products.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.

filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2g)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek.
BW-DOS 1.30 and all other versions are available via:
http://atari.boss.com.pl/files

Any other versions of DOS all 8-bit Atari users should be aware of??

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Home Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Home Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI (Europe: includes ECI)
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missile Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions. 410a - Taiwan
version
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 40-Column Printer -
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, w/ Telelink I. =Novation 'CAT'
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
mailto:rrs0059@ibm.net (Frank McKenney) writes:
The printer/plotter mechanism for the Atari 1020 is
(I believe) the same one used in the Tandy/Radio
Shack CGP series and the Commodore 1520(?), and
was
made by a company named ALPS.
1025 80-Column Printer -7-pin dot matrix. =Okidata ML80. 40cps
1027 Letter-Quality Printer-80 col letter quality =Mann-Tally Riteman LQ. 20cps
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software. 2 SIO ports
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder

XC12 Program Recorder
XM301 Modem -300 baud, w/ XE Term software. Permanent SIO cable
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package.
SIO & DB25 RS232 serial ports.external power supply

For definitive information on unreleased Atari products, see:

Atari Historical Society, http://www.atari-history.com/
(Curt Vendel, mailto:webmaster@atari-history.com)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XLF late 800XL with a redesigned motherboard, plus the FREDDY chip
800XLD low-cost 1450XLD, no modem&speech, include disk drive
controller&FREDDY
1250XLD Earlier name for the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives (controller not included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard
1850XLD "Mickey" Atari clone of the Amiga Lorraine
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE/AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80 col display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -XE Thermal Color Printer

Subject: 13.3) What are the power-supply requirements for my Atari
components?

Thanks to Matthias Belitz, mailto:matz@kawo2.rwth-aachen.de for the European
data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have.

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output). The
power (in watts) and current (in amperes) specifications of the original
equipment as presented here should be regarded as minimum values.
Higher-than-specified power and current capacities are entirely usable,
and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)
VA=VoltAmps

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030
9 V AC 4.5 VA (500 mA) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
20 V AC 7 VA (330 mA) Atari#CO60479/CA060535 transformer:
835
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
600XL,65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,XE Game System
6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CX261 adapter:
XEP80,SX212,2600 (center positive)
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:

Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220 V AC, 50 Hz
==========
5 V DC 1,8 A, #CO61763-107: 800XL
5 V DC 1,5 A (7,5 W) #CO61763-34 : 800XL (U.K., 240 V AC in)
5 V DC 1.5 A (7.5 W) #CO61763-11 : 65XE,800XL,800XE
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
9 V AC 27 VA (3.0 A) CO60592-34/TM 7498 : 1050 (UK)
9V AC 0,5 A, CO#61516/34 : 1010 (UK)
9,3V AC, 1,66 A CO# (not printed), FW 6799: 800

These draw their power from the SIO +5 V:
XM301 (60 mA),XC11,XC12,ICD/FTe P:R:Connection,Wizztronics MidiMax,RVerter

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7

7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
CX22 trackball meanings from Steve
Wallace:
1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion

3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data

10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section mostly by mailto:winston@merk.com (Winston Smith)

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that
performs networking. There was an OASIS network between Boston,
Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word
of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank
Walters wrote it.

o Carina BBS -- a shareware product of Shadow Software.

o BBS Express! Professional -- a product of K-Products. See Vendor List.

o OASIS IV -- a product of ???

o Forem-XE Pro -- by Len Spencer. http://members.aol.com/lenspencer/

Subject: 13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?

Atari BASIC:

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga, mailto:F.Offenga@student.kun.nl adds:

there's another good answer (IMO):

You can also take a look at the part numbers on the IC's
inside your Atari and compare them with the numbers from
the following table:

Part#	Version
CO12402 + CO14502	A
CO60302A	B
CO24947A	C

CTIA or GTIA installed?

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the
GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Clay Halliwell, mailto:earl.halliwell@dyess.af.mil provides this tidbit:

A bit of trivia: CTIA 400/800s artifacted in blue/green, GTIA 400/800s
artifacted in green/blue, and all XL/XEs artifact in red/blue.

Subject: 13.7) Which versions of the Operating System (OS) are there?

This section written by Freddy Offenga, mailto:F.Offenga@student.kun.nl

The following Operating Systems exist for the Atari 8-bit:

Rev.	System(s)	Models	Size	Part Nr(s)
A	NTSC	400/800	10kB	CO12499B, CO14599B, 12399B (*)
A	PAL	400/800	10kB	CO15199, CO15299, CO12399B
B	NTSC	400/800	10kB	(?)
B	PAL	400/800	10kB	(?) (*)
1	A NTSC/PAL	1200XL	16kB	CO60616A, CO60617A
1	B NTSC/PAL	1200XL	16kB	CO60616B, CO60617B (?) (*)
1	NTSC/PAL	600XL	16kB	CO62024
2	NTSC/PAL	XL/XE	16kB	CO61598B
3	NTSC/PAL	XE	16kB	C300717
4	NTSC/PAL	XEGS	16kB	C101687

(?) more information or confirmation required

(*) these versions should exist, although I've not seen them.
If you have one (or more?) of these, please contact me.

NOTE:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).

Alan Manuel K. Gloria, mailto:mani@pworld.net.ph adds:
Revision B on the 400/800 does exist -- it is referenced to a lot in
Mapping the Atari by Ian Chadwick, and is used on most Translator disks
for the XL/XE

Subject: 13.8) What games support 4 simultaneous players on the 400/800?

contributors to this section:
mailto:jlodoen@shell.portal.com (Jeff M Lodoen)
mailto:olavese@online.no (Vidar \"Hawk\" Olavesen)
mailto:pmulvey@erols.com (Pat Mulvey)
mailto:stevenposey@usa.net (Steven E. Posey) (Party Quiz controllers descr)

The following games support 4 player head-to-head play. Remember, only the
400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor,
Thorn EMI Soccer, Major League Hockey

The following support 8 players on the 400/800 or 4 on the other computer
models, using the 2 controllers-per-port CX30 Paddle controllers:

Super Breakout, Worms?

The following supports 4 players on all machines, using special 4-button keypad
controllers linked together with RJ-11 jacks (standard phone jacks) to a box
with 2 joystick port connectors.

Party Quiz by Suncom

Subject: 13.9) Why should I disconnect the 810/1050 power supply before
connecting or disconnecting SIO cables?

Rich Mier writes:

You've been plugging and unplugging the SIO cable with the 1050 power pack
plugged in, right? That's a no-no. Most of the time it's Okay, but about 1
in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right,
rear of the main board. A 14 pin DIL chip. Actually it is an array of 5
transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be
ON on the CPU. The problem has to do with the secondary winding of the Power
Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do
it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

Subject: 13.10) What is Omnimon?

--This section was written by Scott Charles, mailto:scharles@blast.net

Omnimon is a add in board for the Atari 400/800 series of computers and a replacement OS chip for the xl/xe series of computers. The original Omnimon board fit onto the OS board in the 800 series and had a switch attached to it to disable the board. The 400 series required you to bend the circuit board into a right angle for it to fit inside the 400's case. (It was designed to do this.). The Xl/Xe version replaces the OS Rom chip inside the computer with one that contains the Omnimon code, and a revised OS to make the XL more compatible (no translator disks needed).

Omnimon itself is a machine language monitor residing from $C000-$CFFF, with a few variations. It was designed in 1981 by David C. Young (who also wrote Cartcopy, a copier for the right slot of the 800) of CDY Consulting in Texas. The first software revision of Omnimon had a few basic commands and was only 4K long, only for the 400/800. The second revision required the addition of a bank select switch, and was 8K long. Since it was addressed by the 400/800 as 4K, when you needed to use the code in the other bank, all the text on the screen flips upside down, you flip the switch and hit any key. The Xl and Xe versions of Omnimon do their bank selecting through the normal XL port for this function, so it is seamless.

So what can you use Omnimon for? Its main claim to fame is its ability to interupt any running program by pressing and holding the SELECT-OPTION-RESET keys. Depending on the sequence you press determines what kind of warm boot the Atari does. SELECT+RESET does NO warm boot, preserving the stack and flag values of the 6502. OPTION+RESET allows a warm boot (as if you had just pressed RESET) and interupts the vector at $C (initialation vector).

I think you can see where we are going with this - Omnimon was developed as a machine language developer's tool, much in the same way that the Happy modification was developed for legitimate backups. I.E. far more people use both products for software piracy. If you have an Omnimon! in your machine and you try to boot up an Electronic Arts program, for example, you will get a message that says "REMOVE ROM AT $C000", and the program hangs. (Hence,the need for the disable switch on the 400/800 version. There is no way to disable the xl/xe version, just switch it to an alternative OS.) The 400/800 version, since the disable switch just deselects the mapping of Omnimon to $c000 area, can be switched on and off at will.

I myself did not know what Omnimon was used for until I was using a sector editor on a program called Pharaoh's Pyramid, from Master Control Software. On it is a sector that reads, "REMOVE OMNIMON YOU DIRTY PIRATE". This got me to thinking, what does that mean? After about 5 months of playing around

with the Omnimon board, I figured out how to use it to pirate software.
In fact, it can be used to make most boot disks into binary files, and remove
copy protection from countless more.

At the risk of sounding melodramatic, I can safely say that Omnimon hastened
the demise of the Atari 8 bit computer by 2-3 years, because of its power.

Subject: 13.11) What is the difference between NTSC and PAL machines?

Software written for NTSC (North America) will always work on PAL machines,
but software designed on PAL machines (Europe) won't necessarily work on
NTSC machines.

Wayne Booth, mailto:trek@ihgp15.ih.att.com writes:

The differences with PAL and NTSC have to do with the number of lines
displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they
refresh the screen 50 times a second doing 1/2 the lines each refresh
so they effectively repaint the screen 25 times a second. NTSC is
525 lines/screen with a 60 times a second refresh - again only half
the lines each refresh so a 30 times a second frame rate. This
would change the amount of time available during vertical sync pulse,
and the number of lines that need to be redrawn each time.

Graham Thornton, mailto:nero@chicagonet.net adds:

I use both a real PAL Atari 800 and a PAL-ANTIC 1200XL here in the US.

Replacing the ANTIC chip with a PAL version changes the screen refresh rate
to 50Hz which allows most of the PAL-only European software to run. Your
system will still report itself as a NTSC machine, unless you change the
ROM (see the Nir Dary upgrade), but most software doesn't care.

The one problem you might run into is your monitor. Replacing the ANTIC
will mean your North-American Atari is now generating an NTSC signal at
50Hz, instead of the usual 60Hz. Some people will tell you that modern TVs
and monitors don't care but that isn't actually true. My brand-new Sony
Trinitron 15" colour TV/monitor goes bezerk with the upgraded 1200XL, but
my 15-year old 10" Texas Instruments color monitor (designed for the
TI-99/4A) is fine.

You can also use real European equipment here in North America, provided
that you have a PAL-compatible TV/monitor. The frequency of the power
system is irrelevant, as I use my 800 with a 110V/60Hz 1050 power supply.

Subject: 13.12) Is the software for the Atari 8-bit computers "TV-standard
dependent?"

{some PAL demos flicker, or won't run at all on NTSC machines}

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

This is because PAL machines have a vertical refresh frequency of 50hz
(NTSC use 60hz) which translates into more vertical blanking time for
demos and other computation-intensive graphics software. So PAL demos
that won't work on NTSC machines are usually returning from a VBI
(vertical blanking interrupt) too late. Some also attempt to use more
vertical resolution ("longer" display lists) than an NTSC display can
handle.

mailto:thor@math.tu-berlin.de (Thomas Richter) adds:

Yes, it is. Mostly because the frequency of the vertical blank interrupt
is different (60Hz for NTSC, 50Hz for PAL). The old OS A was not clever enough
to notice the difference, so all system timings like the keyboard auto-repeat
function depend on the TV system. These parts of the OS have been corrected
with OSB and the XL versions of the OS. However, as most games install a
VBI, their timing does still depend on the frequency -> they will run
slightly slower for PAL versions.

Another point is that the popular pseudo-colors used in the Antic-F
(Graphics 8) mode are not colorful at all when displayed on a PAL TV, because
of differences in the color encoding for the TV. The schematics of
the Xl computers include however a hack how to change the PAL version to
the NTSC version (the PAL versions include two crystals, one with 5/4th of
the frequency of the other. One is used for the system clock, the other for
the color clock), but I never dared to apply it.

Subject: 13.13) What programming languages are available for the Atari?

Revision : 1.0
Date.... : 4/20/1997

==
!!!! This section is under construction - HELP WANTED !!!!

The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include;
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- Assembler Interchange Format, Project description
Version 2.2, 2-2-1997, Freddy Offenga

If you like to help or if you've something to add already,
just contact me. There's still a lot work to be done....
Freddy Offenga, mailto:F.Offenga@student.kun.nl
==
There are quite a lot! To get some structure in this section it's

divided into the following catagories;
a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

[D] = available on disk
[C] = available on cartridge

a) ASSEMBLER
- 130XE+ Makro Assembler v2.2, 1992 (Torsten Karwoth) [D]
Two pass 6502 assembler/editor. Supports extra RAM.
Highly compatible with Atmas II.
- Alfasm, Version 1.0, 1990 (Jeff Williams) [D]
Supports 65816 instructions (for the Turbo-816 upgrade
from DataQue Software). This assember is also known as
the Turbo-Assembler/16.
- Atari Assembler/Editor, 1981 (Atari) [C]
Two pass 6502 assembler/editor.
- Atari Macro Assembler, 1981 (Atari) [D]
Two pass 6502 assembler/editor.
- Atmas II Makroassembler, 1985 (Peter Finzel, Hofacker) [D]
Macro assembler with integrated editor and monitor.
- Bibo Assembler, 1986 (Compy-shop) [D]
- Datasm/65 assembler, Version 2.0, 1981 (DataSoft) [D]
Two-pass 6502 assembler.
- EASMD, Version 1.0, 1981 (OSS) [D]
- LADS, written by Richard Mansfield of COMPUTE! (for Commodore computers)
and ported by Charles Brannon to the Atari, is a very good 2-pass
assembler supporting assembly from memory AND disk [D]
- MAC/65 Macro Assembler, 1982 (OSS) [D/C]
Two pass macro assembler/editor.
- MAE, 1996 [D]
Supports 6502 and 65816 mnemonics.
- Nasm65 assembler, 1992 (Nat!) [D]
Highly portable cross assembler (written in C). Initially
made for the Atari ST. Highly compatible with MAC/65.
- PC-65 Assembler, Version 1.0 beta, 1996 (Jan Feenstra) [D]
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.
- Synassembler, 1982 (Steve Hales, Synapse Soft) [D]
Two pass 6502 assembler.
- ST-65 Assembler, 1991 (A. Stauffenberg, F.Offenga) [D]
A cross assembler for the Atari ST (written in 68000 asm).
- 6502 Cross-Assembler "xa", 1997 (Andre Fachat) [D]
written in GNU C.

b) BASIC
- Advan BASIC Compiler (Advan Language Designs)
- Atari 800 Basic, Version 1.0, 1981 (Microsoft) [D]
- Atari BASIC, Rev.C, 1983 (Atari) [C]
- Atari Microsoft BASIC II (Atari) [C]
- BASIC A+, Version 3.05, 1981 (OSS) [D]
- BASIC XL (OSS) [C]
- BASIC XE, 1985 (OSS) [C]
- Turbo Basic XL (Frank Ostrowski, Happy Computer) [D]
Interpreter, Version 1.5, 1985
Compiler, Version 1.1, 1985

c) C
- ACE C (John Palevich & Ralph Walden) [D]
This is a newer version of 'Deep Blue C'.
- C/65, Tiny C (OSS)
- C65
- CC65, 1989 (John R. Dunning) [D]
This public domain package includes; compiler, linker,
assembler and object librarian.
- CC8
- Deep Blue C, Version 1.2, 1982 (John Palevich, APX) [D]
Drawn from Ron Cain's public domain C-compiler.
- DVC C, Version 1.01, 1985 (Ralph E. Walden) [D]
- LightSpeed C, Version 1.08, 1986
(Clearstar Softechnology) [D]

d) PASCAL
- Atari Pascal, Version 1.0, 1982 (APX-20102) [D]
- Draper Pascal, Version 1.5, 1983 (Norm Draper) [D]
- Kyan Pascal, 1986 (Kyan Software) [D]
Package includes; compiler, linker and assembler.

e) LISP
- INTER-LISP/65, Version 2.1, 1981 [D]
(Special Software Systems, DataSoft)

f) FORTH
- ValForth (Valpar International)
- Extended fig-Forth (APX-20029)
- fig-Forth, Version 1.1 [D]
- fun-Forth (APX-20146)
- Grafik-FORTH
- QS Forth (Quality Software)

g) PILOT
- Atari PILOT, 1980 (Atari) [C]

h) LOGO
- Atari LOGO, 1983 (LCSI, Atari) [C]

i) All the rest
- Action!, 1983 (OSS) [D/C]

- Quick, Version 2.0, 1990 (Raindorf Soft) [D]

Subject: 13.14) What is the Atari XEP80 Interface Module?

This section written by: mailto:raukamp@dame.de (Thomas Raukamp)

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from mailto:david_p@storm.ca (David A. Paterson)

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by mailto:slackey@slackey-sun.cisco.com (Stan Lackey)
MAE and its previous standalone editor ED

Subject: 13.15) What makes some XL/XE software incompatible with the 400/800?

Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:

XL/XE software won't work on 800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Subject: 13.16) What games run only on the 400 and 800 models?

The following are reported as incompatable with models other than the original
Atari 400/800. Most probably do work on XL/XE's if you use a translator to
run the original 400/800 OS on your XL/XE.

Apple Panic Broderbund
Aquatron Sierra On-Line
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Disk 50
Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
Galahad And The Holy Grail APX
Go Hayden
Gorf Roklan
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
MicroMaestro Chalkboard Inc.
Monster Maze Epyx
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Picnic Paranoia Synapse
Pool 1.5 IDSI
Protector II
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse

Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius

Subject: 13.17) What games make use of the Light Gun?

mailto:jmouchmino@aol.com (Bertrand M. (LEXX)) writes:

Bug Hunt, Barnyard Blaster, Crossbow, Crimebuster, Operation Blood, Operation Blood II - Special Forces (not completely sure about that one), Light Gun Blaster (PD), Gangsterville (Italian game written in BASIC), maybe a couple more...

Bertrand M. (LEXX)

Subject: 13.18) How do I type a tilde (common character in Web URL's) on my Atari?

The Shadow, mailto:The_Shadow@spnt.com writes:

The question is: "How do I type the tilde or squigly line which is in most web addresses? I don't have a key for it..."

Answer: The tilde is an inverse backspace on the Atari 8-Bit which can be very hard to type depending on the term program you are using, however you can insert the hex equivalent very easily, which is %7e in place of the tilde and it will work just perfectly. Do not put a space either before or after the %7e.

I (Michael) add:

Some advanced Atari software supports the tilde character natively. E.g., you can type a tilde in Ice-T with the Atari Logo/Inverse Video key.

Subject: 13.19) What's the difference between ASCII and ATASCII?

David Moeser -- erasmus att iglou dott com -- produced this nice translation table.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==========

SECTION ONE: CONTROL CHARACTERS
==========

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ========== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header

2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (8:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 (S9 (88 58 X X X X
41 29 S0) S0) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [[S, [
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D]] S.]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f
55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x

73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[{ ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." Available via:

http://www.faqs.org/faqs/atari-8-bit/vendev/

and Usenet FAQ archives everywhere.

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Trevor Holyoak, mailto:trevor@holyoak.com maintains the "Atari BBS List."

http://www.holyoak.com/atari/

Subject: 14.4) I'm new to the Atari. How do I use this thing?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:nbs@sonic.net (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

See: http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

If you'd like a text-only copy, simply send e-mail to mailto:nbs@sonic.net with the subject:

send emulator faq

Subject: 14.5) Can I use an emulator to run my old Atari software on my new computer?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:nbs@sonic.net (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

See: http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

If you'd like a text-only copy, simply send e-mail to
mailto:nbs@sonic.net with the subject:

send emulator faq

Subject: 14.6) What hardware upgrades, modifications and add-ons are available?

The Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ is maintained by
David A. Paterson, mailto:david_p@storm.ca or see:

http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Subject: 14.7) What is the HARD-Interlacing-Picture (HIP) format?

HIP is a new method to displaing pictures on small atari...

HIP stands for HARD-Interlacing-Picture and was found by
Members of HARD Software, Hungary in June, July 1996...

It enables to display 160 x 240 Pixels with 30 shades without
nearly all flickering (depends on the source-picture you use)...
HARD stands not for HARD or HEAVY Interlacing, just for the
inventors...

For more information, see the HIP-FAQ, located at:
http://www.uni-karlsruhe.de/~Marek.Tomczyk/Atari8/hipfaq.html

or contact HeAvEn at mailto:nadkar@fh-pforzheim.de

Subject: 14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

The Accessing the Internet by E-Mail FAQ is maintained by "Doctor Bob" Rankin,
mailto:BobRankin@MHV.net or see:

http://www.faqs.org/faqs/internet-services/access-via-email/

==========
End of atari-8-bit/faq
==========

4223. Re: Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-05 00:00:00 UTC
From: D Smyth <juned@globalnet.co.uk>
Message-ID: <7gphcd$5up$1@gxsn.com>
Source record: 52543

D Smyth <juned@globalnet.co.uk> wrote in message news:...
> Having problem calibrating xformer cable on 200 pentium mmx
> does any body have a work round. I am using the latest xformer 3.8 prog
>
>

4224. XFORMER CABLE

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-05 00:00:00 UTC
From: D Smyth <juned@globalnet.co.uk>
Message-ID: <7gphcg$5up$2@gxsn.com>
Source record: 52544

Has anybody had my problem of calibrating the cable on anything faster than
a Pentium 150
If so, is there a work around to solve the problem?

Dennis Smyth

4225. Re: 8-bit programming

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-05 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <37305B02.12869A4C@netmagic.net>
Source record: 52545

Peter Pachla wrote:
>
> So, having gotten the bug again after a few years away from the 8-bit Atari I
> fancy doing a bit of programming.
>
> What's the best way of coding for the Atari these days; years ago I used
> "MAC/65" and "Action!" on my 400 and 800XL, but let's face it, I really don't
> want to go back to a 40 column screen and my 810/1050 floppy drives.
>
> Anyone recommend a good cross assembler for the PC and a way of dumping the
> assembled code to my Atari (or some way of running said code under an
> emulator - converting to ".ATR" files etc is just going to drive me up the wall
> so I really don't want to go down THAT route if at all possible (I'd rather use
> the 800XL/1050!!)).
When I first put a 65C02 in an Atari I used the PD TASM from Speech
Technologies. There is also a TASM ~Turbo Assembler from Borland that is
NOT it so you don't get confused.

Its a pretty solid macro assembler; assembles for everything from 1802
to 6800. It has the instruction tables as separate files so even if you
made your own microprocessor you could just do your own instruction
tables and instant assembler support.

I haven't used it in years, but on an old 386 it would handle a fairly
large ~8k .com file in just a few seconds, blink of an eye almost.

I just used MS DOS EDIT for making the source files. Any word processor
that uses <ctrl>y for deleting a line of text can't be all bad in my
book.

>
> Suggestions?
>
> TTFN - Pete.
>
> --
> Spam deflector in effect - it's obvious!
>
> Hardware & Software Engineer. Sound Engineer.
> Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
>
> ICQ# 12560790
> --

4226. Re: XFORMER CABLE

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-05 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <3730738E.2EFDEF47@erols.comX>
Source record: 52546

Send an email to Derek if you want to get flamed.............

D Smyth wrote:

> Has anybody had my problem of calibrating the cable on anything faster than
> a Pentium 150
> If so, is there a work around to solve the problem?
>
> Dennis Smyth

--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove the 'X' for email replies

4227. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-05 00:00:00 UTC
From: Graham C Thornton <graham.thornton@ln.ssw.abbott.com>
Message-ID: <7gprt6$an4@news.abbott.com>
Source record: 52547

Edward Williams wrote in message <0ZfX2.30$9c5.252@news.flash.net>...
>I believe curt meant to say 800XL not 800
>Hehehehe even Atari Guru's make mistakes
>Thanks
>Edward
>

The 'quick piggyback Atari 800 OS chipset fix' that Curt refers to is meant to turn the 1200XL into an Atari 800, with the extra 16Kb of RAM left more or less useless. However, Bob Wolley also has a PBI upgrade for the 1200XL, which involves replacing the original OS with one from an 800XL. I did that upgrade as far as the OS upgrade, and also did the SuperVideo 2, added an ICD Rambo 256Kb and replaced the NTSC ANTIC with a PAL one for compatibility with European software. My 1200 now runs just about everything without any problems (except Mercenary??).

This link is for the 800 OS upgrade.
http://www.atari-history.com/1200OSMOD.html

This link is for the 800XL/PBI upgrade:
http://www.atari-history.com/PBI1200.TXT

Thanks to both Bob Wolley for creating the upgrades and Curt Vendel for his excellent site.

Graham.

4228. Re: 800XL Keyboard Woes!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-05 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7gq3hl$tv8$2@ultra.sonic.net>
Source record: 52548

VINNIE5757 (vinnie5757@aol.comnospam) wrote:
: > When it's on, the TAB key
: >acts like it's being held down the whole time.
:
: Careful here... try pulling the key cap off...

Is this a fix for if the tab key is actually stuck down? If so, that's not my problem. My problem is that it _acts_ like it's stuck down. I think it's more an electronics problem than a physical one.

If you think it will help, just lemme know and I'll <gulp> try it.
Thanks!

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/bill/

4229. Re: 800XL Keyboard Woes!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-05 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990505160313.18700.00003387@ng-ca1.aol.com>
Source record: 52549

>
>Is this a fix for if the tab key is actually stuck down? If so, that's not
>my problem. My problem is that it _acts_ like it's stuck down

Go back and read the whole thread... there's a lot of advice here... What the xl keyboards are infamous for is that the spring inside the key cap is putting pressure on the mylar underneath causing it to make contact... the key cap itself IS up... the older 800 has an actual set of contact switches... the key cap MUST be down for the contacts to be touching...
B'rgds,
Vinnie

"Can't means don't want to!"

4230. 8bit Game Scores

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-05 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <3730A5AE.6689BF7B@erols.comX>
Source record: 52550

For those folks who still play your 8bit games make sure you post your scores on the websites below:

http://www.snipercade.com/atari/
http://members.aol.com/pbjurman/highscores.html

I can't be the only one who still plays them!

Oh,
They both track 2600, 7800 and other Atari console scores. All scores will be posted in the next Twin Galaxies book also so nows your chance to get published!

--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove the 'X' for email replies

4231. WTB: Mountain King Cartridge Game

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-05 00:00:00 UTC
From: tracker@misnet.com
Message-ID: <3730ba71.169659903@news.misnet.com>
Source record: 52551

I am looking for the cartridge game Mountain King. Prefer one in pretty good condition with box and manual(s), but will take just the game if that is all that is available. Someone has one on EBay, but I want it now, not in 3-4 weeks.

Thanks,
Scott Adams

4232. ST1040 FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-05 00:00:00 UTC
From: Sam Ward <samward@earthlink.net>
Message-ID: <37308030.4318F446@earthlink.net>
Source record: 52552

I've got an ST1040 Atari with MS124 monitor, panasonic printer, atari
modem
(12 baud I think), 20Meg HD for sale--all cables, Pagestream page layout

software, C-Lab Creator Midi sequencer, etc. for sale. $100 or best
offer...

4233. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-05 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7gqpimipt1@autumn.news.rcn.net>
Source record: 52553

```
:a
Michael Current <mcurrent@carleton.edu> wrote in > comment) by e-mail and I
will do the rest.
> Subject: 6.1) What is FidoNet?
>
> [NOTE - Michael didn't write this section. If you know who did, I want to
give
> that person proper credit!]

<SNIP!>

> FidoNet is a system not unlike the Internet in that it consists of BBSs
linked
> together. Each discussion group (there are nearly a thousand) may or may
not be
> carried by an individual BBS as the sysop chooses. Discussion groups are
called
> echoes, and each echo must be moderated. There is an Atari National Echo
which
> is 8-bit, and several (I believe) ST echoes. BBSs are also free to have
local
> discussion groups that may or may not be echoed nationally.
>
> To access FidoNet, you need to find a FidoNet BBS that carries the echo or
> echoes you wish to read, and then abide by the rules of both that BBS and
the
> echo. Some of these BBSs require annual membership fees. Some are
supported by
> voluntary donations. One such that can also be reached by telnet is Doc's
Place
> BBS. I'm not even sure of its location, but I think it's Clearwater, FL.
If
> you're coming in via an ordinary ISP and either Netscape or IE, you simply
> type:
>
> telnet://bbs.docsplace.org
>
Ummm, Michael, this looks very much like something I wrote for a recent Ol'
Hackers AUG Newsletter, with perhaps some parts changed. But then again,
anyone who's familiar with Fido could have written it.

Alan Sharkis

<SNIP!>
```

4234. Atari Age Magazines Moved

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-05 00:00:00 UTC
From: Darren <lordogrin@geocities.com>
Message-ID: <7gr0i0joq2@autumn.news.rcn.net>
Source record: 52554

http://members.xoom.com/atariman/aafdrs/hjvchgc/gjcghdxyr/jyttr/ihjgfxswe/

4235. 8-bit programming

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-05 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7go07q$o8d$1@news4.svr.pol.co.uk>
Source record: 52634

So, having gotten the bug again after a few years away from the 8-bit Atari I fancy doing a bit of programming.

What's the best way of coding for the Atari these days; years ago I used "MAC/65" and "Action!" on my 400 and 800XL, but let's face it, I really don't want to go back to a 40 column screen and my 810/1050 floppy drives.

Anyone recommend a good cross assembler for the PC and a way of dumping the assembled code to my Atari (or some way of running said code under an emulator - converting to ".ATR" files etc is just going to drive me up the wall so I really don't want to go down THAT route if at all possible (I'd rather use the 800XL/1050!!)).

Suggestions?

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

4236. Re: Wanted SPARTADOS X & Other hardware....

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-05 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7go430$qn9$1@news4.svr.pol.co.uk>
Source record: 52635

Hi Steven,

>> I think he meant there's no such thing as a PAL 1200XL....

>Couldn't you make your own by changing Y1, ANTIC, and patching the OS?

I'm sure I read about this being done on someone's web site quite recently -
IIRC all they did was replace GTIA and it worked passably well.

One of these days I'll dig out my 1200XL motherboard and have a fiddle myself.

>BTW: Anyone know if its possible to get a US TV to see the colors of a
> PAL 800XL? I can see the screen, slightly compressed, but the colors
> are all missing.

Sounds about right - the PAL and NTSC systems are just too different so unless
you have a multi-standard TV or monitor all you'll get is a monochrome picture.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

4237. 1020 Plotter Commands

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-05 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7go9q2$d2r@freenet-news.carleton.ca>
Source record: 52636

Anyone have a complete list of the commands that the 1020 plotter
can carry out? The manual has a few examples, but there must
be more?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4238. Re: ATARI TRACKBALL ON EBAY!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-05 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <372fc8fb.4955255@news>
Source record: 52637
Cross-posted to: rec.games.video.atari,rec.games.video.misc,rec.games.video.marketplace,comp.sys.atari.8bit,alt.atari

KRAMER!!!!!!

On 2 May 1999 16:33:50 -0800, "Dan Kramer" <deekay@sierratel.com>
wrote:

>
>
>jpdavis <jpdavis@gorge.net> wrote in article <3722D4F0.5781@gorge.net>...
>> Art Stuarts IV wrote:
>> >
>> > Atari trackball (model CX22) on ebay!
>> >
>> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=93782562
>> >
>> > Only 5 days to bid!
>>
>> $25 for a trackball??? Looks like I'll have a retirement after
>> all.
>> Jim D.
>>
>Yeah, only a 5200 Trak-Ball (note correct proprietary Atari spelling)
>should go for $25.00, maybe a bit extra with a nice box. That would be the
>CX53 model.
>
>A CX22 Trak-Ball (or the Computer Division's equivalent, CX80) is more like
>a $10-15 item. Not that you don't get yoru money's worth. You can either do
>joystick emulation for 2600 games or high-res mode for the 800 computer.
>You have to put the switch on the bottom of the unit in the right position.
>
>Dan Kramer
>Father of the Atari Home Trak-Balls
>www.deekay.com/games
>

4239. Atari 1020's 14.95 + Shipping

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-06 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <9e5Y2.728$7K5.1214@news.flash.net>
Source record: 52555

Just tell me how many you want?
I Know of a place that has over 300 of them
Thanks
Edward

p.s. I'm keeping the name secret unless y'all find out

4240. Two Rare Games

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-06 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <wk5Y2.733$7K5.994@news.flash.net>
Source record: 52556

1. Sea Chase
2. Stareon

Has anyone ever heard of these games?
I'm looking for info
they are on Cartridge......

NO they are not for sale "Especially" if they are rare

Thanks
Edward "Still working on IRS Paperwork" Williams
www.classicomputers.org

4241. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-06 00:00:00 UTC
From: ARMAND LEMIEUX <cons.amieuxenr@videotron.ca>
Message-ID: <37311BEB.2E23@videotron.ca>
Source record: 52557

Michael Current wrote:
>
> Archive-name: atari-8-bit/faq
> Posting-Frequency: 60 days
> Last-modified: April 30, 1999
>
> Welcome to the comp.sys.atari.8bit newsgroup!
>
> Atari 8-Bit Computers
>
> Frequently Asked Questions List
> _____________ _________________
> | /////////// | _______________ | |||||||||||| |
> |_____________| | | | ||_______|| |
> |______//////| |____[---]____| | / _________ \ |
> |LLLLLLLLLLL| |LLLLLLLLLLL || | LLLLLLLLLLL L |
> |LLLLLLLLLLL| |LLLLLLLLLLL || | LLLLLLLLLLL L |
> |__[_____]__| |__[_____]____| |___[_____]_____|
> 130XE 800XL 800
> _____________ __---------__
> | /////////// | | / _____ \ |
> |_____________| _______________ | / |_____| \ |
> |______//////| |____[---]____| | ____________ |
> |LLLLLLLLLLL| |LLLLLLLLLLL || | ========== =|
> |LLLLLLLLLLL| |LLLLLLLLLLL || | ========== =|
> |__[_____]__| |__[_____]____| |___[_____]___|
> 65XE 600XL 400
> _____________ _______________
> | /////////// | ____________ | |
> |_____________| |/// / | | |
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> |LLLLLLLLLLL| |/O\ |\/ |LLLLLLLLLLL| | LLLLLLLLLLL |
> |LLLLLLLLLLL| |------------| |LLLLLLLLLLL| | LLLLLLLLLLL |
> |__[_____]__| |____O_O_O_O| |__[_____]__| |___[_____]___|
> 800XE XE Game System 1200XL
>
> Additions/suggestions/comments/corrections are needed! Please send to:
>
> mailto:mcurrent@carleton.edu
>
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> given.
>
> This FAQ list is in a constant state of development and comes with no
> guarantees. If you see any problems, I need to hear from you!
>
> Please refer to the latest version of this FAQ list whenever possible!
> Available via these locations and Usenet FAQ archives everywhere:
>
> http://www.faqs.org/faqs/atari-8-bit/faq/
>
> ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq
>
> news:comp.sys.atari.8bit news:comp.answers news:news.answers
>
> Or you can always ask me for a copy at mailto:mcurrent@carleton.edu
>
> ------------------------------
>
> Subject: 0.1) Table of contents
>
> 0.1) Table of contents
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> 1.2) What can I do with an 8-bit Atari?
> 1.3) What are some of the performance features of the 8-bit Atari?
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>
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> 13.8) What games support 4 simultaneous players on the 400/800?
> 13.9) Why should I disconnect the 810/1050 power supply before connecting or
> disconnecting SIO cables?
> 13.10) What is Omnimon?
> 13.11) What is the difference between NTSC and PAL machines?
> 13.12) Is the software for the Atari 8-bit computers "TV-standard dependent?"
> 13.13) What programming languages are available for the Atari?
> 13.14) What is the Atari XEP80 Interface Module?

> 13.15) What makes some XL/XE software incompatible with the 400/800?
> 13.16) What games run only on the 400 and 800 models?
> 13.17) What games make use of the Light Gun?
> 13.18) How do I type a tilde (common character in Web URL's) on my Atari?
> 13.19) What's the difference between ASCII and ATASCII?
>
> Other FAQ Lists for the 8-bit Atari
> 14.1) What vendors, developers, or publishers support the 8-bit Atari?
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> 14.4) I'm new to the Atari. How do I use this thing?
> 14.5) Can I use an emulator to run my old Atari software on my new computer?
> 14.6) What hardware upgrades, modifications and add-ons are available?
> 14.7) What is the HARD-Interlacing-Picture (HIP) format?
> 14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?
>
> Reader-suggested topics, unwritten as yet: (volunteers?!)
> How fast of a modem can my Atari display keep up with?
> -with UltraSpeed roms?
> -with XEP-80
> -with any particular terminal program
>
> Video Upgrades
> -Adding chroma video signal to 600XL/800XL/1200XL
>
> What is APE?
>
> ------------------------------
>
> Subject: 1.1) What is an Atari 8-bit computer?
>
> 400 800 1200XL 600XL 800XL 65XE 130XE 800XE XE Game System
>
> Here is a very condensed history of Atari, centered around their 8-bit
> computers.
>
> 1972
> Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27.
> Atari created the first coin-operated arcade video game with the introduction
> of Pong. The video game industry was launched and has shaped pop culture ever
> since.
>
> 1976
> Warner Communications acquires Atari Inc.
>
> 1977
> Atari launches the Video Computer System (VCS), later known as the 2600, giving
> birth to home video game systems.
>
> 1978
> In December, Atari announces the Atari 400 and 800 personal computers, using

> the 6502 microprocessor. The Atari 800 was code-named "Colleen"; the 400,
> "Candy."
>
> The following are most of the team who originally designed the 400/800.
> Credit for providing this information for the FAQ goes to:
> Doug Neubauer (by way of James Finnegan, mailto:finneganj@delphi.com)
> Jerry Jessop, mailto:jjessop@ix3.ix.netcom.com
> Scott Emmons, mailto:scotte@center.uscs.com
>
> VLSI HARDWARE:
> Jay Miner - Creator and System architect, VSLI manager
> Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
> Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
> Joe Decuir - ANTIC and system and creator
> ???A French guy - ANTIC logic designer
> George McLeod - CTIA and GTIA logic design
> Doug Neubauer - POKEY logic design
> Mark Shieu - POKEY chip design
> Steve Stone - POKEY layout design
> Steve Smith - Technician for ANTIC and GTIA
> Delwin Pearson - Technician for POKEY
>
> OS PROGRAMMERS:
> Larry Kaplan
> David Crane
> Bob Whitehead
> Al Miller
>
> 1979
> The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer
> Electronics Show (CES) in early January.
>
> Jerry Jessop, mailto:jjessop1@home.com writes:
> "The first official small shipment of the 400/800 was on August 29th 1979.
> These were hand built pilot run units to Sears that needed to be in stock by
> Sept. 1 so they could be placed in the big fall catalog. The units were
> placed in the Sears warehouse and then immediatly returned to Atari after
> the "in stock" requirment had been meet.
>
> The first "real" consumer units were shipped in Nov. of 79 and were 400's to
> Sears followed very shortly by 800's."
>
> These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz,
> offering 128 colors displayable simultaneously, up to 320x192 graphics
> resolution and up to 40x24 text resolution in 8 graphics modes and 6 text
> modes. Video may be displayed either on a composite video monitor in the case
> of the 800, or on a standard television for both systems. 4 independent sound
> voices are available through the audio output of the television or monitor,
> each with a 3 1/2 octave range, plus there is a built-in speaker for key-click
> and other programmable sounds. The 800 has a second cartridge port and a

> full-stroke keyboard, while the 400 has a single cartridge port and a membrane
> keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output
> port. Originally, both the 400 and 800 were sold with 8K RAM, but later most
> 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari
> Operating System in ROM.
>
> The 800 can be fitted with 1-3 of the following two RAM modules:
> CX852 8K RAM module, CX853 16K RAM module
> and must be fitted with a ROM module:
> CX801 10K ROM, CX801-P 10K ROM for PAL machines
>
> [WHEN WAS THE 400/800 REVISION B OS INTRODUCED????]
>
> 1981
> November: 400/800's begin shipping with the new GTIA chip in place of CTIA,
> increasing the palette of simultaneously displayable colors to 256 and adding
> 3 new graphics modes. CTIA is totally phased out by the end of the year.
>
> Jerry Jessop, mailto:jjessop1@home.com adds:
> "The very first proto systems did have the GTIA, but it had some
> problems and was not released in the consumer version until 1981. The
> GTIA was completed before the CTIA."
>
> 1982
> The introduction of the 1200XL in late 1982 marks the single largest advance
> in the 8-bit Atari system. The 1200XL runs most software and hardware
> designed for the 800 and 400, but now runs a slightly more advanced 6502C
> microprocessor, and includes a full 64K RAM. The single cartridge and monitor
> ports remain, along with 2 controller ports. In addition, the 1200XL includes
> 4 programmable Function keys and a Help key, built-in diagnostic and graphics
> demonstration programs, and probably the favorite keyboard of any 8-bit Atari
> computer. Clicks previously outputted through the built-in speaker are now
> heard from the television or monitor's speaker. The revised 16K Operating
> System offers many new features, including an alternate International
> Character Set.
>
> 1983
> In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and
> 600XL. These new machines include most of the features of the 1200XL minus
> the Function keys and the demo program. But now both the 800XL and 600XL
> have the Atari BASIC language built-in. In addition, these two systems
> offer the Parallel Buss Interface (PBI), providing fast parallel access to the
> heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.
>
> The 600XL can be expanded from 16K to 64K with the 1064 Atari Memory Module.
>
> 1984
> Warner Communications sells Consumer Electronics and Home Computer
> divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.
>

> Atari Corporation is formed by Tramiel Technologies and its products marketed
> under the Atari brand.
>
> (
> Atari Games Corporation is also formed from the former coin-op
> division and markets coin-op games under the Atari Games brand.
>
> Atari Games Corporation is a developer, marketer, licensor and publisher of
> coin-operated video games, having created such classics as Pong, Asteroids,
> Centipede, Missile Command, Gauntlet, Area 51, and San Francisco Rush
> Extreme Racing. Atari Games Corporation is a subsidiary of Midway Games Inc.
> (NYSE:MWY). The Atari Games Corporations home page is at
> http://www.atarigames.com.
>)
>
> 1985
> The new Atari Corp. delivered on its promise to advance the 8-bit Atari system
> by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is
> nearly identical to the 800XL in features, minus the PBI. The 130XE, however,
> offers 128K RAM, plus the FREDDY chip, supporting the unique (but rarely used)
> ability for the 6502C and the ANTIC to independently access RAM banks. In
> addition, the 130XE replaces the PBI port with the Enhanced Cartridge
> Interface (ECI), continuing the powerful feature of a fast parallel port.
> European 65XE's include the ECI port.
>
> Only by the final production run of the 130XE (when was this???) was the XL/XE
> OS revised to include a "keyboard test mode" that matched the XE keyboard, and
> a RAM test that tests the full 128K of RAM.
>
> 1987
> In a change of marketing strategy, Atari introduced the new XE Game System
> in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system.
> It offers the convenience of a detachable keyboard and built-in Missile
> Command game, while offering 64K RAM and full compatibility with the 65XE.
>
> The 800XE, a 130XE with just 64K, was released at some point in eastern
> Europe. [WHEN???]
>
> 1992
> Atari officially dropped all remaining support of their 8-bit computer line on
> January 1, 1992.
>
> 1996
> On July 31, 1996, Atari Corp. became a JTS subsidiary. JTS Corp., with
> headquarters in San Jose, Calif., was founded in 1994 to design, manufacture
> and supply enhanced-capacity hard disk drives for the notebook and desktop
> personal computer markets.
>
> 1998
> On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-

> owned subsidiary of Hasbro Interactive, Inc., which is a subsidiary of Hasbro,
> Inc., for $5 million in cash.
>
> Hasbro Interactive, Inc. is a leading all-family interactive games publisher,
> formed in 1995 to bring to life on the computer the deep library of toy and
> board games of parent company, Hasbro, Inc. (Amex: HAS - news). Hasbro
> Interactive has expanded its charter to include original and licensed games for
> the PC, the PlayStation(R) and Nintendo(R) 64 game consoles and for
> multi-player gaming over the Internet. Headquartered in Beverly, Massachusetts,
> Hasbro Interactive has offices in the U.K., France, Germany, Japan and Canada.
> For additional information, visit Hasbro Interactive's web site at:
> http://www.hasbro-interactive.com .
>
> Atari Interactive, Inc. is a Hasbro affiliate, online at http://www.atari.com/
>
> Atari currently markets Centipede, see http://www.atari-centipede.com/
>
> ------------------------------
>
> Subject: 1.2) What can I do with an 8-bit Atari?
>
> What can you do with an 8-bit Atari computer system? Virtually anything you
> can do with any other type of computer!
>
> Programming? Pascal, C, BASIC, Logo, Pilot, Forth, Lisp, 6502 assembler...
> Plus powerful unique languages like Action! and QUICK...
>
> Word Processing? Try AtariWriter, Letter Perfect, Paperclip, TextPro, Bank
> Street Writer, 1st EXLent, TurboWord, Cut & Paste, Letter Wizard, Panther,
> Superscript...
>
> Database? Try TurboBase, TurboFile, Synfile, Data Perfect, MicroFiler,
> MegaFiler, Homebase, Super Data Base 1-2-3, Small Business System...
>
> Speadsheet? Look at Syncalc, Visicalc, TurboBase, Calc Magic, Turbo-Calc,
> SAM Budget...
>
> Communications? There's Express!, BobTerm, Kermit-65, Omnicom, VT850,
> Chameleon, Ice-T, FlickerTerm 80, Term80...
>
> Graphics? Print Shop, Newsroom, Blazing Paddles, Video Title Shop, Virtuoso,
> Movie Maker, News Station, Publishing Pro, Awardware, Page Designer,
> ChromaCAD, Rambrandt...
>
> Music? Virtuoso, Music Studio, Music Construction Set, Songwriter, Electronic
> Drummer, Music Painter, Music Composer, AtariMusic, MIDI-Track, Digital Music
> System, Chaos Music Composer... The ATARI 8-bit could also be made to speak
> using SAM (Software Automated Mouth) by Don't Ask Software. It can speak
> without the use of any hardware modification.
>

> Alternate Operating Systems? There's the Diamond Graphic Operating
> System; SpartaDOS X, the 64K DOS on a "supercartridge"; the S.A.M. (Screen
> Aided Management) 80 column Desktop System; the Ultra Speed Plus OS;
> the TurBoss! High Speed O/S...
>
> Hardware? A plethora of upgrades and add-ons are available, realizing
> improvements in speed, memory, sound, graphics, storage media...you name it!
>
> Education? Colorful graphics, exciting sounds and full-screen editing give
> rise to hundreds of quality educational software titles.
>
> Entertainment? The 8-bit Atari has long been famous for thousands of great
> games.
>
> If you want to do something with a computer, chances are you can do it on an
> 8-bit Atari computer. While slower than today's PC's, the 8-bit Atari is far
> less costly than any of these, is easier to program at the machine level or
> alter at the hardware level, and has been documented more thoroughly than any
> of the newer computing platforms. The relative simplicity in design of the
> 8-bit Atari also means that many people find the systems more reliable than
> their modern counterparts.
>
> The software for the 8-bit Atari is sometimes more powerful than on any other
> platform. For example, some Bulliten Board Systems are still run on 8-bit
> Ataris specifically because the BBS software available can be better than that
> for any other type of computer. There is a reason for the relative quality of
> software on the 8-bit Atari. People program commercially for the latest PC's
> to make money; people program the 8-bit Atari because they want to -- they
> enjoy producing good software. It takes a team of specialized programmers to
> develop a major piece of software for those other systems; with the 8-bit
> Atari, a single person has the chance to learn the entire system, thereby
> developing greater pride in his programming abilities and his final product.
> The character of the programmer can shine through.
>
> The 8-bit Atari owner can take pride that his/her computer platform was
> developed years before the IBM PC or Apple Macintosh were even on the drawing
> boards, but remains as useful today as it was in 1979.
>
> For these reasons and more, the 8-bit Atari remains a popular alternative
> in today's home computer marketplace.
>
> ------------------------------
>
> Subject: 1.3) What are the some of the performance features of the 8-bit Atari?
>
> Some of this text by mailto:nbs@sonic.net (Bill Kendrick).
>
> CLOCK SPEED:
> NTSC machines: 1.7897725 MHz
> PAL machines: 1.773447 MHz

>
> SCREEN REFRESH RATE:
> 59.94 times per second (Hz) on NTSC Ataris
> 49.86 Hz on PAL machines
>
> ANTIC AND THE DISPLAY LIST:
> ANTIC CIO/BASIC Display Resolution Number of
> Mode # Graphics # Type (full screen) Colors
> ---
> 2 0 Char 40 x 24 1 *
> 3 - Char 40 x 19 1 *
> 4 12 ++ Char 40 x 24 5
> 5 13 ++ Char 40 x 12 5
> 6 1 Char 20 x 24 5
> 7 2 Char 20 x 12 5
> 8 3 Map 40 x 24 4
> 9 4 Map 80 x 48 2
> A 5 Map 80 x 48 4
> B 6 Map 160 x 96 2
> C 14 ++ Map 160 x 192 2
> D 7 Map 160 x 96 4
> E 15 ++ Map 160 x 192 4
> F 8 Map 320 x 192 1 *
> F 9 + Map 80 x 192 1 **
> F 10 + Map 80 x 192 9
> F 11 + Map 80 x 192 16 ***
> * 1 Hue; 2 Luminances
> ** 1 Hue; 16 Luminances
> *** 16 Hues; 1 Luminance
> + require the GTIA chip. 1979-1981 400/800's shipped with CTIA
> ++ Not available via the BASIC GRAPHICS command in 400/800's.
>
> GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
> Nine color registers are available. Each color register holds any of 16
> luminances x 16 hues = 256 colors. (Four registers are for player-missile
> graphics.
>
> Character sets of 128 8x8 characters, each with a normal and an inverse video
> incarnation, are totally redefinable.
>
> PLAYER-MISSLE GRAPHICS:
> Four 8-bit wide, 128 or 256 byte high single color players, and four
> 2-bit wide, 128 or 256 byte high single color missiles are available.
> A mode to combine the 4 missiles into a 5th 8-bit wide player is also
> available, as is a mode to XOR colors or blacken out colors when players
> overlap (good for making three colors out of two players!) Players
> and missiles have adjustable priority and collision detection.
>
> DISPLAY LIST INTERRUPTS (DLI's):
> Screen modes can be mixed (by lines) down the screen using the Display

> List - a program which is executed by the ANTIC graphics chip every
> screen refresh:
>
> All other screen attributes (color, player/missile horizontal position,
> screen width, player/missile/playfield priority, etc.) can be ajusted
> at any point down the screen via DLI's.
>
> SCROLLING:
> Fine scrolling (both vertical and horizontal) can be enabled on any
> line on the screen.
>
> SOUND:
> Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
> 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
> can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
> modes can be enabled for digitally sampled sound replay.
>
> A fifth "voice" is produced by the internal speaker on Atari 400/800's
> (for keyclick and buzzer) and in the XL's and XE's this was
> (fortunately!) rerouted through the normal audio output, and the
> keyclick can be disabled.
>
> ------------------------------
>
> Subject: 1.4) What is the internal layout of the 8-bit Atari?
>
> The following four paragraphs were written by Chris Crawford and appear in De
> Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc.,
> 1981-1982. The text been very slightly modified here for generality.
>
> "The internal layout of the Atari 8-bit computer is very different
> from other systems. It of course has a microprocessor (a 6502), RAM,
> ROM, and a (PIA). However, it also has three special-purpose (LSI) chips
> known as ANTIC, GTIA, and POKEY. These chips were designed by Atari
> engineers primarily to take much of the burden of housekeeping off of the
> 6502, thereby freeing the 6502 to concentrate on computations. While
> they were at it, they designed a great deal of power into these chips.
> Each of these chips is almost as big (in terms of silicon area) as a
> 6502, so the three of them together provide a tremendous amount of
> power. Mastering the Atari 8-bit computers is primarily a matter of
> mastering these three chips.
>
> ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor
> dedicated to the television display. It is a true microprocessor; it has an
> instruction set, a program (called the display list), and data. The display
> list and the display data are written into RAM by the 6502. ANTIC retrieves
> this information from RAM using direct memory access (DMA). It processes the
> higher level instructions in the display list and translates these instructions
> into a real-time stream of simple instructions to GTIA.
>

> CTIA ("Color Television Interface Adapter") / GTIA ("George's Television
> Interface Adapter") is a television interface chip. ANTIC directly controls
> most of GTIA's operations, but the 6502 can be programmed to intercede and
> control some or all of GTIA's functions. GTIA converts the digital
> commands from ANTIC (or the 6502) into the signal that goes to the
> television. GTIA also adds some factors of its own, such as color
> values, player-missle graphics, and collision detection.
>
> POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital
> input/output (I/O) chip. It handles such disparate tasks as the serial I/O
> bus, audio generation, keyboard scan, and random number generation. It also
> digitizes the resistive paddle inputs and controls maskable interrupt (IRQ)
> requests from peripherals.
>
> All four of these LSI chips function simultaneously. Careful
> separation of their functions in the design phase has minimized conflicts
> between the chips. The only hardware level conflict between any two
> chips in the system occurs when ANTIC needs to use the address and data
> buses to fetch its display information. To do this, it halts the 6502
> and takes control of the buses."
>
> While the 400/800 models contain a generic 6502 CPU, all of the XL/XE models
> contain Atari's customized 6502C chip. Alan Manuel K. Gloria,
> mailto:mani@pworld.net.ph writes:
>
> The difference goes something like this: On the Atari, there are two
> microprocessors, ANTIC and the 6502 or 6502c. To allow them to coexist, ANTIC
> must shut off the 6502/6502c, a process called DMA. The 6502 supports DMA, but
> in Atari's implementation, it required 4 chips. The 6502c has this additional
> circuitry built-in.
>
> More on this from James Bradford, mailto:sup8pdct@mail.cth.com.au :
> The 6502c in all PAL atari's, late 400/800, XL, XE NTSC atari's have A special
> 6502. This 6502 has an extra line called HALT. It is controlled by ANTIC which
> it uses whenever it needs the data/address bus. The HALT line is on pin 35 of
> the atari 6502 and must be pulled high for the chip to work (I think) . Early
> 400/800 NTSC atari's used a standard 6502 and a couple of chips to stop the
> processor when antic needed the busses
>
> The 130XE and XEGS contain a small additional LSI called FREDDY, a RAM
> address multiplexer. According to mailto:sup8pdct@mail.cth.com.au
> (James Bradford), "FREDDY is a type of memory controller. It takes the
> address and clock from the CPU and multiplexes it with the appropriate timings
> and signals to use DYNAMIC memory. FREDDY also buffers the system clock
> crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDY
> but it doesn't have the extended RAM. Even if it did, you would still need
> the chip that does the REAL bank switching. It is a small 16-pin chip
> (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS
> from FREDDY, the bank select bits from PIA, A14, A15 and the 6502 halt signal
> to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDY

> for the address range of the extra memory bank (or normal address range with
> no bank switching). The ANTIC/6502 select bits in combination with the 6502
> halt line, control the switching of the PIA bank number bits to A14/A15 and
> which bank of memory RAS goes to. Why people say FREDDY does the bank
> switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip
> installed (That's right NO FREDDY) and an extra 8 RAM chips."
>
> And more recently James Bradford has written:
> Freddy is just a memory decoder and timer. It replaces several chips in

4242. Re: Percom Disk Drives ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-06 00:00:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <7gr24tnag1@pale-rider.INS.CWRU.Edu>
Source record: 52558

In a previous article, bobkla19@sisna.com (Bob Klaas) says:

>I have several, modles to play with but would like if avalable a list of
>what they actually produced.

I just happen to be trying to build such a list!

Based on articles and ads in Antic, Analog, and Atari Classics, I believe
the following Percom drives for the Atari were actually produced:

RFD40-S1 SS/DD, single drive, 40-track (180K/disk)

RFD40-S2 SS/DD, dual drives, 40-track, 180K/disk

RFD44-S1 DS/DD, single drive, 40-track, 360K/disk

RFD44-S2 DS/DD, dual drives, 40-track, 360K/disk

AT88-S1 SS/SD, single drive, 40-track, 90K/disk

AT88-S2 SS/SD, dual drives, 40-track, 90K/disk

AT88-S1PD SS/DD, single drive, 40-track, 180K/disk (+printer port)

This doesn't take into account the slave drives they kept talking about. I
wonder whether the slave drives are non-Atari-specific?

My other question concerns two more models referred-to in an Antic review,
but which aren't mentioned anywhere else. They would be:

RFD80-S1 SS/DD, single drive, 80-track, 360K/disk

RFD84-S1 DS/DD, single drive, 80-track, 720K/disk

These names I made up, but the specs are straight from the Antic review.

Do these exist??
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4243. Re: Percom Disk Drives ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-06 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990506070125.23326.00000003@ng43.aol.com>
Source record: 52559

Hi Michael-
>These names I made up, but the specs are straight from the Antic review.

Is the Antic Review from the "New Products"
in volume 1-2 (June, 1982) the review that
you are referring to here? Or is there
another review later on? In all of the ads
that I looked at, I never saw an ad for a
drive with more than one unit built in - only
add-on "slave drives" at $399-459 each.
(Doesn't mean they didn't sell them, or
enterprising dealers didn't, but I just did not
find any ads that said they did). Also doesn't
mean I didn't overlook it. :-) Likewise
in the brief ads for the AT88 series, never
saw an ad for an "S2". Did you locate one?
Unfortunately, I didn't have access to any of
their sales literature that one could send in for.
There may have been more info in that, if
someone would still have it. Logically, it
seems more likely that they would have
pursued the "slave drive" strategy because
of the high power consumption of the early
drives, especially the full-height models
used in the RFD's. (?)
Regards,
Larry

4244. Re: Two Rare Games

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-06 00:00:00 UTC
From: dalibor5561@my-dejanews.com
Message-ID: <7gs0f7lvv1@nnrp1.deja.com>
Source record: 52560

Have both of them in my collection....

not sure in rarity code, but think not will be so high.

Just... you wrote "Stareon" and it's "Starion", is it the same ???

Dalibor

In article <wk5Y2.733$7K5.994@news.flash.net>,
"Edward Williams" <tchermok@flash.net> wrote:
> 1. Sea Chase
> 2. Stareon
>
> Has anyone ever heard of these games?
> I'm looking for info
> they are on Cartridge......
>
> NO they are not for sale "Especially" if they are rare
>
> Thanks
> Edward "Still working on IRS Paperwork" Williams
> www.classicomputers.org
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4245. atari's and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-06 00:00:00 UTC
From: aalabiso@my-dejanews.com
Message-ID: <7gs7ftsbr1@nnrp1.deja.com>
Source record: 52561

Here's what I have:

1 Commodore 64 w/ Disk Drive & Printer
2 Atari 2600s Older Model
1 Newer Atari 2600
2 Atari 7800s
1 Atari 800 Computer System
3 Sega Master Systems
Over 35 COntrollers
with a ton of accessories

all this stuff is for auction at ebay
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=99597976

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4246. Re: 8-bit programming

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-06 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19990506123555.17932.00000027@ngol07.aol.com>
Source record: 52562

Im Artikel <7go07q$o8d$1@news4.svr.pol.co.uk>, "Peter Pachla"
<my.name@vectrex.freeserve.co.uk> schreibt:

>Anyone recommend a good cross assembler for the PC and a way of dumping the
>assembled code to my Atari (or some way of running said code under an
>emulator - converting to ".ATR" files etc is just going to drive me up the
wall
>so I really don't want to go down THAT route if at all possible (I'd rather
use
>the 800XL/1050!!)).
>Suggestions?

Try A.S.S.I. Atari 65C02 Cross (Macro) Assembler for WIN9x. It has some special atari features, like file generating in several formats (XFD or ATARI binary and many programmable others). Its 80% Mac65 and 99% ATMAS II compatible.

look at: http://www.macfalkner.de

Follow the link to Burkhard Rau's ATARI Filemanager. (http://www.hcrburk.de) its a SIO2PC like program that runs under W9x, with this tool you can convert to ATR and with a SIO2PC interface you can load it with your atari.

You can also start the assembler created XFDs automatically with an emulator like 800xlwin.

bye, MacFalkner.

4247. Atari 1050 What is it

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-06 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <7gskhqiui1@barcode.tesco.net>
Source record: 52563

Many thanks to those who replied, I think it must be a Happy Clone" it runs happy7.1, laser and hyper drive software, and is very fast. It may be home built, but looks well made, so I will make the most of it. Thanks again.

4248. Re: 8-bit programming

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-06 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <06051999123533703 6%savetz@northcoast.com>
Source record: 52564

In article <19990506123555.17932.00000027@ngol07.aol.com>, MacFalkner
<macfalkner@aol.com> wrote:

> Im Artikel <7go07q$o8d$1@news4.svr.pol.co.uk>, "Peter Pachla"
> <my.name@vectrex.freeserve.co.uk> schreibt:
>
> >Anyone recommend a good cross assembler for the PC and a way of dumping the
> >assembled code to my Atari

>
> Try A.S.S.I. Atari 65C02 Cross (Macro) Assembler for WIN9x. It has some special
> atari features, like file generating in several formats (XFD or ATARI binary
> and many programmable others). Its 80% Mac65 and 99% ATMAS II compatible.

Why would one want to assemble code on a PC rather than directly on the
Atari? Other than the obvious reason that the PC is much faster. I'm an
assembly language newbie, just wondering.

Kevin Savetz

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce

4249. Remember that $338 eBay auction for the Atari 8-bit carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-06 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990506182608.23344.00000193@ng06.aol.com>
Source record: 52565

Well, it seems that the seller *did* get paid that $338 for the 16 Atari 400/800 carts. Check it out and you'll see that the seller has already left positive feedback for the buyer. Incredible.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=91005561

4250. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-06 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <37322CFA.DEC0F53E@worldnet.att.net>
Source record: 52566

Joe,

Have you ever typed on a 1200XL ? The keyboard is 800 quality with
just a tiny added bit of softness and smoothness to them, its a dream to
type on. If you've typed on a 600Xl or 800XL or those horrific XE
keyboards you have no idea what your missing. I love the 800 keyboard,
the 1200XL wins hands down.

Curt

Strafe wrote:

> 1200XL keyboard better? No way! The original 800 keyboard
> was classic. You knew when you typed on that baby. It's kinda
> like the original PC keyboards. Nice honest-to-god switches, not
> some lame little rubber contact.
> -joe-
>
> --
> Joe Aycock (joeaux@yahool.com)
> http://members.xoom.com/joeaux
> Lover of all things Macintosh, OS/2 or Unix, collector of the best toy
> ever, Transformers. Subaru SVX --- The Beauty Of All Wheel Drive.
> "Judges Disqualify 'Little Milton' In Last Minute Rumpus".
> The St. Cleve Chronicle; Friday, January 7th 1972
> --

4251. Re: Remember that $338 eBay auction for the Atari 8-bit carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-06 00:00:00 UTC
From: jamesk@kingtechsvcs.com
Message-ID: <7gtcdb$8ug$1@news.xmission.com>
Source record: 52567

Funny how the seller has 11 positive comments within a 2-3 day period. Each comment indicated such fast shipment.

Either this person has 11+ simultaneous auctions and shipped overnight FedEx, or this person is a fraud and just sold him/herself a bunch of carts.

Swozniak <swozniak@aol.comeGETsome> wrote in message news:19990506182608.23344.00000193@ng06.aol.com...
> Well, it seems that the seller *did* get paid that $338 for the 16 Atari
> 400/800 carts. Check it out and you'll see that the seller has already left
> positive feedback for the buyer. Incredible.
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=91005561

4252. EBAY!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-06 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3732265E.6A011E6C@sisna.com>
Source record: 52568

Finally I have an in! Just read in the paper today they are moving to Riverton Utah, only bout 10miles away..gots a problem with them..For a Fee! Will drive down there and raise He.. for you..provided it is legimate..

But glad to see them here and readily available..

bob

4253. Re: Percom Disk Drives ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-06 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37322C0B.EDD70226@sisna.com>
Source record: 52569

Ok, not sure on the latter drives as I shipped one and can't rember the modle number but it was not the last drive you posted..Larry White will have it in a few days.

The best disk Drive ever built in its year for the Atari 8-bit would have to be the Percom. If it will do a double sided double density disk then it will format out a 720k 3 1/4 in disk drive adapted to the cable. It will also, do a new 1.44mg 3 1/4 inch drive with a 720k disk into it, I could not get it to do a 1.44mg disk with the sensor hole covered, received errors. Perhaps somone else can persue the project and come up with a way to enhanse the rom? But at this time the 2 double density Percoms I had here would do what was needed to arrive at extra storage.

On A 5 1/2 inch disk you could format it out as a double sided double density disk at 40 tracks, and 3 as the step rate, those below would also work. Any other information would be appreciated..The last two modles they produced had a Printer interface built in, Larry White has the only cable I had in existance.

Now on any modle to run slaves, you had to attach them with a 34pin Ribbon cable, have the 3 inline and turned on first then booted up the master.

On the newer 1.44mg drives I could not get it to boot as a master but it would read as a second drive. The jumper must have to be moved on the 1.44mg drive, requires unsoldering..the 720k drives work fine as there is a jumper you can move on the drive..perhaps a modified cable like the IBM has to see the first drive could correct this but have not gotten into that area at this date.

bob

This post is about 3 weeks earlier than I antisipated.

Michael Current wrote:
>
> In a previous article, bobkla19@sisna.com (Bob Klaas) says:
>
> >I have several, modles to play with but would like if avalable a list of
> >what they actually produced.
>
> I just happen to be trying to build such a list!
>
> Based on articles and ads in Antic, Analog, and Atari Classics, I believe
> the following Percom drives for the Atari were actually produced:

>
> RFD40-S1 SS/DD, single drive, 40-track (180K/disk)
>
> RFD40-S2 SS/DD, dual drives, 40-track, 180K/disk
>
> RFD44-S1 DS/DD, single drive, 40-track, 360K/disk
>
> RFD44-S2 DS/DD, dual drives, 40-track, 360K/disk
>
> AT88-S1 SS/SD, single drive, 40-track, 90K/disk
>
> AT88-S2 SS/SD, dual drives, 40-track, 90K/disk
>
> AT88-S1PD SS/DD, single drive, 40-track, 180K/disk (+printer port)
>
> This doesn't take into account the slave drives they kept talking about. I
> wonder whether the slave drives are non-Atari-specific?
>
> My other question concerns two more models referred-to in an Antic review,
> but which aren't mentioned anywhere else. They would be:
>
> RFD80-S1 SS/DD, single drive, 80-track, 360K/disk
>
> RFD84-S1 DS/DD, single drive, 80-track, 720K/disk
>
> These names I made up, but the specs are straight from the Antic review.
>
> Do these exist??
> --
> Michael Current, mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
> St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4254. Re: Power supplies & other questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-06 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37322D9D.1D1B3CF@sisna.com>
Source record: 52570

Ok you picked a good one to start. The 800 has keys that can be lifted
off the keyboard. Under each you will find 2 metal contacts, which have
to meet to make a connection. Got the picure, boot up your 800, lift
off a key that don't work look inside press the outer layer, (plastic
shield) down it the contact do not meet then you will not get a key
press. Be gentle bend them to meet when you press the outer shell down.
If it works then you have fixed the key problem. If it does not then
you have a controler chip problem. Get back to me and will give you the
chips.

bob

Kate Slaminko wrote:
>
> Hi,
>
> I just inherited a batch of Atari 8-bit stuff. Not finished going
> through it all yet, but so far I've uncovered an 800, 800XL, 1200XL, and
> 2 130XE's, 3 1050 drives, an XE game machine, and various other odd
> bits. Unfortunately, it was mostly just tossed loose in a big box. How
> can I tell which power supplies go with which unit. I notice that
> several of the PS's are connector compatible, but are rated at various
> voltages, some are AC output, some are DC. Don't wan't to fry anything
> through ignorance. If someone can please send the info (reply to
> sender) or point me towards an appropriate FAQ or something, I'd really
> appreciate it.
>
> The only unit I've tried so far is the 800, and about half the keys
> appear not to work. Is this a cleaning issue or should I be looking for
> something more serious, like a blown chip?
> Thanks,
> Ron

4255. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-06 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <37325DB0.F14157D3@ix.netcom.com>
Source record: 52571

"Patrick P.H. Nguyen" wrote:

> I preferred the layout of the 1200XL more than the 800 (especially the huge
> backspace key!), but the 800 had a better tactile feel.

I also prefer the 800 keyboard feel to the 1200XL, but there's a few caveats...

My first Atari was the same 800 I have today, bought new for about a thousand bucks (but, hey, I got a tape drive with that..). And you always have a soft spot for your first time.

Also, despite acquiring multiple XEs and XLs, I only have one each of the 800 and 1200XL. I know for a fact that there were at least 3 different keyboards in the 800XL, perhaps there were multiple possible keyboards for the 800 and 1200XL, too: maybe folks like one or the other because of which keyboard they happened to get.

Jeff

4256. Re: Still around/Magnavox Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-06 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37322ED2.2E8C675B@sisna.com>
Source record: 52572

If it has the video and audio jacks on it the Atari 8-Bit computers can
use it with a cable.
bob

goodoljack@my-dejanews.com wrote:
>
> Do you know what system uses an RGB/Mono Magnavox model CM8505 074G, made by
> N.A.P. Consumer Electronics ? Thanks
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4257. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-06 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <3732619D.52BE95D8@pacbell.net>
Source record: 52573

Have you tried Mercenary with the OPTION key held down? - the 1200XL does not set up memory properly unless you do. Maybe I'll have to peek at this a little further.....

Bob

Graham C Thornton wrote:

> Edward Williams wrote in message <0ZfX2.30$9c5.252@news.flash.net>...
> >I believe curt meant to say 800XL not 800
> >Hehehehe even Atari Guru's make mistakes
> >Thanks
> >Edward
> >
>
> The 'quick piggyback Atari 800 OS chipset fix' that Curt refers to is meant
> to turn the 1200XL into an Atari 800, with the extra 16Kb of RAM left more
> or less useless. However, Bob Wolley also has a PBI upgrade for the 1200XL,
> which involves replacing the original OS with one from an 800XL. I did that
> upgrade as far as the OS upgrade, and also did the SuperVideo 2, added an
> ICD Rambo 256Kb and replaced the NTSC ANTIC with a PAL one for compatibility
> with European software. My 1200 now runs just about everything without any
> problems (except Mercenary??).
>
> This link is for the 800 OS upgrade.
> http://www.atari-history.com/1200OSMOD.html
>
> This link is for the 800XL/PBI upgrade:
> http://www.atari-history.com/PBI1200.TXT
>
> Thanks to both Bob Wolley for creating the upgrades and Curt Vendel for his
> excellent site.
>
> Graham.

4258. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-06 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <3732671E.AF536D90@pacbell.net>
Source record: 52574

I have quite a few 1200XLs and they do seem to have subtle differences in their keyboards. Old 1200XLs, the ones with 28 pin ROM sockets, have a much smoother feel than the newer units, although all of them are very nice. Let me warn all of you 1200XL owners again - the 1200XL keyboards will start to go "bad" and miss keystrokes. It is NOT a dirty contact, but it is fairly easy to fix. Taking the back off of the keyboard (all those teeny screws) will seem to fix it, but for a longer, stronger repair you need to add a little tape where the "connector" is. This applies just a little more pressure to the contacts. I use a slice of 3M #33 electrical tape. Do not throw away your keyboard - fix it!!

The real value of the 1200XL is in its function keys. Since it was the only Atari to have them, no software seems to use them - which lets US play with them! I use mine to select HD partitions while I'm running. Every time I press Cntl-F1, D1: increments thru an 8 drive list: 7 HDs and the stock SIO drive. Cntl-F2 enables and disables D2: on SIO and the D2: HD partition. This is in the middle of a program, on cartridge, anywhere! Cntl-F4 forces a coldstart. Cntl-F3 sets E: to 80 columns .... (nawwwww, not yet!)

So, how do I tell which D1: partition is enabled? Well, that's the other feature on the 1200XL - three LEDs on the front panel. Those three LEDs give a binary representation of the active D1:.

Bob

> I also prefer the 800 keyboard feel to the 1200XL, but there's a few caveats...
>
> My first Atari was the same 800 I have today, bought new for about a thousand bucks
> (but, hey, I got a tape drive with that..). And you always have a soft spot for
> your first time.
>
> Also, despite acquiring multiple XEs and XLs, I only have one each of the 800 and
> 1200XL. I know for a fact that there were at least 3 different keyboards in the
> 800XL, perhaps there were multiple possible keyboards for the 800 and 1200XL, too:
> maybe folks like one or the other because of which keyboard they happened to get.
>
> Jeff

4259. What is this power supply ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-06 00:00:00 UTC
From: davidjs@cyberonic.com
Message-ID: <MPG.119c1247a76c51f898968a@news.cyberonic.com>
Source record: 52575

I bought a Atari powersupply at the thrift store.
When I bought it I thought it was a normal powersupply
for a Aari 800xl until I pluged it into my computer and
noticed that the end that should plug into the wall would
never fit into any wall outlet that I know of. The ends are
roundish like a pen instead of flat and thier further apart then
then a reguler plug. The part that should plug into the wall
apears to be plastic ? with metal bullet shaped ends. The power
supply says FW 1599 and C061763-11 under type on the bottem.
It is identified as a AC/DC Adapter. If anyone knows what this
is please let me know.

4260. Re: 8-bit programming

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-06 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <37327D55.8DA9E29A@netmagic.net>
Source record: 52576

Kevin Savetz wrote:
>
<snip>
> Why would one want to assemble code on a PC rather than directly on the
> Atari? Other than the obvious reason that the PC is much faster. I'm an
> assembly language newbie, just wondering.
>
> Kevin Savetz
>
> --
> Kevin Savetz <savetz@northcoast.com>
> Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
> http://www.atarimagazines.com
> Moderator of news:comp.sys.atari.announce

Mostly you wouldn't, but in my case it was a matter of wanting to experiment with the 65C02 instruction set mainly. MAC/65 does support 65C02, but at the time the logistics of the files just went better on the PC.

But if your style of programming is such that you add a line, compile to check it, add another line, compile, ... then you want a fast assembler with fast I/O. MAC/65 is really fast compared to the Atari ASM/EDIT cart, but only for compiling from memory. If you compile from disk then the slow Atari I/O kills you. MAC and MAE may be just as fast from a ram disk, but if you run the code and crash, good bye ram disk.

Or if you prefer an IBM keyboard and 80 column screen, the PC is the way to go. I used to have a tendency to comment a lot; more comments then code, so 80 columns helped there too.

4261. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3733905c.18232516@news.earthlink.net>
Source record: 52488

On Fri, 07 May 1999 01:27:12 GMT, pnguyen@ucla.edu (Patrick P.H.
Nguyen) wrote:

>None of the Atari keyboards touch what I use with my PC now. PC keyboards are
>just awesome (well, a lot of brands are).

Using a genuine IBM keyboard right now. One of the best of the best.

4262. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-HVsHbULFt5hv@localhost>
Source record: 52489

On Fri, 7 May 1999 04:07:58, rwoolley@pacbell.net wrote:
> The real value of the 1200XL is in its function keys. Since it was the only Atari to
> have them, no software seems to use them - which lets US play with them! I use mine to
> select HD partitions while I'm running. Every time I press Cntl-F1, D1: increments thru
> an 8 drive list: 7 HDs and the stock SIO drive. Cntl-F2 enables and disables D2: on SIO
> and the D2: HD partition. This is in the middle of a program, on cartridge, anywhere!
> Cntl-F4 forces a coldstart. Cntl-F3 sets E: to 80 columns .... (nawwwww, not yet!)

good stuff!

>
> So, how do I tell which D1: partition is enabled? Well, that's the other feature on the
> 1200XL - three LEDs on the front panel. Those three LEDs give a binary representation
> of the active D1:.

Hang on a minute. I thought the 1200XL had 2 leds plus a power led.
what have you done???

>
> > I also prefer the 800 keyboard feel to the 1200XL, but there's a few caveats...
> >
> > My first Atari was the same 800 I have today, bought new for about a thousand bucks
> > (but, hey, I got a tape drive with that..). And you always have a soft spot for
> > your first time.
> >
> > Also, despite acquiring multiple XEs and XLs, I only have one each of the 800 and
> > 1200XL. I know for a fact that there were at least 3 different keyboards in the
> > 800XL, perhaps there were multiple possible keyboards for the 800 and 1200XL, too:

My 800 keyboard has a mylar layer and a circuit board with both
contacts on it. The key presses down on a rubber finger type thingy
and that pushes the mylar down on to the two contacts on the circuit
board.

James

4263. Re: 8-bit programming

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7guu5omvs2@news7.svr.pol.co.uk>
Source record: 52490

Hi Kevin,

>Why would one want to assemble code on a PC rather than
>directly on the Atari?

Numerous reasons.

Firstly, as you correctly point out, assembling your code on the PC is much quicker than doing it on the Atari. Secondly I prefer to edit my code on an 80-column screen, I know it's a personal thing but I find editing on a 40-column screen rather restrictive (though as screen editors go I rank the Ataris' as one of the best).

The main thing though, as you will find out, is that developing assembly language programs is fraught with frequent crashes and system reboots....the whole "edit/assemble/run/reboot/wait for system to reboot" cycle gets very tedious after a while. ;-)

It's a lot quicker if you can do the development on one system and testing on a second (target) system.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

4264. Re: 8-bit programming

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7guu5pmvs3@news7.svr.pol.co.uk>
Source record: 52491

Hi,

>Try A.S.S.I. Atari 65C02 Cross (Macro) Assembler for WIN9x....

>Follow the link to Burkhard Rau's ATARI Filemanager....

Thanks, I'll grab those. From your description they sound like exactly what I'm after.

BTW What's "ATMAS II"? Atari Macro Assembler II perchance, I ask as I used ATMAS a couple of times but wasn't aware there was a v2.

>You can also start the assembler created XFDs automatically
>with an emulator like 800xlwin.

I grabbed "Atari800win" the other night, seems very good (except that I can't seem to get it to start up the BASIC cartridge, perhaps my cart image is corrupt).

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

4265. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7guu5qmvs4@news7.svr.pol.co.uk>
Source record: 52492

Hi Curt,

>....If you've typed on a 600Xl or 800XL....

Actually, IMHO, the early pre-Tramiel 800XLs had very good keyboards. True, the later ones with 600XL keyboards were diabolical but I kinda liked the early ones.

>....those horrific XE keyboards....

The very reason I kept my 800XL when the 130XE was launched over here. The 400's touch keyboard was better to type on than the XE keyboard IMO!!!

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

4266. WANTED: Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: alt-sci@mailexcite.com
Message-ID: <6BEY2.729$me.321373@WReNphoon4>
Source record: 52493

I'm looking for the manual and other information for Avalon Hill games.
Need Empire of the Overmind and G.F.S. Sorcoress.

-**** Posted from RemarQ, http://www.remarq.com/?a ****-
Search and Read Usenet Discussions in your Browser - FREE -

4267. FA: Indus GT 5 1/4" disk drive for Atari on eBay

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: Josh Payne <joshpayne@bigfoot.com>
Message-ID: <EIGY2.5$IG6.115@typhoon01.swbell.net>
Source record: 52494

Just wanted to let everyone know that if you're looking for an Indus GT 5 1/4" disk drive for your Atari computer, you can find one on eBay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=101116038

Thanks!

4268. Re: Commodore 1802 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: Josh Payne <joshpayne@bigfoot.com>
Message-ID: <kVGY2.14$lG6.1557@typhoon01.swbell.net>
Source record: 52495

The yellowing is from UV discoloration. There was a lot of vintage computer equipment (Commodore that I'm aware of, mostly) that yellowed because of an insufficient amount or utter lack of UV protectant in the plastic, so anything that sat in the sun got discolored. As far as I know, it's not reversible unless you paint or manage to bleech.

I think Magnavox made a some different models that got Commodore labels as well as Sears-labeled Commodore-compatible monitors.

Jamn wrote in message ...
>To my knowledge, JVC made the 1701s, Philips made most 1084s. Not sure who
>made the 1802s.
>
>...Jamn
>
>spearsk@mc-mc.com wrote in message <7g4aecjeu1@nnrp1.dejanews.com>...
>>Who made the commodore monitors?
>>
>
>
>

4269. Re: AtariBASIC program for Fuji logo

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <373339e3.61637376@news.earthlink.net>
Source record: 52496

On Sun, 2 May 1999 22:18:06 -0700 (PDT), marknewtonjohn@webtv.net
(Mark Newton-John) wrote:

>In my distant memory, I remember typng in a program that draws the Fuji
>logo using BASIC statements to draw it in a wireframe 3-D and rotate it.
>Slow as hell, I think I compiled it to run faster (not by much). I'll
>have to try to find it.

Wouldn't it be faster to draw different frames of the fuji and then
use page flipping to rotate it? Or is that "cheating."

4270. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <7gvk9j$9h5$1@pale-rider.INS.CWRU.Edu>
Source record: 52497

In a previous article, asharkis@erols.com (Alan Sharkis) says:

>Ummm, Michael, this looks very much like something I wrote for a recent Ol'
>Hackers AUG Newsletter, with perhaps some parts changed. But then again,
>anyone who's familiar with Fido could have written it.

Ok, I'll give you "qualified" credit. :)

I forgot about that section, but somehow I lost track of where that text
came from by the time I added it to the FAQ.

-Michael
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4271. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7gvr7jfdu1@autumn.news.rcn.net>
Source record: 52498

Patrick P.H. Nguyen <pnguyen@ucla.edu> wrote in message
news:7gtfgu$pq6$1@carroll.library.ucla.edu...
> In article <37322CFA.DEC0F53E@worldnet.att.net>, cvendel@worldnet.att.net
wrote:
> >Joe,
> >
> > Have you ever typed on a 1200XL ? The keyboard is 800 quality with
> >just a tiny added bit of softness and smoothness to them, its a dream to
> >type on. If you've typed on a 600Xl or 800XL or those horrific XE
> >keyboards you have no idea what your missing. I love the 800 keyboard,
> >the 1200XL wins hands down.
> >
> >
> >
> >Curt
> >
>
> I preferred the layout of the 1200XL more than the 800 (especially the
huge
> backspace key!), but the 800 had a better tactile feel. The 1200XL tended
to
> miss my keystrokes.
>
> None of the Atari keyboards touch what I use with my PC now. PC keyboards
are
> just awesome (well, a lot of brands are).
>
>
Just adding my $.02. In a nutshell, the Focus 2001 I used with my first PC and continue to use with my second (a total of about ten years now) is my second favorite behind the one on my 800. My 130XE, even with the kit from Best Electronics, has a dog for a keyboard.

Have you seen some of the poor excuses for keyboards they make for the PCs nowadays? Or (even worse) for the Imac? They'd move in a gentle breeze, and despite their sexy looks and "ergonomic" layouts, have the worst feel you can imagine.

4272. 130 XE computer for sale!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: angel <angel@bge.net>
Message-ID: <eJMY2.27$s4.1423117@news.axxsys.net>
Source record: 52499

I'm forced to try and sell my 8-bit Atari 130XE system. The buyer will
receive the following items:

-2 130 XE keyboards
-2 1050 5.25" disk drives
-1 1025 Atari 9-pin dot matrix printer
-1 Sakata SC-100 color monitor on a swivel stand (nice)
-1 Atari 1010 program recorder
ORIGINAL PROGRAMS and GAMES include:
-PAPERCLIP w/doggle, SpellPack dictionary and manuals,
-Karateka
-One-on-one
-DOS 2.5
-Bop'n Wrestle
-Istar Crossword Puzzles
-Cross Town Crazy 8
-Super Huey
-Master Diskette 3
-Atarwriter Plus on disk w/proofreader and manuals
-Atariwriter on cartridge
-Summer Games
-Ballblazer
-Computer Baseball
-CardWare
-Classy Chassy
-Timewise w/manuals
-Atari Translator disk
-P: R: CONNECTION
-Dr. Seuss Fix-up the Mix-up Puzzler
CARTRIDGE BASED PROGRAMS include:
-BASIC Computing Language
-Smart Terminal
-INFO/soft 5000 Graphic Generator w/o manuals
-INFO/soft 3000 Text Generator w/o manuals (There 3 cartridge of this
program-all of them the same)
-PLUS TONS OF SOFTWARE and GAMES, but not original disks.
BOOKS and MANUALS:
-Your Atari Computer (A guide to personal computers)
-The Atari Experience (Type-in programs)
-Things to do with your Atari Computer (paperback)
-130 XE and 1050 manuals.
-joysticks (2)

The system will be shipped with all the necessary power cords, power packs
and cables to get the system up and running.

The disk programs will come in 6 storage cases.
At any rate, this is about the whole thing.

I'm asking $200 + shipping for the whole shibang.
angel@bge.net for inquiries and responses
-

4273. 1400xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: Dan Toms <dtoms@essd.sri.com>
Message-ID: <3733ACE2.F4EB3E52@essd.sri.com>
Source record: 52500

I'm curious as to what people think this is worth? I've had my 1400xl
sitting in the closet for a few years now, maybe I should just sell it.
I haven't yet managed to go back to the old Atari Days...sigh.

The speech synth works, the internal modem doesn't(as far as I can
tell).
I added 256K so its not unmodified or anything.

Oh, please don't tell me it doesn't exist ;)
--

Dan Toms (530) 894 - 6039
Systems Development dtoms@essd.sri.com
SRI International (www.sri.com)

4274. Atari 800 & 2600 Emulation Page

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: MrNukem <netrunnr68@yahoo.com>
Message-ID: <3733D851.7AC2CE96@yahoo.com>
Source record: 52501

Check out my Atari Emulation sections Lots of Good Emulation and
Software archives Links as well as many other useful Atari web links.

Let me know what you think or if you have any problems

netrunnr68@yahoo.com

4275. Re: Remember that $338 eBay auction for the Atari 8-bit carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990506210732.08505.00000349@ng-ba1.aol.com>
Source record: 52577

jamesk@kingtechsvcs.com wrote:

<<Funny how the seller has 11 positive comments within a 2-3 day period. Each comment indicated such fast shipment.
Either this person has 11+ simultaneous auctions and shipped overnight FedEx, or this person is a fraud and just sold him/herself a bunch of carts. >>

I don't see how you'd think that. Check this guy out. He's running a *lot* of auctions. If you check the dates on everything, he didn't have to ship anything overnight. I'm 100% sure that this was an honest transaction.

4276. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <7gtfgu$pq6$1@carroll.library.ucla.edu>
Source record: 52578

In article <37322CFA.DEC0F53E@worldnet.att.net>, cvendel@worldnet.att.net wrote:
>Joe,
>
> Have you ever typed on a 1200XL ? The keyboard is 800 quality with
>just a tiny added bit of softness and smoothness to them, its a dream to
>type on. If you've typed on a 600Xl or 800XL or those horrific XE
>keyboards you have no idea what your missing. I love the 800 keyboard,
>the 1200XL wins hands down.
>
>
>
>Curt
>

I preferred the layout of the 1200XL more than the 800 (especially the huge backspace key!), but the 800 had a better tactile feel. The 1200XL tended to miss my keystrokes.

None of the Atari keyboards touch what I use with my PC now. PC keyboards are just awesome (well, a lot of brands are).

4277. FS: ATARI 2600 Thickbottom (circa 1977) System

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <37344cd4.91660901@news.erols.com>
Source record: 52579
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Atari 2600 Thickbottom System - 6 Switch (circa 1977)

This unit was one of the first Atari 2600 units built.

This is one of the units built in Sunnyvale, CA

System Includes:

1 - ATARI 2600 Thickbottom unit - Very Good Condition
2 - Atari 2600 Joysticks - Good Condition
1 - Power Supply (Non-Atari)
1 - TV Switchbox
1 - Combat Cartridge (Fair Condition)
1 - Pacman Cartridge (Fair Condition)

Everything is tested and in working condition

$40.00 + SHIPPING US funds only.

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

4278. FS: ATARI 9VAC Power Supply - NEW in box

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <37374d1c.91732193@news.erols.com>
Source record: 52580
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Original Atari 9 VAC Power Supply (C017945)

New! in Original Box - Never used.

$7.50 + Shipping US Funds Only

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

4279. FS: ATARI 2600 Keyboard Controllers - MINT Condition in box

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <37334ccc.91652038@news.erols.com>
Source record: 52581
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Original ATARI 2600 Keyboard Controller Sets ATARI CX50

NEW, Never used except to be tested.

Original Box - Mint Condition
2 Keyboard Controllers - Mint Condition

US - $15.00 a set Shipped (US Only - Prepay)
Others - $15.00 (US) a set + shipping

2 sets are available.

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

4280. softside magazine

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: Richard Press <richpres@ix.netcom.com>
Message-ID: <7gtrh3$sd1@sjx-ixn10.ix.netcom.com>
Source record: 52582

I am looking for a text copy of an artical and a game called "Hide, Hide, the cows outside". It was listed in an issue of Softside in '81 or '82.
please respond to: richpres@ix.netcom.com

4281. PSX, N64, Dreamcast, SEGA...

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: WiredGamer <wired@gamer.com>
Message-ID: <WLuY2.5299$vY2.18631@c01read01.service.talkway.com>
Source record: 52583

http://mercury.spaceports.com/~wrdgamer

PlayStation, Nintendo 64, Dreamcast, Sega Genesis, Sega Nomad, Game Gear, Game Boy, etc. You'll find great games and accessories for these systems at very low prices at WiredGamer's System Hook-Up. All games are originals, not copies, factory sealed and shipped to your home.

Besides games, you'll find RF switches, AC adapters, battery packs and much much more. All at great prices. Even buy PSX, N64 and Dreamcast systems here!

I know what you're thinking, "Yeah right! Great prices, I've heard that line before." Well so have I and when I checked it out, they were great prices...until the shipping charges and taxes were added. By the time those other places were through adding "addtional charges", I ended up paying more than if I just went out to a store and bought the items.

That's why I set up this website. You get great PSX games like Tomb Raider, Twisted Metal 2, Resident Evil Director's Cut, and more for $22.00 shipped. That means your $22.00 gets one of these great PSX games shipped to your house. No addtional charges, taxes, shipping costs, or whatever else they're calling a rip-off these days.

All PlayStation games are $22.00 and N64 games are $37.00. Even find Dreamcast games and accessories at great low prices. All BRAND NEW, ALL ORIGINALS.

http://mercury.spaceports.com/~wrdgamer

There's a pop-up on this first page, but that's the only one. Be sure to bookmark that page so, whenever you visit, the popup doesn't show up for the rest of your trip.
--
Posted via Talkway - http://www.talkway.com
Exchange ideas on practically anything (tm).

4282. Re: What is this power supply ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: Richard Press <richpres@ix.netcom.com>
Message-ID: <7gtuqr$1ue@dfw-ixnews3.ix.netcom.com>
Source record: 52584

In article <MPG.119c1247a76c51f898968a@news.cyberonic.com>,
davidjs@cyberonic.com (David Starcher) wrote:
>I bought a Atari powersupply at the thrift store.
>When I bought it I thought it was a normal powersupply
>for a Aari 800xl until I pluged it into my computer and
>noticed that the end that should plug into the wall would
>never fit into any wall outlet that I know of. The ends are
>roundish like a pen instead of flat and thier further apart then
>then a reguler plug. The part that should plug into the wall
>apears to be plastic ? with metal bullet shaped ends. The power
>supply says FW 1599 and C061763-11 under type on the bottem.
>It is identified as a AC/DC Adapter. If anyone knows what this
>is please let me know.
>

This is a 200/220 volt plug used in Germany, and in other parts of the world. The source is sometimes 50 hz.

The device should list the input and output voltage as part of the label. Some of these power supplies are 120/220 50/60 hz, so it may work. If it is not rated for 120V 60 Hz, it will fail when you use it, and may damage the equipment which it is hooked up to.

4283. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <7gu1eq$39i$1@carroll.library.ucla.edu>
Source record: 52585

In article <37325DB0.F14157D3@ix.netcom.com>, jeff@jjewell.com wrote:

>(but, hey, I got a tape drive with that..). And you always have a soft spot
> for
>your first time.
>
Well, the 1200XL was my first computer ever. My school did have a lot of
Atari 800's.

If it wasn't for the 2600, I probably wouldn't have ever gotten an Atari. But
things happen... After the 1200XL, I got the 1040STf. And then I moved onto
the PC's. Hey, you go with what has the best stuff...

Atari had a lead. Never did anything with it...

4284. ATARI Sales, Service & Support! Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <7gu3c4$ee2$1@user1.teleport.com>
Source record: 52586
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! And if I don't have what you want to buy or I don't know the answer to your question, I'll refer you to someone who does. That's the nice thing about the Atari community and my colleauges in the Atari business. We would rather send our business to a fellow competitor to get what they need than have someone abandon their Atari due to lack of support. For myself, I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my DeskTop Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

<h3>Click for WebSite!</h3>

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

4285. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-07 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37328fab.18055376@news.earthlink.net>
Source record: 52587

On Sun, 2 May 1999 17:15:19 -0400, "Strafe" <joeaux@yahoo.com> wrote:

>1200XL keyboard better? No way! The original 800 keyboard
>was classic. You knew when you typed on that baby. It's kinda
>like the original PC keyboards. Nice honest-to-god switches, not
>some lame little rubber contact.

Actually yes. The 1200XL keyboard was even better than the 800's. Of course it is a matter of opinion but many who have used both agree. Since 1200XLs are more rare, many spout the virtues of the 800's keyboard without really even knowing how nice the 1200XL's is.

4286. Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-08 00:00:00 UTC
From: D Smyth <juned@globalnet.co.uk>
Message-ID: <7h00mv$sh6$1@gxsn.com>
Source record: 52502

How do you calibrate this cable on a fast machine?

4287. Re: 8-bit programming

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-08 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7h01bnuda1@news8.svr.pol.co.uk>
Source record: 52503

Hi Richard,

>When I first put a 65C02 in an Atari I used the PD TASM from Speech
>Technologies....

Yep, I have that one (IIRC I used to use it some years ago for developing 8051
code) but was looking for something a little more "atari oriented" IYKWIM?

>I just used MS DOS EDIT for making the source files....

Heh, heh, my usual choice for an editor too - maybe I'm just strange but my
real first contact with computers was via CP/M back at the tail end of the
'70s, anything that "feels" like "ED" or "WordStar" is OK in my book! :-)

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

4288. Re: AtariBASIC program for Fuji logo

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-08 00:00:00 UTC
From: Andrew Davie <adavie@mad.scientist.com>
Message-ID: <3733a6d5.0@nexus.comcen.com.au>
Source record: 52504

Jon, not only is it cheating, it's missing the point entirely!

I remember this program well, and in fact there was a variant which drew a rotating Atari 800 (wireframe, of course). The angular step was about mmmh 20 degrees (though controllable), and the frame rate was (dredging up 18yo memories) about 1 frame every 2 seconds. It was amazingly cool - to see the computer displaying something in 3 DIMENSIONS. I remember playing around with the program a bit; the sourceit was obscure, to say the least!

But for its time, really amazing ;) The whole point was that there was this mathematical model (lots of data statements) which the computer could somehow dredge up a 3D image from any angle. Nowdays it's taken for granted, but then it was rather cool.

Here I am, 18 years later, working in realtime 50fps rendered, lightsourced, texturemapped interactive internet blah blah 3D movies. Who would have thought it would start with the Atari 800 back in '81 drawing a wireframe Fuji :) For those interested, you can see (and dowload samples of) what I work on at www.bde3d.com

Cheers
A

Jon Melbo <ssilicon@earthlink.net> wrote in message
news:373339e3.61637376@news.earthlink.net...
> On Sun, 2 May 1999 22:18:06 -0700 (PDT), marknewtonjohn@webtv.net
> (Mark Newton-John) wrote:
>
> >In my distant memory, I remember typng in a program that draws the Fuji
> >logo using BASIC statements to draw it in a wireframe 3-D and rotate it.
> >Slow as hell, I think I compiled it to run faster (not by much). I'll
> >have to try to find it.
>
> Wouldn't it be faster to draw different frames of the fuji and then
> use page flipping to rotate it? Or is that "cheating."
>
>

4289. Re: 8-bit programming

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-08 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3734b245.92460296@news.earthlink.net>
Source record: 52505

On Thu, 06 May 1999 12:35:33 -0700, Kevin Savetz
<savetz@northcoast.com> wrote:

>In article <19990506123555.17932.00000027@ngol07.aol.com>, MacFalkner
><macfalkner@aol.com> wrote:
>
>> Im Artikel <7go07q$o8d$1@news4.svr.pol.co.uk>, "Peter Pachla"
>> <my.name@vectrex.freeserve.co.uk> schreibt:
>>
>> >Anyone recommend a good cross assembler for the PC and a way of dumping the
>> >assembled code to my Atari
>>
>>
>> Try A.S.S.I. Atari 65C02 Cross (Macro) Assembler for WIN9x. It has some special
>> atari features, like file generating in several formats (XFD or ATARI binary
>> and many programmable others). Its 80% Mac65 and 99% ATMAS II compatible.
>
>Why would one want to assemble code on a PC rather than directly on the
>Atari? Other than the obvious reason that the PC is much faster. I'm an
>assembly language newbie, just wondering.

faster
80 column (or more)
better keyboard
more pleasant to look at monitor
can be productive doing other computing tasks at same time via
multitasking

4290. Re: WARNING for all EBAY users

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-08 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3735b370.92759066@news.earthlink.net>
Source record: 52506

On Tue, 04 May 1999 19:50:26 -0400, LR & NR <lary@globalserve.net>
wrote:

>There is an individual, his name is Travis Nave, his user ID is both
>"cyber-crud" and "cybercrud". Thats right he is using two user ID's (do
>a contact sheet search and you will find they are one in the same
>person), he burned me by winning one of my auctions and not sending any
>letter to me whatsoever, but it does not end there, after numerous
>emails he has never answered me back, after contacting ebay they
>informed me to leave him the appropriate feedback. After a few days he
>leaves me a negeative feedback in a retaliating mannner. After doing
>some research I discovered that he was bidding on the same item offered
>by other ebay users during the same time period, apparently he bid on
>several to get the best price before sending any money to anyone.
>Furthermore, he uses his two ID user names to leave positive feedback
>for each other and even used his alias to defend his negeative feedback
>(check his feedback rating), this person is very pathetic and a very
>dangerous user to anyone who uses ebay since he will blemish your name.
>If he happens to be in one of your auctions get him off, he will screw
>you over. I have emailed all information to safeharbour on ebay and
>hopefully we can do something about this person.

I feel your pain brother, really I do. I've dealt with dead-beat
bidders as well. Unfortunately, he will probably just come back with
another userid if he gets the boot. The best course to take is what
you did do, plus RELIST your auction item. eBay doesn't like having
to reduce the money you owe them. Three dead beat biddings that
result in RELISTED items from a particular user and they are kicked
off eBay. Also, you do not need to leave negative feedback that way.

4291. Re: Atari 1020's 14.95 + Shipping

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-08 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3736b4d0.93111141@news.earthlink.net>
Source record: 52507

On Thu, 06 May 1999 00:19:17 GMT, "Edward Williams"
<tchermok@flash.net> wrote:

>Just tell me how many you want?
>I Know of a place that has over 300 of them
>Thanks
>Edward
>
>p.s. I'm keeping the name secret unless y'all find out

If we all find out, we don't need you to not keep it a secret anymore
as we would already know.

4292. FT: 2 issues of ELECTRONIC GAMES magazine

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-08 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990508002052.11785.00000627@ng61.aol.com>
Source record: 52508

I have doubles of a couple of issues of Electronic Games magazine that I'd like to trade for issues that I don't have. If you have any doubles yourself, maybe we could do a swap. Here's what I have:

Electronic Games - July, 1984 - Complete and in good shape. Cover is firmly attached.

Electronic Games - December, 1984 - Cover is missing. Fair shape.

Send me a list of what you have and we'll work something out. You may check my references here:

http://cgi2.ebay.com/aw-cgi/eBayISAPI.dll?ViewFeedback&userid=scottwozniak

Thanks for looking. :)

Regards,
-Scott Wozniak

Remove "eGETsome" at the end of my address to reply.

4293. FA: PREPPIE! by Adventure International (Still Sealed)

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-08 00:00:00 UTC
From: Robots <robots@home.com>
Message-ID: <3733BDCD.B490B21E@home.com>
Source record: 52509

I have an old Adventure International game for the Atari Home computer system called PREPPIE!. I believe it is for the 800 series and came out in about 1982. It looks like a version of frogger but has Preppie kids instead of frogs. If interested check out the link below:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=100520837

Regards,

Robert

4294. Re: Sky High Bids for old Atari on Ebay (Give me a Break)

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-08 00:00:00 UTC
From: sixosix@ibm.net
Message-ID: <3733bcd5.10150275@news-s01.ny.us.ibm.net>
Source record: 52510

Yeah, especially since I got a 130XE at a crummy fleamarket for $3.00
brand-new in the box. This is not a joke. Just get out there and LOOK
people. Don't be so desperate to buy from these dealers.

Peace,
Sixosix
Rock on, Atari

On Tue, 27 Apr 1999 00:46:55 GMT, nospam@nospam.net (Brad Bacik)
wrote:

>I have been in Atari since the 1980's when I got my first 800xl and I
>paid $269. Now I see 800's going for $315 and an XE for $176. This
>is absolutely crazy. The people on ebay need to read the newsgroup or
>at least shop around.
>Actually if those prices stay as insane as they are, I will super
>video all my atari's, add a little ram, through a happy in on the
>deal, and in seven days of bidding pay off all my loans for
>college!!!!
>I'm sure that would go for a couple grand!
>
>I will get off my soap box now.
>
>Thanks, Brad

4295. MINT! Atari 2600 or 8-bit remote joysticks!!! eBay

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-08 00:00:00 UTC
From: q-r-i@ix.netcom.com
Message-ID: <3733EECA.F3CAE2D1@ix.netcom.com>
Source record: 52511
Cross-posted to: comp.sys.atari.8bit,maus.sys.atari.software

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=101032729

No reserve! Bids start at $9.99-- mint in box! 2 joysticks, 1 remote system joyport plug-in.

4296. Re: Atari 1020's 14.95 + Shipping

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-08 00:00:00 UTC
From: "/|\\ Patrice MULLER" <atari.fr@wanadoo.fr>
Message-ID: <7h14tk$1qo$1@wanadoo.fr>
Source record: 52512

Hi

i'm interested

Edward Williams a crit dans le message
<9e5Y2.728$7K5.1214@news.flash.net>...
>Just tell me how many you want?
>I Know of a place that has over 300 of them
>Thanks
>Edward
>
>p.s. I'm keeping the name secret unless y'all find out

4297. dead 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-08 00:00:00 UTC
From: adrian@home.ta
Message-ID: <37351b15.7153653@news.demon.co.uk>
Source record: 52513

Hi,

recently managed to get my paws on an 800XL at a car boot sale
complete with cassette, cables and PSU for the princely sum of 80p, so
when I got it home and discovered it was fooed I wasn't too bothered.
However, sometimes the screen will flash red on boot-up so there may
be something I can do......

any hints?

TIA
--
Adrian/Witchfinder/Workshy Fop - take yer pick
I'm not schizophrenic, honest Nurse.
adrian@vorbis.MAINS.demon.co.uk
Disconnect mains before replying if you can be arsed.

4298. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-08 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_926167699@rtfm.mit.edu>
Source record: 52514
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 2, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

4299. Re: 1400xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-08 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <37344FF3.5DE2EE6C@netmagic.net>
Source record: 52515

I am not sure about the exact price, but when B&C ComputerVisions got a
load of these I think they priced them between $100 and $200 each.

Are you a former Atari employee?

Dan Toms wrote:
>
> I'm curious as to what people think this is worth? I've had my 1400xl
> sitting in the closet for a few years now, maybe I should just sell it.
> I haven't yet managed to go back to the old Atari Days...sigh.
>
> The speech synth works, the internal modem doesn't(as far as I can
> tell).
> I added 256K so its not unmodified or anything.
>
> Oh, please don't tell me it doesn't exist ;)
> --
> --
> Dan Toms (530) 894 - 6039
> Systems Development dtoms@essd.sri.com
> SRI International (www.sri.com)
> --

4300. Re: Atari 800 & 2600 Emulation Page<<<<<URL Here

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-08 00:00:00 UTC
From: MrNukem <netrunnr68@yahoo.com>
Message-ID: <37345499.42BB8DBC@yahoo.com>
Source record: 52516

MrNukem wrote:

> Check out my Atari Emulation sections Lots of Good Emulation and
> Software archives Links as well as many other useful Atari web links.
>
> Let me know what you think or if you have any problems
>
> netrunnr68@yahoo.com

http://home.paclink.com/users/netrunnr/

Sorry up too late and my Coca Cola Supply was low!!!

4301. Re: Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-08 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <373454BE.B9FE8E63@netmagic.net>
Source record: 52517

D Smyth wrote:
>
> How do you calibrate this cable on a fast machine?
Bit of a nag, but back when everyone was having problems with their
Xformer cables I offered to develop the hardware for a serial version
for Derek. No response from Derek which could be interpreted as anything
you want from he is to busy to he doesn't bother to read the newsgroup
and all points in between.

I don't think there are a lot of people that need to hook a 1050 up to a
DOS/Windows box, but I would recommend using Steve Trucker's Prosys
cable and just making an .ATR image first, then using it from there.

The best thing about this is you can cut up your Xformer cable and get
use it for parts.

4302. Re: 8-bit programming

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-08 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <373462a8.104943608@corp.supernews.com>
Source record: 52518

On Fri, 7 May 1999 14:42:57 +0100, "Peter Pachla"
<my.name@vectrex.freeserve.co.uk> wrote:

>Firstly, as you correctly point out, assembling your code on the PC is much
>quicker than doing it on the Atari. Secondly I prefer to edit my code on an
>80-column screen, I know it's a personal thing but I find editing on a
>40-column screen rather restrictive (though as screen editors go I rank the
>Ataris' as one of the best).
>
>The main thing though, as you will find out, is that developing assembly
>language programs is fraught with frequent crashes and system reboots....the
>whole "edit/assemble/run/reboot/wait for system to reboot" cycle gets very
>tedious after a while. ;-)
>
>It's a lot quicker if you can do the development on one system and testing on a
>second (target) system.
>
>
> TTFN - Pete

This is kinda like the tail wagging the dog isn't it?

4303. Re: ATARI Sales, Service & Support! Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-08 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <37346AEB.74120461@cheta.net>
Source record: 52519
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

> I will sell or trade a working Black Box. If you like, I can package
> it
> as a bootable scsi subsystem with a 3.5" 600 or 120mb with five 16mb
> partitions stuffed with utils, languages, games, doses, etc etc.
>
>
>
>
> My wish list for hardware:
>
>
> CSS Mux (1 Master and 2 Slaves) I already own one but the mux cards
> got
> lost in a move.
>
> Percom AT series floppy drive
>
> Indus GT and CP/M board
>
> Trak floppy drive
>
> Atari 800 -w- 48k
>
> 1400xl series machines
>
> Corvus Multiplexer
>
> Corvus hard disk interface
>
> XE Game System (-w- keyboard)
>
> Turbo816 65C816 accellerator board
>
> Transkey pc keyboard interface.
>
> XF551 floppy drive
>
> Fine Tuned Engineering products
>
> Full-blown Radio Shack COCO 3 with floppy subsystem if not a hard disk
>
> too.
>

>
>
>
>
> Things I have for trade in addition to the black box are:
>
>
>
> 600xl, 800xl, 320k 130xe.
>
> Super Archiver 1050 with bitwriter
>
> SWP ATR8000 with 64k and Copower88 msdos board installed. Original
> disks
> and docs.
>
> SWP ATR8500 with 64k. This board is serial number 5 and is brand new.
>
> Original disks, docs, brochures, dealer acceptance letter, specs,
> addenda
> etc etc.
>
> one color and three monochrome monitors with sound.
>
> Rana 1000 disk drive - (believe it or not it still works perfectly. I
> was
> astonished)
>
> two 850 interfaces
>
> I.C.D. P:R: Connection
>
> MPP Microprint interface
>
> Stock 1050 in original packaging (package worse for the wear but
> recognizeable, tapeable).
>
> Atari Mega ST4 (4mb ram) with color and mono monitors, trackball,
> keyboard. Has built in real time clock
>
> I.C.D. 'Link II' scsi interface for ST series machines. Original
> docs,
> disks.
>
> Atari 1040STFM Stock. 720k internal FDD, one meg ram.
>
> MPP 1000 series 300 baud modems.
>
> one R-Time 8 (from fine tuned via CSS) I might let go of.
>

> one Basic XL I might let go of.
>
> various controllers
>
> various power supplies. I run my xl/xe machines from modified PC
> clone
> switching power supplies.
>
> various cables
>
> I am not 'getting out' of the Atari 8-bit , just hoping to get some
> new
> cool stuff to sus and play with. I still have my core systems which
> are
> not listed here. A 576k 130xe with three os switch board installed, a
>
> full-blown black box with floppy board and a 700mb hard disk,
> spartados X,
> RT8 cart, basicXE and XL, 1802 color monitor.
>
> Various and sundry non-atari-related computers and peripherals
> including:
> Laser128, Apple IIGS system (4mb), TI99/4a, Commie64 with drive and
> sw.
>
>
>
>
>
>
>
> --
> --
> Jeffrey S. Worley
> Technical Services
> Bits & Bytes Computer Services Inc.
> 1979b Hendersonville Road
> Asheville, NC 28803
> 828-684-8953
> Who is General Failure and why is he reading my hard disk?
> Technoid@cheta.net
> --
>

4304. www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-08 00:00:00 UTC
From: mnaberez@nyx10.nyx.net
Message-ID: <926185101.818527@iris.nyx.net>
Source record: 52520

A new site has been established for 6502 microprocessor enthusiasts.

www.6502.org

Here you can find links to homebuilt 6502 computers on the web, datasheets
for almost every 65xx series chip, software, articles, and much more.
It's a new site and we need your support and feedback, so please visit it
and let us know what you think.
--
- Mike Naberezny (mnaberez@nyx.net) http://www.nyx.net/~mnaberez

4305. Re: 1400xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-08 00:00:00 UTC
From: Dan Toms <dtoms@essd.sri.com>
Message-ID: <37348418.1552F33B@essd.sri.com>
Source record: 52521

No, I think I was 10 when Atari went poof :) I believe it came from a
former atari person though.

dan

Richard Cortese wrote:
>
> I am not sure about the exact price, but when B&C ComputerVisions got a
> load of these I think they priced them between $100 and $200 each.
>
> Are you a former Atari employee?
>
> Dan Toms wrote:
> >
> > I'm curious as to what people think this is worth? I've had my 1400xl
> > sitting in the closet for a few years now, maybe I should just sell it.
> > I haven't yet managed to go back to the old Atari Days...sigh.
> >
> > The speech synth works, the internal modem doesn't(as far as I can
> > tell).
> > I added 256K so its not unmodified or anything.
> >
> > Oh, please don't tell me it doesn't exist ;)
> > --
> > --
> > Dan Toms (530) 894 - 6039
> > Systems Development dtoms@essd.sri.com
> > SRI International (www.sri.com)
> > --

--

Dan Toms (530) 894 - 6039
Systems Development dtoms@essd.sri.com
SRI International (www.sri.com)

4306. xe game system?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-08 00:00:00 UTC
From: cgo2541273@aol.com
Message-ID: <19990508154945.09966.00000881@ng153.aol.com>
Source record: 52522

Just wondering if any one around here knows where I could find a keyboard for my atari xe game system. I have a system and a gun no keyboard. Any help would be appreciated.

4307. Re: Commodore 1802 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-08 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3734a1e9.1018263@news.earthlink.net>
Source record: 52523

On Fri, 7 May 1999 14:11:57 -0500, "Josh Payne"
<joshpayne@bigfoot.com> wrote:

>The yellowing is from UV discoloration. There was a lot of vintage computer
>equipment (Commodore that I'm aware of, mostly) that yellowed because of an
>insufficient amount or utter lack of UV protectant in the plastic, so
>anything that sat in the sun got discolored. As far as I know, it's not
>reversible unless you paint or manage to bleech.
>
>I think Magnavox made a some different models that got Commodore labels as
>well as Sears-labeled Commodore-compatible monitors.
>
>Jamn wrote in message ...
>>To my knowledge, JVC made the 1701s, Philips made most 1084s. Not sure who
>>made the 1802s.
>>
>>...Jamn
>>
>>spearsk@mc-mc.com wrote in message <7g4aecjeu1@nnrp1.dejanews.com>...
>>>Who made the commodore monitors?
>>>
>>

I believe Goldstar made some 1702s.

4308. FA: Atari Books and software! $1 starting bid w/ no reserve

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-08 00:00:00 UTC
From: "Marlin Bates, IV" <mbates4@concentric.net>
Message-ID: <3734F69C.E0188DE@concentric.net>
Source record: 52524
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

I am slowly selling off my entire Atari collection. Many of you have
parts of it from last summer. Well, there is still more. I have three
items up on eBay. There is no reserve and $1 starts it off!

Here are the URLS:

Lot of Five (5) Compute! Atari 800/XL/XE Books:
The Compute Book of Atari
The First Compute Book of Atari Graphics
The Second Compute Book of Atari Graphics
The First Compute Book of Atari Games
Mapping the Atari
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=101668053

Lot of Eleven (11) Programming books for the Atari 800/XL/XE:
Atari BASIC tutorial
Free Software for your Atari
Atari for the Beginning Beginner
BASIC Exercises for your Atari
Your Atari Computer
Dr. C. Wacko's Guide to programming the Atari
Advanced Programming Techniques for your Atari
Adventures with the Atari
Software Protection techniques for the Atari
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=101701597

Lot of Six (6) Atari Educational Software, Mint & Complete:
Conversational Spanish (mint and complete)
Conversational Italian (mint and complete)
Conversational German (mint and complete)
Principles of Accounting (mint and complete)
Principles of Economics (box a little worse for wear, complete)
Business Communications (mint and complete)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=101723561

Have fun and happy bidding!
-Marlin

4309. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-09 00:00:00 UTC
From: LONNIEMCCLURE@prodigy.net
Message-ID: <MPG.119ff373e78178e79896df@news.prodigy.net>
Source record: 52438

In article <7h469g$c68$1@nnrp1.deja.com>, dated Sun, 09 May 1999 14:32:16 GMT spearsk@mc-mc.com stated:

> If you got a 1200XL in 82/83 for $140, you stole it.

I got my 1200XL in the latter part of '83 for $150. Am I also guilty of theft? :)

It did require taking a chance. I actually paid $150 for whatever 64K Atari the department store got in next. If their next shipment had been 800XL's, I would have ended up with that instead. Personally, I was hoping for the 1200XL, and as luck would have it, that is what their shipment turned out to be.

==========
lonniemcclure@prodigy.net

4310. new atari web site

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-09 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <26680-37363775-59@newsd-171.iap.bryant.webtv.net>
Source record: 52439

this is the address for our new web site,we have hundreds of software
titles in stock,plus hardware,
"www.atarisales.com"
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

4311. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-09 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7h469g$c68$1@nnrp1.deja.com>
Source record: 52525

If you got a 1200XL in 82/83 for $140, you stole it.

In article <7gi442sen1@carroll.library.ucla.edu>,
pnguyen@ucla.edu (Patrick P.H. Nguyen) wrote:
> The 1200XL is the best looking Atari 8-bit machine. My dad bought me one for
> $140 in 1982/83. Some minor incompatibility problems with both the 400/800
> and XL/XE lines, but a great machine.
>
> Personally, I liked the 800 keyboard more. But the 1200XL did have more
keys.
> ^_^
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4312. Re: Remember that $338 eBay auction for the Atari 8-bit carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-09 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7h46t6cin1@nnrp1.deja.com>
Source record: 52526

I'm just glad to hear that even at this insane price, "a deal is still a
deal". My faith in humanity is reaffirmed :)
(now why can't MY auctions go this way?!)

In article <19990506210732.08505.00000349@ng-ba1.aol.com>,
swozniak@aol.comeGETsome (Swozniak) wrote:
> jamesk@kingtechsvcs.com wrote:
>
> <<Funny how the seller has 11 positive comments within a 2-3 day period. Each
> comment indicated such fast shipment.
> Either this person has 11+ simultaneous auctions and shipped overnight
> FedEx, or this person is a fraud and just sold him/herself a bunch of carts.
>>
>
> I don't see how you'd think that. Check this guy out. He's running a *lot*
> of auctions. If you check the dates on everything, he didn't have to ship
> anything overnight. I'm 100% sure that this was an honest transaction.
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

4313. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-09 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <bxgZ2.250$yc3.765@news.flash.net>
Source record: 52527

Keyboard feel is a matter of opinion, some like the soft touch others like
the click of the original XT keyboard.
I myself Love the iMAC keyboard and love the Atari 800 Keyboard but I have
to agree with curt the 1200XL keyboard is as close as "I" feel can be
perfect on an 8-Bit Atari "other than my Homemade 130XE Keyboard" on the
130XE I removed the stock keyboard etched me a board, found me a dead Mega
ST keyboard desoldered the switches and made me a sweet little keyboard for
each of the XE's I use daily.
Thanks
Edward Williams
"May Atari Live forever in the Hearts and Souls of us All"
www.classicomputers.com & www.classicomputers.org

In article <7gvr7jfdu1@autumn.news.rcn.net>, "Alan Sharkis"
<asharkis@erols.com> wrote:

>
> Patrick P.H. Nguyen <pnguyen@ucla.edu> wrote in message
> news:7gtfgu$pq6$1@carroll.library.ucla.edu...
>> In article <37322CFA.DEC0F53E@worldnet.att.net>, cvendel@worldnet.att.net
> wrote:
>> >Joe,
>> >
>> > Have you ever typed on a 1200XL ? The keyboard is 800 quality with
>> >just a tiny added bit of softness and smoothness to them, its a dream to
>> >type on. If you've typed on a 600Xl or 800XL or those horrific XE
>> >keyboards you have no idea what your missing. I love the 800 keyboard,
>> >the 1200XL wins hands down.
>> >
>> >
>> >
>> >Curt
>> >
>>
>> I preferred the layout of the 1200XL more than the 800 (especially the
> huge
>> backspace key!), but the 800 had a better tactile feel. The 1200XL tended
> to
>> miss my keystrokes.
>>
>> None of the Atari keyboards touch what I use with my PC now. PC keyboards
> are
>> just awesome (well, a lot of brands are).
>>

>>
> Just adding my $.02. In a nutshell, the Focus 2001 I used with my first PC
> and continue to use with my second (a total of about ten years now) is my
> second favorite behind the one on my 800. My 130XE, even with the kit from
> Best Electronics, has a dog for a keyboard.
>
> Have you seen some of the poor excuses for keyboards they make for the PCs
> nowadays? Or (even worse) for the Imac? They'd move in a gentle breeze,
> and despite their sexy looks and "ergonomic" layouts, have the worst feel
> you can imagine.
>
>

4314. Re: Atari 1020's 14.95 + Shipping

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-09 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <h_jZ2.366$yc3.12@news.flash.net>
Source record: 52528

it's not that it's just this guy is very private and wishes to stay that way
he's not an atari person and can't answer any questions so i'm the middle
man
I make nothing outta this it's just my way of bringing a good deal to atari
people.
Thanks Ed

In article <3736b4d0.93111141@news.earthlink.net>, ssilicon@earthlink.net
(Jon Melbo) wrote:

> On Thu, 06 May 1999 00:19:17 GMT, "Edward Williams"
> <tchermok@flash.net> wrote:
>
>>Just tell me how many you want?
>>I Know of a place that has over 300 of them
>>Thanks
>>Edward
>>
>>p.s. I'm keeping the name secret unless y'all find out
>
> If we all find out, we don't need you to not keep it a secret anymore
> as we would already know.
>
>
>

4315. ATR8000,ATR8500!!!, for sale/trade. Lots of cool stuff. Read wishlist for clues on doeable trades!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-09 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <3735D3C6.728632F@cheta.net>
Source record: 52529

My wish list for hardware:

CSS Mux (1 Master and 2 Slaves) I already own one but the mux cards got

lost in a move.

Percom AT series floppy drive

Indus GT and CP/M board

Trak floppy drive

Atari 800 -w- 48k

1400xl series machines

Corvus Multiplexer

Corvus hard disk interface

XE Game System (-w- keyboard)

Turbo816 65C816 accellerator board

Transkey pc keyboard interface.

XF551 floppy drive

Fine Tuned Engineering products

Full-blown Radio Shack COCO 3 with floppy subsystem if not a hard disk
too.

Things I have for trade :

810 Disk Drive

400 with 64k Mosiac ram card

600xl, 800xl, 320k 130xe.

Super Archiver 1050 with bitwriter

SWP ATR8000 with 64k and Copower88 msdos board installed. Original
disks
and docs (Includes CP/M80 v2.2 and MSDOS 2.11!!) Really works. Not PC
Bios Compatible but runs MSDOS text mode apps. PKZip and PKunzip
version 204G run perfectly. When not running MSDOS, the Copower88 card
can serve as a 252k ramdisk for CP/M.

SWP ATR8500 with 64k. This board is serial number 5 and is brand new.
Original disks, docs, brochures, dealer acceptance letter, specs,
addenda
etc etc.

one color and three monochrome monitors with sound.

Rana 1000 disk drive - (believe it or not it still works perfectly. I
was
astonished)

two 850 interfaces

I.C.D. P:R: Connection

MPP Microprint interface

Stock 1050 in original packaging (package worse for the wear but
recognizeable, tapeable).

Atari Mega ST4 (4mb ram) with color and mono monitors, trackball,
keyboard. Has built in real time clock

I.C.D. 'Link II' scsi interface for ST series machines. Original docs,
disks.

Atari 1040STFM Stock. 720k internal FDD, one meg ram.

MPP 1000 series 300 baud modems.

one R-Time 8 (from fine tuned via CSS) I might let go of.

one Basic XL I might let go of.

various controllers

various power supplies. I run my xl/xe machines from modified PC clone
switching power supplies.

various cables

I am not 'getting out' of the Atari 8-bit , just hoping to get some new
cool stuff to sus and play with. I still have my core systems which are
not listed here. A 576k 130xe with three os switch board installed, a
full-blown black box with floppy board and a 700mb hard disk, spartados
X,
RT8 cart, basicXE and XL, 1802 color monitor.

Various and sundry non-atari-related computers and peripherals
including:
Laser128, Apple IIGS system (4mb), TI99/4a, Commie64 with drive and sw.

--

Jeffrey S. Worley
Technical Services
Bits & Bytes Computer Services Inc.

1979b Hendersonville Road
Asheville, NC 28803
828-684-8953
Who is General Failure and why is he reading my hard disk?
Technoid@cheta.net

4316. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-09 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <7h4kspkdv1@carroll.library.ucla.edu>
Source record: 52530

In article <7h469g$c68$1@nnrp1.deja.com>, spearsk@mc-mc.com wrote:
>If you got a 1200XL in 82/83 for $140, you stole it.
>
>In article <7gi442sen1@carroll.library.ucla.edu>,
> pnguyen@ucla.edu (Patrick P.H. Nguyen) wrote:
>> The 1200XL is the best looking Atari 8-bit machine. My dad bought me one for
>> $140 in 1982/83. Some minor incompatibility problems with both the 400/800
>> and XL/XE lines, but a great machine.
>>
>> Personally, I liked the 800 keyboard more. But the 1200XL did have more
>keys.
>> ^_^
>>

My dad bought it at Boot's Camera in Fresno, CA for $140.

It was a nice store that had Atari stuff prominently.

4317. PBI for 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-09 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <3735D81C.1A0540A8@cheta.net>
Source record: 52531

Several months ago I modified my perfect 1200xl according to Bob Wooley's? 1200pbi document. Of course, the internal basic, and the new XL rom mods worked perfectly as they allways have for me, but the PBI mod did not. I have checked my wiring a dozen times and the mod follows every connection in the document perfectly.

After the several hour mod was complete, I plugged it into my Late-model CSS Black Box with Enhancer and Floppy board (also has the plastic 'Black box enclosure") and nothing happened. I mean nothing at all. The machine will boot from SIO, will run games and demos, will switch basic on and off, handles cart switching (Basicxl/xe in concert with SDX cart commands) perfectly etc. It passes every test but will not 'see' the Black Box. One might expect no video or scrambled video or SOME KIND of tangible symptom of failure, but none exist so far as I am able to detect.

Any help? Please send replies in E-mail even if you post to this group.

<<Technoid@Cheta.net>>

4318. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-09 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <7h4l86$kp2$1@carroll.library.ucla.edu>
Source record: 52532

In article <7h4kspkdv1@carroll.library.ucla.edu>, pnguyen@ucla.edu (Patrick P.H. Nguyen) wrote:
>In article <7h469g$c68$1@nnrp1.deja.com>, spearsk@mc-mc.com wrote:
>>If you got a 1200XL in 82/83 for $140, you stole it.
>>
>>In article <7gi442sen1@carroll.library.ucla.edu>,
>> pnguyen@ucla.edu (Patrick P.H. Nguyen) wrote:
>>> The 1200XL is the best looking Atari 8-bit machine. My dad bought me one
> for
>>> $140 in 1982/83. Some minor incompatibility problems with both the 400/800
>>> and XL/XE lines, but a great machine.
>>>
>>> Personally, I liked the 800 keyboard more. But the 1200XL did have more
>>keys.
>>> ^_^
>>>
>
>My dad bought it at Boot's Camera in Fresno, CA for $140.
>
>It was a nice store that had Atari stuff prominently.

Addendum:

Oh, we also got the
410 tape recorder for $50 and the 1050 disk drive for $220. The 1027 printer was... hmm... I think it was about $150. I'm not sure how much the XF551 drive was.

I pushed my dad hard for the Atari stuff. He wanted Apple II. I gave him all the BS about why we should get the Atari (but I really wanted to play games and the Apple II bit hard on games).

4319. Mission: Asteroid?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-09 00:00:00 UTC
From: Charles Bond <cbond@ix.netcom.com>
Message-ID: <3735E24F.80164122@ix.netcom.com>
Source record: 52533

Was this ever available for the Atari 800? If so,
has anybody seen it?

4320. Brag??? YOU BETCHA!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-09 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <bmlZ2.653$55.14088@newse3.tampabay.rr.com>
Source record: 52534

Okay, here's my "8bit" brag, just so I won't get chewed out that I shouldn't post this...

Found -- in great condition -- for $1:
Miner 2049er

NOW for my REAL brag!! Don't read any further unless you have at least a mild interest in the Atari 2600:

Hello,
I am pleased today to offer the following Atari 2600 boast, for your envious consideration (16 games -- read to END -- you WON'T be disappointed!!)
:
FOUND -- PERFECT CONDITION -- FOR $4 EACH:
1) Submarine Commander
2) Star Wars The Arcade Game
3) Time Pilot
4) Road Runner
5) Crash Dive
6) Gyruss
7) Rampage
8) Front Line
9) Activision Checkers
10) Sprint Master
11) Skate Boardin'
12) Double Dragon
13) Pitfall II
14) Omega Race
15) Space Shuttle...

and...
(drum roll...)

16) Q*BERT'S QUBES!!!!

Ta-dah!!!
--mb

4321. Re: 8-bit programming

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-09 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <3735F4C9.8AA30554@netmagic.net>
Source record: 52535

E Cron wrote:
>
> On Fri, 7 May 1999 14:42:57 +0100, "Peter Pachla"
> <my.name@vectrex.freeserve.co.uk> wrote:
>
> >Firstly, as you correctly point out, assembling your code on the PC is much
> >quicker than doing it on the Atari. Secondly I prefer to edit my code on an
> >80-column screen, I know it's a personal thing but I find editing on a
> >40-column screen rather restrictive (though as screen editors go I rank the
> >Ataris' as one of the best).
> >
> >The main thing though, as you will find out, is that developing assembly
> >language programs is fraught with frequent crashes and system reboots....the
> >whole "edit/assemble/run/reboot/wait for system to reboot" cycle gets very
> >tedious after a while. ;-)
> >
> >It's a lot quicker if you can do the development on one system and testing on a
> >second (target) system.
> >
> >
> > TTFN - Pete
>
> This is kinda like the tail wagging the dog isn't it?
Actually, if my information is correct, most of the in house development
that took place prior to the Tamiel take over was all done of DEC
mainframes. Everything from the 2600 games to the 800 series OS was done
this way.

I have read up a bit on ID and the Castle Wolfenstein port to the NES,
this was done on an Apple IIGS and ported from there. The development
package for the Atari hand held game machine was actually done for for
the Amiga.

It is one of those things you really have to experience before you can
get the feel for it. I worked with a DEC mainframe at work and I can
tell you there is nothing like a robust OS with the people in charge
making daily backups. You don't like it for about the first few weeks,
but then after you have done every idiot thing possible and you have
never managed to bring the system down, or you have your butt saved by
somebody in info science that has a backup of the code you trashed, you
get converted.

4322. Re: Mission: Asteroid?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-09 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be9a68$aef32840$b5364382@vidar>
Source record: 52536

Yes, indeed it was. I got it. Original disk from some low budget company
(don't remember now).

Charles Bond <cbond@ix.netcom.com> wrote in article
<3735E24F.80164122@ix.netcom.com>...
> Was this ever available for the Atari 800? If so,
> has anybody seen it?
>
>

4323. Re: Atari 1020's 14.95 + Shipping

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-09 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <g5pZ2.3$sY4.236@news.flash.net>
Source record: 52537

it's not that it's just this guy is very private and wishes to stay that way
he's not an atari person and can't answer any questions so i'm the middle
man
I make nothing outta this it's just my way of bringing a good deal to atari
people.
Thanks Ed

In article <3736b4d0.93111141@news.earthlink.net>, ssilicon@earthlink.net
(Jon Melbo) wrote:

> On Thu, 06 May 1999 00:19:17 GMT, "Edward Williams"
> <tchermok@flash.net> wrote:
>
>>Just tell me how many you want?
>>I Know of a place that has over 300 of them
>>Thanks
>>Edward
>>
>>p.s. I'm keeping the name secret unless y'all find out
>
> If we all find out, we don't need you to not keep it a secret anymore
> as we would already know.
>
>
>

4324. Re: Commodore 1802 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-10 00:00:00 UTC
From: lwalkerN0SpaM@interlog.com
Message-ID: <3737131c.113947624@news.interlog.com>
Source record: 52440

On Sat, 08 May 1999 20:43:46 GMT, ssilicon@earthlink.net (Jon Melbo)
wrote:

>On Fri, 7 May 1999 14:11:57 -0500, "Josh Payne"
><joshpayne@bigfoot.com> wrote:
>
>>The yellowing is from UV discoloration. There was a lot of vintage computer
>>equipment (Commodore that I'm aware of, mostly) that yellowed because of an
>>insufficient amount or utter lack of UV protectant in the plastic, so
>>anything that sat in the sun got discolored. As far as I know, it's not
>>reversible unless you paint or manage to bleech.
>>
>>I think Magnavox made a some different models that got Commodore labels as
>>well as Sears-labeled Commodore-compatible monitors.
>>
>>Jamn wrote in message ...
>>>To my knowledge, JVC made the 1701s, Philips made most 1084s. Not sure who
>>>made the 1802s.
>>>
>>>...Jamn
>>>
>>>spearsk@mc-mc.com wrote in message <7g4aecjeu1@nnrp1.dejanews.com>...
>>>>Who made the commodore monitors?
>>>>
>>>
>
>I believe Goldstar made some 1702s.
>

I don't think Goldstar got into it untill the 1802. I have a Goldstar
1802 and it is quite different from the earlier 1802s

ciao larry
To reply by e-mail remove obvious spam filter

Let us know of your upcoming computer events - from Swaps or Fleas
to User group meetings - for free listing on our Events Page
t3c@xoommail.com

Computer Collecters List and Info
http://members.xoom.com/_XOOM/T3C/index

4325. Re: Percom Disk Drives ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-10 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <37367D39.9E8D40B2@cheta.net>
Source record: 52441

The Percom controller gave us the control block and the method of configuration which still rules today. Only the 815 disk drive does not follow this Percom standard. As a reliable drive it sucks hard. I have had several ds/dd models and they all were unreliable. In 1986 or 1985, I tracked down the last vestige of the Percom company for floppy drives. I ordered and installed a newer rom to correct some problems. Here are some problems I am aware of and some info on the percom drive controller for the at88d2?

The bare controller board is capable of four drives ds/sd

The addition of a daughter card plugged into the controller's CPU? socket or drive controller socket yeilded density dumb double density mfm. This inability to autodetect the density of a disk let to special progams and utilities released for DOS XL and for Spartados. MYDOS/Ataridos users could run a keyed in basic/machine language program I call DriveZap in order to edit the control block for density. The Indus GT and Rana1000 disk drives made attempts at density autoswitching and did ok but might need fiddling such as from thier keypads.

The Percom controller in most of it's incarnations formats disks 'wierd' by Atari standards. It writes '1A' hexidecimal to each blank sector on format as opposed to '00' which leads sector copier programs to read, buffer and write the whole disk to the destination. This might be only an annoyance in time lost, but disks formatted with an other than '00' blank sector data may not work with copy-protected copies of programs (say make a bad sector by pulling on a piece of tape attached to a diskette during a disrete write from a basic language bad sector maker and then writing all data but that sector). The program may still freak at an unbad, expected empty, sector filled with "1a". This led to a program for all of us called Pervert which would re-high level write a disk to read '00' for each unoccupied sector. No drive or dos for the Atari is freaked by this as the sectors are not allocated in the bitmap and so logically contain no data by inference. It is programs which make direct sector access expecting a 'clean' '00' that freak.

Even though you can configure a percom for enhanced density by editing the control block, it will not be able to read or write to this format.

The Percom drive uses a 6809 processor - same as Radio Shack COCO computers and a Western Digital controller - both 40 pin packages.

Percom drives are soft sectored and make no use of the sector timing hole on soft-sectored disks so use of hard sector disks will not freak the drive out.

The Percom controller will read, write and format a 1.44 mb 3.5inch drive as 1mb (not 720k) in any Atari dos capable of a 1mb format such as Sparta or Mydos. The drive must be jumper configurable to emulate a 77track,26 sector per track, high-density 8.5inch floppy drive. The mechs are not all that tough to find.

Look for a chunky jumper block at the rear versus none or just one three pinner for 0/1.

'AT' style 'flipped' cables just don't work. Don't even try. Just use a straight cable, id and terminate.

Percom drives will not pass a rigorous real-world test. Your percom drives will not reliably read and write thier own disks much less disks from your 1050 even if you tune your standard mechs to 288rpm standard and stick with that even though there is a minor performance penalty. Nothing will fix a percom but Bob Wooley and his soldering iron. I know a lot about them I swear.

The most common failure for a percom is the legs of the power transistor and voltage regulators. These components are mounted to the circuit board, but the heat-sinking bodies are screwed to the back of the 'L-shaped' baseplate. This causes strain on these legs when the sio cables are plugged and unplugged. Eventually the legs will crack and you will need to install jumpers or replace the components (10.00 at radio shack for all three).

Having owned several Percom drives and even gone to the extent of purchasing an upgrade rom in 1986 or so, the drive never was reliable. I used it for mass storage above 1050 capacity, but used a real 1050 for archiving disks as I knew they would allways read. I still have that 400plus disk collection and they STILL read.

The ATR8000 is a much more interesting controller. It has a LOT of ram even in it's default configuration of 16kb, has it's own o/s and CPU and up to 64kb of ram in most configurations. I often wondered why more attention wasn't paid to this capability. I have documentation and a program which uploads configuration information. It is possible to write a 64k software floppy controller using this upload method. There were a couple of program loaders which used disk images were created to use the extra space on larger floppies to say store 8 games on a disk, but no program for Ultraspeed which I allways suspected was possible given the ram available for buffering. No Super Archiver in software for ATR8000 which would have been relatively easy compared to the hardware approach in modifying other drives.

The ATR8000 is relatively density smart but benefits from DriveZAp or DOSXL's program too.

The ATR8000 will not ever read or write to Enh density disks though it too will accept a DriveZap order for enh mode.

The ATR8000 will read, write and format disks up to 1350+/-kb in cp/m mode if your drive supports high density emulation of 77track/26sectors/double density 8 1/2 inch drives. Usually these drives will have an unusual number of jumper blocks for a 1.44 3.5 inch drive. These drives are limited to 1mb in any Atari implementation but the mechs still must be the same as for CP/M mode in that they have the jumpers to do the emulation.

The ATR8000 uses the sector timing hole in soft sectored disks as an indicator as to the nature of the drives connected. It polles this hole for a couple rotations for each drive at power up. This tells the controller's firmware what geometry

drives are connected. 8inch, 5 1/4 inch high-density drives, and 3.5inch drives rotate at 360 rpm and 5.25inch low density drives such as 92,180,360, and 720k drives rotate at 300rpm unless you are running them for atari drive interchangeability at 288rpm which does not affect the controller.

The above means that the ATR8000 will not read or write the back side of a 'flippy' disk without modifying the floppy media it'self. There is a trick which involves powering the atr with the front side of the disk inserted and then flipping the disk, but I never really got it down. A hardware mod to the drive mech would fix this but would involve precise drilling of the mech's frame and installation of another optical sensor/sender pair to make work. Pertec and Aerocomp used to produce 'flippy-ready' mechs but that was a LONG time ago and I have never seen a mech which had both pairs of sensors.

The ATR8000 uses a z80a cpu and a Western Digital controller like most Atari drive controllers it's reliablity for storage sucks as bad as Rana or Indus but at least the controller never dies. The electronics of a percom or atr will almost allways seem to work properly but never do.

BobKlaas wrote:

> Ok, not sure on the latter drives as I shipped one and can't rember the
> modle number but it was not the last drive you posted..Larry White will
> have it in a few days.
>
> The best disk Drive ever built in its year for the Atari 8-bit would
> have to be the Percom. If it will do a double sided double density disk
> then it will format out a 720k 3 1/4 in disk drive adapted to the
> cable. It will also, do a new 1.44mg 3 1/4 inch drive with a 720k disk
> into it, I could not get it to do a 1.44mg disk with the sensor hole
> covered, received errors. Perhaps somone else can persue the project
> and come up with a way to enhanse the rom? But at this time the 2
> double density Percoms I had here would do what was needed to arrive at
> extra storage.
>
> On A 5 1/2 inch disk you could format it out as a double sided double
> density disk at 40 tracks, and 3 as the step rate, those below would
> also work. Any other information would be appreciated..The last two
> modles they produced had a Printer interface built in, Larry White has
> the only cable I had in existance.
>
> Now on any modle to run slaves, you had to attach them with a 34pin
> Ribbon cable, have the 3 inline and turned on first then booted up the
> master.
>
> On the newer 1.44mg drives I could not get it to boot as a master but it
> would read as a second drive. The jumper must have to be moved on the
> 1.44mg drive, requires unsoldering..the 720k drives work fine as there
> is a jumper you can move on the drive..perhaps a modified cable like the
> IBM has to see the first drive could correct this but have not gotten
> into that area at this date.

>
> bob
>
> This post is about 3 weeks earlier than I antisipated.
>
> Michael Current wrote:
> >
> > In a previous article, bobkla19@sisna.com (Bob Klaas) says:
> >
> > >I have several, modles to play with but would like if avalable a list of
> > >what they actually produced.
> >
> > I just happen to be trying to build such a list!
> >
> > Based on articles and ads in Antic, Analog, and Atari Classics, I believe
> > the following Percom drives for the Atari were actually produced:
> >
> > RFD40-S1 SS/DD, single drive, 40-track (180K/disk)
> >
> > RFD40-S2 SS/DD, dual drives, 40-track, 180K/disk
> >
> > RFD44-S1 DS/DD, single drive, 40-track, 360K/disk
> >
> > RFD44-S2 DS/DD, dual drives, 40-track, 360K/disk
> >
> > AT88-S1 SS/SD, single drive, 40-track, 90K/disk
> >
> > AT88-S2 SS/SD, dual drives, 40-track, 90K/disk
> >
> > AT88-S1PD SS/DD, single drive, 40-track, 180K/disk (+printer port)
> >
> > This doesn't take into account the slave drives they kept talking about. I
> > wonder whether the slave drives are non-Atari-specific?
> >
> > My other question concerns two more models referred-to in an Antic review,
> > but which aren't mentioned anywhere else. They would be:
> >
> > RFD80-S1 SS/DD, single drive, 80-track, 360K/disk
> >
> > RFD84-S1 DS/DD, single drive, 80-track, 720K/disk
> >
> > These names I made up, but the specs are straight from the Antic review.
> >
> > Do these exist??
> > --
> > Michael Current, mailto:mcurrent@carleton.edu
> > 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> > Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
> > St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4326. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-10 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <3736FEDF.2546D47E@netmagic.net>
Source record: 52442

Lonnie McClure wrote:
>
> In article <7h469g$c68$1@nnrp1.deja.com>, dated Sun, 09 May 1999 14:32:16
> GMT spearsk@mc-mc.com stated:
>
> > If you got a 1200XL in 82/83 for $140, you stole it.
>
> I got my 1200XL in the latter part of '83 for $150. Am I also guilty of
> theft? :)
Me thinks so. IIRC: MSRP for the 1200XL was ~$800. I just read the
copyright dates on the OS ROMs, and they are 1982, so you got a $650
discount within a year or so of their release.

I almost got a 1200XL from San Jose Camera, I would guess about 1983-4.
They had them advertised for either $249 or $279 "complete with basic
programming language". It was at least a year after commercial
introduction and they had already failed in the market place.

When I got there, the salesman said that basic wasn't included and I
would have to pay another $50 for the cart. As is my habit with bait and
switch or false advertising, I just left.

But Wooley converted me from 800XL to 1200XL, I have about 4-5 1200XLs
now.

I did make one serious mistake: One of the 1200XLs I bought came up to
the demo screen with a list of about 15 people that developed it. In
retrospect, I assume it was a special edition that was probably just
given to the developers in house as a perk. I replaced the OS with a new
version in EPROM's so the original 'special' ROMs seem to be lost.

>
> It did require taking a chance. I actually paid $150 for whatever 64K
> Atari the department store got in next. If their next shipment had been
> 800XL's, I would have ended up with that instead. Personally, I was
> hoping for the 1200XL, and as luck would have it, that is what their
> shipment turned out to be.
>
> ==========
> lonniemcclure@prodigy.net

4327. Backing up Atari software

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-10 00:00:00 UTC
From: roadhogg@aol.com
Message-ID: <19990510121344.22410.00001548@ng-fu1.aol.com>
Source record: 52443

What would be the best item to obtain for backing up Atari copy-protected software for use (working copy). I've seen items such as "Super Archiver" and "Happy 1050".
Please help.

4328. FS/T: Atari 8-bit computer items [05/10/1999]

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-10 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <37424eea.8296958@news.nls.net>
Source record: 52444

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 05/10/1999

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection list for this system is currently on-line!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 2.50 3-D Tic-Tac-Toe
$ 2.50 Alphabet Zoo [Spinnaker] -- no label
$ 2.50 Atariwriter
$ 2.50 BASIC -- for use with Atari 400 and Atari 800
$ 2.50 Centipede

$ 2.50 Dig Dug
$ 2.50 E.T. Phone Home!
$ 3.00 Frogger [Parker Brothers]
$ 4.00 Gateway to Apshai [Epyx]
$ 1.00 Missile Command
$ 2.00 Pac-Man
$ 2.50 Qix
$ 1.00 Space Invaders
$ 2.00 Star Raiders

{1} = requires 32K.
{2} = requires 48K.
{3} = requires 48K and printer.

Used diskette(s), with box and manual:
$ 2.50 Home Filing Manager, The (Atari)
$ 2.50 Print Shop, The (Br0derbund) {3}
$ 2.50 SynFile+ (synapse) {2} -- also includes Reference Card
$ 2.50 Timewise (Atari) {1}
$ 2.50 Touchdown Football (Electronic Arts) {2}
$ 2.50 VisiCalc (VisiCorp) {1} -- also includes Pocket Reference
Guide -- $5 shipping, due to weight, counts as 1st item

Cassette with plastic storage case:
$ 1.50 Energy Czar [Atari]
$ 1.50 Hickory Dickory [Atari Program Exchange]
$ 2.00 Stellar Shuttle [Br0derbund]
$ 3.00 Touch Typing [Atari] -- two tapes, covers Beginning,
Intermediate and Advanced.
$ 1.50 Video Math Flashcards 3.1 [Atari Program Exchange]

Cassette with box, plastic storage case and manual:
$ 2.50 Biorhythm [Atari]
$ 2.50 An Invitation to Programming 1: Fundamentals of
BASIC Programming [Atari]

Accessories:
$ 0.50 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 2.50 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 8.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 4.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 4.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 6.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 4.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive does not include the power supply, or Molex connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will not boot up. Sold as non-working item, possibly repairable, for parts only!

$ 3.00

*****

LOT #2

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 8.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in

business since 09/05/93, so I have a good idea how to price
items. My personal philosophy is that something is only worth
what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order
-drawn from a U.S. bank branch-, or cash. Orders from outside
the U.S. are also accepted (also, please check out my want
lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
#1) VGA2000@io.com -- for quickest response
#2) VideoGameAdvantage@DittosRush.com -- *backup* e-mail account
#3) dw901@cleveland.freenet.edu -- *backup* e-mail account

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 5 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

4329. Re: 8-bit programming

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-10 00:00:00 UTC
From: keith.removeme@ledbetter-associates.com
Message-ID: <MPG.11a0ff9e52a708a39896e4@news.mindspring.com>
Source record: 52445

[This followup was posted to comp.sys.atari.8bit and a copy was sent to
the cited author.]

hi, Pete,

Years ago when I developed both BBS Express! Professional and the
Express! terminal cartridge, I did them both on a PC and null-modem'ed
the resulting executable modules to the Atari 8-bit for testing. It
worked out really great, since even at a slow baud rate like 9600 or
19200 you can still transfer the relatively small modules really quickly.

I wrote both of those applications with my own cross assembler named
XASM65, which I planned on releasing years ago and then just never got
around to it. If you'd like to try it out, just email me
(keith@ledbetter-associates.com) and remind me what it is you want. It's
a highly-specific Atari cross assembler (supports things like ATASCII
strings, etc) with a pretty powerful macro processor, too.

Good luck!
Keith

In article <7go07q$o8d$1@news4.svr.pol.co.uk>,
my.name@vectrex.freeserve.co.uk says...
> So, having gotten the bug again after a few years away from the 8-bit Atari I
> fancy doing a bit of programming.
>
> What's the best way of coding for the Atari these days; years ago I used
> "MAC/65" and "Action!" on my 400 and 800XL, but let's face it, I really don't
> want to go back to a 40 column screen and my 810/1050 floppy drives.
>
> Anyone recommend a good cross assembler for the PC and a way of dumping the
> assembled code to my Atari (or some way of running said code under an
> emulator - converting to ".ATR" files etc is just going to drive me up the wall
> so I really don't want to go down THAT route if at all possible (I'd rather use
> the 800XL/1050!!)).
>
> Suggestions?
>
>
> TTFN - Pete.
>

4330. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-10 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <7h7cvt$o03$1@carroll.library.ucla.edu>
Source record: 52446

In article <3736FEDF.2546D47E@netmagic.net>, Richard Cortese <ricortes@netmagic.net>
wrote:
>Lonnie McClure wrote:
>>
>> In article <7h469g$c68$1@nnrp1.deja.com>, dated Sun, 09 May 1999 14:32:16
>> GMT spearsk@mc-mc.com stated:
>>
>> > If you got a 1200XL in 82/83 for $140, you stole it.
>>
>> I got my 1200XL in the latter part of '83 for $150. Am I also guilty of
>> theft? :)
>Me thinks so. IIRC: MSRP for the 1200XL was ~$800. I just read the
>copyright dates on the OS ROMs, and they are 1982, so you got a $650
>discount within a year or so of their release.
>

I'm sorry but these numbers are seriously off. Boot's Camera had a huge stack
of them and they were selling for about $140. C-64's were also selling for
about the same price. 800 freakin' bucks?!? Any store that sold it for that
price was plain stupid. That MSRP has got to be wrong.

4331. BASIC XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-10 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <7h7me7nek1@nnrp1.deja.com>
Source record: 52447

So while browsing through the excellent Best Electronics
catalog, rev. 10, I read about BASIC XL and BASIC XE.
I'm a little confused though, because it claims BASIC XL
gives 450 (!!!) extra commands and that BASIC XE gives
40 extra. (is this a typo?, or maybe BASIC XE gives 40
new commands beyond the additional 450 from BASIC XL?)
Has anyone used both of these, and was significantly
impressed by the difference?

Also, I'm wondering if BASIC XE will run on a 1200XL??
(hint: I really like my 1200XL, and if I couldn't use
it for my BASIC programming, I'm not sure I could bear it)

Thanks for any info
-Dan V.

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4332. BASIC XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-10 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <7h7me7nel1@nnrp1.deja.com>
Source record: 52448

So while browsing through the excellent Best Electronics
catalog, rev. 10, I read about BASIC XL and BASIC XE.
I'm a little confused though, because it claims BASIC XL
gives 450 (!!!) extra commands and that BASIC XE gives
40 extra. (is this a typo?, or maybe BASIC XE gives 40
new commands beyond the additional 450 from BASIC XL?)
Has anyone used both of these, and was significantly
impressed by the difference?

Also, I'm wondering if BASIC XE will run on a 1200XL??
(hint: I really like my 1200XL, and if I couldn't use
it for my BASIC programming, I'm not sure I could bear it)

Thanks for any info
-Dan V.

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4333. Re: Backing up Atari software

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-10 00:00:00 UTC
From: mpkraabel@halcyongroup.com
Message-ID: <_tIZ2.3473$me.1444592@WReNphoon4>
Source record: 52449

http://www.easydownloads.com/atari.htm

I found a web site that has all the Activision games available for download.
It's a special package deal
for $8.95 you get 15 games, they have all three in the
series.

http://www.easydownloads.com/atari.htm

**** Posted from RemarQ - http://www.remarq.com - Discussions Start Here (tm) ****

4334. Re: PBI for 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-10 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37375368.177555745@news.earthlink.net>
Source record: 52450

On Sun, 09 May 1999 14:46:52 -0400, Technoid Mutant
<Technoid@cheta.net> wrote:

>Several months ago I modified my perfect 1200xl according to Bob
>Wooley's? 1200pbi document. Of course, the internal basic, and the new
>XL rom mods worked perfectly as they allways have for me, but the PBI
>mod did not. I have checked my wiring a dozen times and the mod follows
>every connection in the document perfectly.
>
>After the several hour mod was complete, I plugged it into my Late-model
>CSS Black Box with Enhancer and Floppy board (also has the plastic
>'Black box enclosure") and nothing happened. I mean nothing at all.
>The machine will boot from SIO, will run games and demos, will switch
>basic on and off, handles cart switching (Basicxl/xe in concert with SDX
>cart commands) perfectly etc. It passes every test but will not 'see'
>the Black Box. One might expect no video or scrambled video or SOME
>KIND of tangible symptom of failure, but none exist so far as I am able
>to detect.
>
>Any help? Please send replies in E-mail even if you post to this group.
>
><<Technoid@Cheta.net>>

You did not mention that you verified if the BB was in working order.
Maybe the problem is with the BB!

4335. Re: Backing up Atari software

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-10 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37392453.7080434@news.freeserve.net>
Source record: 52451

The other Day roadhogg@aol.com (Roadhogg) wrote:

>What would be the best item to obtain for backing up Atari copy-protected
>software for use (working copy). I've seen items such as "Super Archiver" and
>"Happy 1050".
>Please help.

The Happy was about the best of its day but even that wasn't 100%

Remember that most games are on the net in a cracked form, the need to
backup the originals is now a bit dated and it means finding all the
needed hardware in a working condition.

If you want to make a good image to use with an emulator then you could
use the Pro system cable from Steven Tucker of APE fame...

--
Paul..

www.dellos.freeserve.co.uk

UGVP ECTS info

ICQ 105793 Oh ya sexy bugger :)

4336. Re: 8-bit programming

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-10 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <37376c34.239250@corp.supernews.com>
Source record: 52452

If I wanted a robust os, I would use something other than an Atari.
Same goes for 80 columns.

Yeah, I could set up a phone book in Access in about a minute in MS
Access, but I'm writing my own sequential disk access program on the
Atari. It's fun. Heck, if your going to develop on a pc, why not
just run your software on the same pc with an emulator?

Yes, if "software development" is your goal, I agree, use the pc. If
you just want to have some fun, power up that 1050, slide in that
unreliable skinny plastic disk, lay your fingers on that trusty brown
keyboard, boot up and listen to the beep beep beep, chuguh chuguh,
beep beep, and the uhh....hmmmm...how would you type the noises that a
1050 makes?

Maybe I just need to justify the piles of Atari computers in my closet
:)

eric

On Sun, 09 May 1999 13:49:13 -0700, Richard Cortese
<ricortes@netmagic.net> wrote:

>Actually, if my information is correct, most of the in house development
>that took place prior to the Tamiel take over was all done of DEC
>mainframes. Everything from the 2600 games to the 800 series OS was done
>this way.
>
>I have read up a bit on ID and the Castle Wolfenstein port to the NES,
>this was done on an Apple IIGS and ported from there. The development
>package for the Atari hand held game machine was actually done for for
>the Amiga.
>
>It is one of those things you really have to experience before you can
>get the feel for it. I worked with a DEC mainframe at work and I can
>tell you there is nothing like a robust OS with the people in charge
>making daily backups. You don't like it for about the first few weeks,
>but then after you have done every idiot thing possible and you have
>never managed to bring the system down, or you have your butt saved by
>somebody in info science that has a backup of the code you trashed, you
>get converted.

4337. Re: ATR8000,ATR8500!!!, for sale/trade. Lots of cool stuff. Read wishlist for clues on doeable trades!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-10 00:00:00 UTC
From: Mark Statzer <mstatz@net66.com>
Message-ID: <3737B61F.65C7E6AE@net66.com>
Source record: 52453

Technoid Mutant wrote:
>
> My wish list for hardware:

> Turbo816 65C816 accellerator board

I have one of those. Nice board - mine has roms for the 800XL (and I
believe I have a set of roms for a 1200 as well, tho' I never actually
tried 'em in a 1200). I'll have to dig for the software.

> SWP ATR8000 with 64k and Copower88 msdos board installed. Original
> disks
> and docs (Includes CP/M80 v2.2 and MSDOS 2.11!!) Really works. Not PC
> Bios Compatible but runs MSDOS text mode apps. PKZip and PKunzip
> version 204G run perfectly. When not running MSDOS, the Copower88 card
> can serve as a 252k ramdisk for CP/M.
>
> SWP ATR8500 with 64k. This board is serial number 5 and is brand new.
> Original disks, docs, brochures, dealer acceptance letter, specs,
> addenda
> etc etc.

Uh, what's the difference between the 8000 and 8500?

I have a 8000, but I have no idea as to it's state of existence - and no
copower board.

> Atari 1040STFM Stock. 720k internal FDD, one meg ram.

If it's worth it to ya, I'd be interested in the ST, as well.

Lemme know what you think - I'll pay shipping.

mstatz@net66.com
Champaign, Illinois

--
Any Sufficiently Advanced Technology is
indistinguishable from a Rigged Demo.

4338. Re: BASIC XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-11 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <7h8csjctc1@nw001t.infi.net>
Source record: 52454

I've used both. 450 and 40?? I don't remember the exact numbers but Basic XL is a big improvement (lots more commands) over Atari Basic (if you don't plan on compiling the code). Basic XE does add a few more commands to Basic XL via a file on floppy that loads when you boot. However, I think you need more than 64k to use these commands (if I remember correctly). I have used Basic XE on my 256k 800XL.

danver@halcyon.com wrote in message <7h7me7nel1@nnrp1.deja.com>...
>So while browsing through the excellent Best Electronics
>catalog, rev. 10, I read about BASIC XL and BASIC XE.
>I'm a little confused though, because it claims BASIC XL
>gives 450 (!!!) extra commands and that BASIC XE gives
>40 extra. (is this a typo?, or maybe BASIC XE gives 40
>new commands beyond the additional 450 from BASIC XL?)
>Has anyone used both of these, and was significantly
>impressed by the difference?
>
>Also, I'm wondering if BASIC XE will run on a 1200XL??
>(hint: I really like my 1200XL, and if I couldn't use
>it for my BASIC programming, I'm not sure I could bear it)
>
>Thanks for any info
>-Dan V.
>
>
>--== Sent via Deja.com http://www.deja.com/ ==--
>---Share what you know. Learn what you don't.---

4339. Re: Rare 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-11 00:00:00 UTC
From: LONNIEMCCLURE@prodigy.net
Message-ID: <MPG.11a187b7beda09669896e2@news.prodigy.net>
Source record: 52455

In article <7h7cvt$o03$1@carroll.library.ucla.edu>, dated Mon, 10 May 1999 19:44:14 GMT pnguyen@ucla.edu stated:

> I'm sorry but these numbers are seriously off.
> Boot's Camera had a huge stack of them and they
> were selling for about $140. C-64's were also
> selling for about the same price. 800 freakin'
> bucks?!? Any store that sold it for that
> price was plain stupid. That MSRP has got to be wrong.

The year before I purchased my 1200XL for $150, when the 1200XL had just been introduced, I saw a 1200XL in a computer store in the small town (about 30K population), and the price was indeed in that range. I cannot recall exactly, but I do remember it was well over $500, and may indeed have been as high as $799. Remember too, that the C-64 was originally priced at $595 when introduced in 1982.

I have some mags from that era, so if enough people are interested, I could check out the ads and post some 1200XL and C-64 prices.

==========
lonniemcclure@prodigy.net

4340. Atari File Systems

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-11 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3737F26D.F007D04@asw.cz>
Source record: 52456

Hello!

I'm looking for further details for filesystems used on Atari 8bit
computers.

So far I have described Atari DOS 2 and Atari DOS 3 file systems.
MyDos is in progress, it's almost same as DOS2.
I've got some docs about Sparta, but I first need to write the
filesystem driver for my Adir program (extractor of files from ATR
images.)

My questions:
1) Are there some other filesystems? DOS4?

2) I've got few problematic DOS2/MyDos images. Problems are with
'linking' bytes at the end of the sector. How are these interpreted
under various DOSes? Also there are some problems with error 167 under
DOS2. Also flags in directory flag byte need better description.

Anybody can help?

Bye,
--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

4341. Re: Atari File Systems

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-11 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be9b92$dcfab160$53364382@vidar>
Source record: 52457

```
> My questions:
> 1) Are there some other filesystems? DOS4?
Top Dos, Super Dos, Multiboot, Howfen Dos perhaps
```

4342. Re: Pac-Man Fever Album

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-11 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3738260F.1CE984DC@mail.uni-mainz.de>
Source record: 52458

Darren schrieb:
>
> Is now available at:
> http://members.xoom.com/dbdb_98/stuff/pacmanfever/

Hello Darren,
we have also the original 45-Rpm "Single" from Space Invaders here. It sounds like Staying Alive from Bee Gees, but rather cool. Do you have this single already or are you interested ?!? What format (WAV?, etc.) should the sound have, if it should be implemented on your pages ?!?
Greets - Andreas Magenheimer

4343. Re: 1050 modified drive, what is it?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-11 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7h98ocle1@nets3.rz.RWTH-Aachen.DE>
Source record: 52459

Howdy Folks

First name that pops into my head is "I.S. PLATE".

CU Mathy van Nisselroy

PS the advertised in Atari User. I guess before Page 6 toke over but I could
be mistaken.

>I *think* this is a UK board but I can't remember the name! I bought one
>years ago (1985?) for my 1050 and it was indeed a very home-made looking
>affair bought from an address like "The shed, someones back garden, Luton,
>Essex" i.e. very low key. It was incredibly fast - much faster than the
>Happy or US doubler in friends machines and also copied almost all
>software although not all. It seemed to be compatible with everything and
>cost around ï¿½45 at the time which was great compared to ï¿½150 for a Happy
>board. I suspected it was a reverse engineering of an existing device but
>I could be wrong.
>
>With the right DOS it flew along.

Which DOS did it use?

BTW if it's a rip-off, would it be legal to rip that one off :-)

CU Mathy van Nisselroy

PS anybody try to get the rights released on this one?

4344. Re: Still around/Magnavox Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-11 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7h99r0le2@nets3.rz.RWTH-Aachen.DE>
Source record: 52460

Howdy folks

bobkla19@sisna.com says...
>
>If it has the video and audio jacks on it the Atari 8-Bit computers can
>use it with a cable.
>bob
>
>goodoljack@my-dejanews.com wrote:
>>
>> Do you know what system uses an RGB/Mono Magnavox model CM8505 074G, made by
>> N.A.P. Consumer Electronics ? Thanks

Anybody know what a power switch for a Philips/Magnavox CM8833 would cost?
(It's Philips, not North American Philips, since I live in the land where
Philips originates from. :-))

For now the problem seems to be fixed but.....

It started when my power on/off button wouldn't stick in the ON position. I
opened the monitor, looked inside, pressed the silly thing a thousand times to
see what happens. And just when I thought that nothing would help, the button
would stick in both positions.

That worked of a couple a weeks. After that it was back to square one. So I
opened the thing up again. After carefull examination (these things hold 25
KILOVOLTS, even when powered OFF), I saw that removing the switch wouldn't be a
problem.

By the time my tiny 15 Watt soldering iron had desoldered all of the four wires
connected to it, the button worked again. Probably because of the heat/low
power soldering iron (the switch is made of plastic. In such a way, that you
can not open it for a peek inside). I hope it'll keep working, but you never
know with these things.....

CU Mathy van Nisselroy

4345. Re: What is this power supply ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-11 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7h9a42le3@nets3.rz.RWTH-Aachen.DE>
Source record: 52461

In article <MPG.119c1247a76c51f898968a@news.cyberonic.com>,
davidjs@cyberonic.com says...
>
>I bought a Atari powersupply at the thrift store.
>When I bought it I thought it was a normal powersupply
>for a Aari 800xl until I pluged it into my computer and
>noticed that the end that should plug into the wall would
>never fit into any wall outlet that I know of. The ends are
>roundish like a pen instead of flat and thier further apart then
>then a reguler plug. The part that should plug into the wall
>apears to be plastic ? with metal bullet shaped ends. The power
>supply says FW 1599 and C061763-11 under type on the bottem.
>It is identified as a AC/DC Adapter. If anyone knows what this
>is please let me know.

Sounds like the stuff we have overhere in mainland Europe.

CU Mathy van Nisselroy

PS if you really wanna use it, go to you local electronics store (RS will do)
and ask for a step down converter. Or is that called step up on you side of
the ocean. It's a device that turns 115VAC into 230VAC. Make sure you get the
right plug/socket at the right end.

4346. Re: xe game system?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-11 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7h9a9ole4@nets3.rz.RWTH-Aachen.DE>
Source record: 52462

In article <19990508154945.09966.00000881@ng153.aol.com>, cgo2541273@aol.com says...
>
>Just wondering if any one around here knows where I could find a keyboard for
>my atari xe game system. I have a system and a gun no keyboard. Any help
>would be appreciated.

Howdy

Try Best Electronics or B&C computervision.

CU Mathy van Nisselroy

PS addresses are in the FAQ. But you might find them on the net too.

4347. atari font

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-11 00:00:00 UTC
From: Thomas Havemeister <twh@bigfoot.de>
Message-ID: <7h9hd8$1va$1@piggy.rz.tu-ilmenau.de>
Source record: 52463

Howdy!

While I'm creating an atari web site I'm looking for some nice atari
truetype fonts. Advertising fonts and atari-basic font.

thx!

-thomas

4348. Scott Wozniak's WANT / TRADE List

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-11 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990511130355.29963.00000466@ng-xa1.aol.com>
Source record: 52464

Hi. I just completed a videogame WANT / TRADE list that I posted on the net. I figured it was about time that I attempted to use the free webspace that AOL provides. It is *very* crude but it gets the job done. (This is my very first attempt at html.) I'm mainly interested in Atari 8-Bit Computer carts & Sega Saturn Jap Imports but I have a few other items listed as well. You can view it here:

http://members.aol.com/swozniak/page1.html

Thanks for looking. :)
- S c o t t W o z n i a k
****
Check out my Videogame Want / Trade list here:
http://members.aol.com/swozniak/page1.html
****

4349. Re: atari font

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-11 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990511133854.15655.00000768@ng-fv1.aol.com>
Source record: 52465

>Howdy!

Well, howdy to you too... I emailed your fonts...

Our friendly Internet PostMaster kicked it back - 'User does not exist'.

I love when this happens....
B'rgds,
Vinnie

"Can't means don't want to!"

4350. Re: Pac-Man Fever Album

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-11 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37396d63.249753264@news.earthlink.net>
Source record: 52466

On Tue, 11 May 1999 14:43:59 +0200, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>
>
>Darren schrieb:
>>
>> Is now available at:
>> http://members.xoom.com/dbdb_98/stuff/pacmanfever/
>
>Hello Darren,
>we have also the original 45-Rpm "Single" from Space Invaders here. It
>sounds like Staying Alive from Bee Gees, but rather cool. Do you have
>this single already or are you interested ?!? What format (WAV?, etc.)
>should the sound have, if it should be implemented on your pages ?!?
>Greets - Andreas Magenheimer

Yeah! Collect the songs in wave sampled at CD quality then zip them
up to save space..

I m interested in getting these type songs!

4351. What are they worth?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-11 00:00:00 UTC
From: nelson@neworleans.gulf.net
Message-ID: <37387914.2579091@news.gulf.net>
Source record: 52467

Howdy,

I've been carrying these things around with me on every move since the early 80's. The wife wants me to sell them, but I want to keep 'em. Can anyone give me a good idea of what they're worth? I've checked a couple of websites, but the prices seem to vary significantly.

- 130XE barley used. In box, w/ power supply, manual, etc.

- 800XL used. Box ripped a bit. PS, manual.

- 1050 Disk Drive. Last time I tried to boot it up, I got a "BOOT ERROR" message. Still powers up, etc.

- Commodore 1702 color monitor with cables.

- Epson LX-90 dot matrix printer with PIC (Epson's Printer Interface Cartridge)

- Assorted game cartridges (Choplifter, Fields of Fire, Pit Stop, Master Type, K-Razy Antics, Fraction Fever, etc.)

- Assorted game disks (F-15 Strike Eagle, Super Bunny, Tail of Beta Lyrae, Ardy, etc.)

Thanks for any info,

Tom

4352. Re: atari font

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-11 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <110519991855579601%savetz@northcoast.com>
Source record: 52468

[[This message was both posted and mailed: see
the "To," "Cc," and "Newsgroups" headers for details.]]

In article <7h9hd8$1va$1@piggy.rz.tu-ilmenau.de>, Thomas Havemeister <twh@bigfoot.de>
wrote:

> While I'm creating an atari web site I'm looking for some nice atari
> truetype fonts. Advertising fonts and atari-basic font.

Check out http://www2.bitstream.net/~marksim/atarimac/fonts.html for the font
used by BASIC.

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce

4353. 1,000,000 classic Atari 2600/7800 videogames

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-11 00:00:00 UTC
From: "J.F.S." <jfsjr@primary.net>
Message-ID: <3738f842.0@news.primary.net>
Source record: 52469
Cross-posted to: alt.games.video,alt.games.video.classic,alt.video.games,alt.video.games.reviews,comp.sys.atari.8bit

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SCRAP DOG Sold Out BALLBLAZER JINKS
CENTIPEDE BASKETBALL B.BLASTER
ASTEROIDS HAT TRICK N.GOLF Sold Out
DIG DUG WINTER G. MELTDOWN
GALAGA BASEBALL DESERT F.
JOUST D. CHAMBERS KARATEKA Sold Out
MS.PAC-MAN D. KONG

2600 Type in the quantity
S. INVADERS BASEBALL FOOTBALL
PHOENIX Sold Out MS.PAC-MAN DIG DUG
BATTLEZONE GALAXIAN GRAVITAR
JUNGLE HUNT KANGAROO JOUST
P.POSITION PAC-MAN JR SOLARIS
VENTURE SPR.FOOTBALL DRK.CHMBRS

JAGUAR Type in the quantity
T.MCFUR $6 Sold Out CLUB DRIVE $6 DINO DUDES $6 Sold Out
CHKRD FLG $6 HVR.STRIKE $6 Sold Out TEMPEST $6 Sold Out
K. NINJA $6 Sold Out BUBSY $6 Sold Out ZOOL 2 $6 Sold Out

SKIING $6 Sold Out BRUCE LEE $6 Sold Out DRGN LAIR $20 CD
C.FODDER $20 WHITE MEN $6 T.AIKMAN $45 Sold Out
RAYMAN $45 Sold Out PINBALL FTSY $20 SYNDICATE $20
THEME PARK $20 POWER DRIVE $50 Sold Out PRIMAL RAGE $50 Sold Out

TOTAL ATARI GAMES
TOTAL JAGUAR GAMES

O'Shea, Ltd. Contact Information

O'Shea, Ltd.

330 W. 47th St. Ste. 203

Kansas City, Mo 64112

Telephone: 1-816-531-1177

Fax: 1-816-531-6569

E-Mail: billh@oshealtd.com

4354. Re: Still around/Magnavox Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-11 00:00:00 UTC
From: Paul Grammens <pgrammen@sonic.net>
Message-ID: <37390725.F75@sonic.net>
Source record: 52470

Mathy Van Nisselroy wrote:

> Anybody know what a power switch for a Philips/Magnavox CM8833 would cost?
>

The difficult part is not the cost, but finding a suitable replacement.

> can not open it for a peek inside). I hope it'll keep working, but you never
> know with these things.....

Best to leave the switch on, and use a powerstrip to switch the system
on and off. The arc when the monitor switch is used will eventually
destroy the switch, but it will last indefinately if it is just left on
and power is switched externally.
-Paul

4355. 97 colors in GRAPHICS 0

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-12 00:00:00 UTC
From: seagtgruff@aol.com
Message-ID: <19990512010850.11030.00000769@ng-da1.aol.com>
Source record: 52471

Nine years ago, I wrote a set of machine language routines that allow up to 97 colors at once on a GRAPHICS 0 screen. There are restrictions, of course!

Each row of text can use four different colors. Actually, you can use two screen hues (each with its own luminance), and one character luminance. Normally, GRAPHICS 0 is a monochrome mode, with one screen hue and two possible luminances. Thus, you can use two colors-- the screen or background color, and the character or foreground color. Both of these colors are the same hue, but can be different luminances. What I did was provide a second screen color, which doubles the number of colors on each row of text. For example, suppose you've set the screen color to hue 4/luminance 4, and the character luminance to 10. This gives you two colors-- hue 4/luminance 4, and hue 4/luminance 10. If you set the alternate screen color to hue 12/luminance 2, you have four colors-- H4/L4, H4/L10, H12/L2, and H12/L10.

What I did was map the entire GRAPHICS 0 screen with player/missile shapes, using the greatest p/m width (where each p/m bit is one character wide). If the p/m shapes are positioned across the screen correctly, each column of text can be covered by a single p/m bit. By turning selected p/m bits on or off, you can use either the normal screen color, or the p/m color.

To save memory, I didn't actually use the p/m graphics area, which takes up 1K or 2K, depending on whether you're using double-line p/m resolution or single-line p/m resolution. Instead, I used the GRAF registers, which are located at 53261 through 53265. That means only 5 bytes are required for the p/m graphics, but each p/m shape is drawn as a series of vertical lines on the screen (depending on which bits are on or off). I used display list interrupts to change the values of the GRAF registers on each row of text, reading from an array. This means that the entire GRAPHICS 0 screen of 960 characters (40 x 24) can be covered with p/m graphics using only 120 bytes!

I also used DLIs to set the screen color, character luminance, and p/m color for each row of text. That means four different colors can be used on each row of text, giving a total of 96 colors (4 x 24). The 97th color is the border color, which you can't actually use within the screen area, but which does allow 97 different colors on the GRAPHICS 0 screen at once.

Also, I wrote a USR routine to draw boxes on the screen in one of the four colors available on each row. This was done by setting the inverse flag (bit 8) for a given character on the screen, along with turning a given p/m bit on or off in the 120-byte p/m array. This USR routine can be used to easily highlight or unhighlight text, either by changing the characters from normal to inverse (or vice versa), or by changing the characters from the screen color to the p/m color (or vice versa), or by doing both at once. In other words, box color 0 is inverse bit off, p/m bit off; box color 1 is inverse bit on, p/m bit off; box color 2 is inverse bit off, p/m bit on; and box color 3 is inverse bit

on, p/m bit on.

There are also USR routines to set the screen color, character luminance, or p/m color for a given row of text. These routines use DLIs, but you don't need to write your own DLIs in machine code; you just call the appropriate USR routine in your Atari BASIC program!

When I wrote the DLIs nine years ago, I found that they took too many machine cycles to do their work, such that the scan line had already entered the screen area before all of the color changes were executed. To resolve this problem, I had to use addressing methods which used fewer machine cycles, so I ended up writing DLIs that modify themselves as they are being executed. As you might imagine, this sort of trick can crash the Atari if you don't know what you're doing, so I was pretty proud that I thought of it, and was able to execute it flawlessly. I used a vertical blank interrupt to reset the array pointers and DLIs before each new screen frame.

Originally, I wrote an article that I'd planned to submit to one of the magazines for the 8-bit Atari, but I never did submit it. In fact, my disk drive died, so I couldn't even access my disks any more!

Last night, I downloaded the Atari800Win emulator, and tonight I rooted through my old boxes of Atari stuff at my parents' house. Not only did I find all of my old Atari books, but I found the article I'd written nine years ago, along with the Atari BASIC listings and 6502 Assembly listings for the routines. Now I need to type them into the Atari800Win emulator, and save them to files. If there is an interest in these routines, I'll revise my article, and post it, the program listings, and the program files to the web. However, it will take at least a few days before I can do this, and possibly even a few weeks, due to my work schedule.

I'm curious to see how these routines perform on the Atari800Win emulator. I'm assuming they'll work with no problems.

By the way, I used a single color for all of the p/m shapes, because that allowed me to map an entire row of text with two different screen colors. You could of course get even more colors per row by using a different color for each p/m shape, or even overlapping p/m shapes to create extra colors, but you can't use these extra colors freely on each row, because each p/m color would be limited to within an 8-character area.

If you wanted, you could use the same technique with the normal p/m graphics area (1K or 2K), and get characters which are split-color, such as the top half of a character using the normal screen color, and the bottom half of the character using one of the p/m colors-- or tri-color characters, or striped characters, and so on, depending on your imagination. The routines I wrote can't do this sort of thing, but if you're a capable machine language programmer, you could let your mind explore such possibilities. These techniques would probably be program-specific, meaning it would be difficult (if not impossible) to write generic USR routines that could be used for these purposes. I was going for routines that would be useful in a generic sort of way within any Atari BASIC program, if you know what I mean.

Michael Rideout

4356. Re: Atari File Systems

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-12 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-Fuy14Rdtl1N6@localhost>
Source record: 52472

On Tue, 11 May 1999 09:45:47, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

> > My questions:
> > 1) Are there some other filesystems? DOS4?
> Top Dos, Super Dos, Multiboot, Howfen Dos perhaps

Superdos is completly compatiable with Dos2.5. The only thing that
varies is double sided with the xf551. It works a lot like enhanced,
except the sectors are 256 byte , DSDD.

James

4357. Re: atari font

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-12 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990512072511.21145.00002229@ng29.aol.com>
Source record: 52473

Ok.. happened again... replied to INT19H... same thing happened..... sent an email with the files attached...

If you guys are out there.... check the site Kevin just mentioned... I know I got my Windows TT fonts here on the net... since my email's are getting kicked back.....
B'rgds,
Vinnie

"Can't means don't want to!"

4358. Re: 1050 modified drive, what is it?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-12 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <FBMC29.J91@cix.compulink.co.uk>
Source record: 52474

In article <7h98ocle1@nets3.rz.RWTH-Aachen.DE>,
nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

> Howdy Folks
>
> First name that pops into my head is "I.S. PLATE".
Ah - I remember that one but no, that wasn't the one I bought.

> Which DOS did it use?
Too far back for my brain to remember. Sparta probably but there was
another which really flew and was unusual in that it was something like a
hacked DOS 2.5. Sorry - memory fails me :-(

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

4359. Re: What are they worth?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-12 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7hc22t$423$1@nnrp1.deja.com>
Source record: 52475

I sold a NIB 130XE for $90 on ebay a few weeks ago.
I picked up a used 1702 for $25 about 8 years ago.
Your mileage may vary.

In general, anything "New, in box" (NIB) is worth vastly more than just
the equipment itself.

In article <37387914.2579091@news.gulf.net>,
nelson@neworleans.gulf.net (Thomas M. Nelson, V) wrote:
> Howdy,
>
> I've been carrying these things around with me on every move since the
> early 80's. The wife wants me to sell them, but I want to keep 'em.
> Can anyone give me a good idea of what they're worth? I've checked a
> couple of websites, but the prices seem to vary significantly.
>
> - 130XE barley used. In box, w/ power supply, manual, etc.
>
> - 800XL used. Box ripped a bit. PS, manual.
>
> - 1050 Disk Drive. Last time I tried to boot it up, I got a "BOOT
> ERROR" message. Still powers up, etc.
>
> - Commodore 1702 color monitor with cables.
>
> - Epson LX-90 dot matrix printer with PIC (Epson's Printer Interface
> Cartridge)
>
> - Assorted game cartridges (Choplifter, Fields of Fire, Pit Stop,
> Master Type, K-Razy Antics, Fraction Fever, etc.)
>
> - Assorted game disks (F-15 Strike Eagle, Super Bunny, Tail of Beta
> Lyrae, Ardy, etc.)
>
> Thanks for any info,
>
> Tom
>

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4360. Re: What are they worth?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-12 00:00:00 UTC
From: Isaac <idavis@my-dejanews.com>
Message-ID: <7hc52v$7mj$1@nnrp1.deja.com>
Source record: 52476

In article <37387914.2579091@news.gulf.net>,
nelson@neworleans.gulf.net (Thomas M. Nelson, V) wrote:
> Howdy,
> - 130XE barley used. In box, w/ power supply, manual, etc.

> Thanks for any info,
>
> Tom
>

You have a 130XE that runs on barley? I'm sure it was a big hit in the
midwest. Curt, you need to pick this up for the museum!

At this time, I would like to formally apologize for that last comment.
Isaac
indavis@juno.com

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4361. Re: Pac-Man Fever Album

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-12 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7hcaf6$t5a$1@kohl.informatik.uni-bremen.de>
Source record: 52477

Jon Melbo <ssilicon@earthlink.net> wrote:
37396d63.249753264@news.earthlink.net...
> >we have also the original 45-Rpm "Single" from Space Invaders here. It
> >sounds like Staying Alive from Bee Gees, but rather cool. Do you have
> >this single already or are you interested ?!? What format (WAV?, etc.)
> >should the sound have, if it should be implemented on your pages ?!?

> Yeah! Collect the songs in wave sampled at CD quality then zip them
> up to save space..

Zip?? Ever heard of MP3?

Thomas

PS: I have Japanese dance maxi of "Xevious" from the Eighties... Just need
to get my player fixed.
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

4362. 800XL Vid & ISO Action CART.

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-12 00:00:00 UTC
From: dethnite <csa_deathknight@excite.com>
Message-ID: <zgl_2.4420$qQ4.94895@news2.giganews.com>
Source record: 52478

Greetings,

This is a RED - ALPHA message in 2 parts...

BREAK

BREAK

(hehe, any one care to guess as to the origin of those lines?)

Anyways, on to the other matters...

I recently plugged my 800XL into my little ol' 19 color tv and was appauled to notice that the RF switch was dead,
so ofcourse, I went to RS and picked up there handy dandy 15-1267A model RF adapter and it works, but the picture
quality is for crap... and I mean serious doo.. doo.. I can almost get better reception trying to pick up tv signals from
japan than what I am getting from this setup. My question is, is it the module, do I need a better one, more shielding or
(EGADS, lets pray not) is it my XL?

Also, I am ISO the illusive Action cart. and really, really, really want one... if you have one to part with, please email me...

Mark

4363. WANTED: Empire of the Overmind

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-12 00:00:00 UTC
From: alt-sci@mailexcite.com
Message-ID: <oYk_2.5114$me.2181416@WReNphoon4>
Source record: 52479

Does anyone have the poem for the the Empire of the Overmind?

-**** Posted from RemarQ, http://www.remarq.com/?a ****-
Search and Read Usenet Discussions in your Browser - FREE -

4364. Llamasoft and Interceptor Micros help needed

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-12 00:00:00 UTC
From: Lozza <laurence.h@virgin.net>
Message-ID: <7hcruj$11j$1@nclient3-gui.server.virgin.net>
Source record: 52480

Hi - I'm due to upload a site at the w/end about the above 2 software houses... I was hoping someone could help me out with any games I have missed from the list below. Thanks.

Llamasoft - Attack of the Mutant Camels, Colourspace, Gridrunner and Hover Bovver. Apparently, he wrote another called Turboflex - I haven't found an ATR for it yet..

Interceptor - Fighter Pilot and Word Hanger. I have found an atr and exe of Fighter Pilot but I don't know if it is the right one. If anyone is familiar with that game I'd appreciate a hand. Word Hanger has yet to show..

Thanks - Lozza.

4365. Re: atari font

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-12 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <373a0395.6339804@news.earthlink.net>
Source record: 52481

On 11 May 1999 17:38:54 GMT, vinnie5757@aol.comnospam (VINNIE5757)
wrote:

>>Howdy!
>
>Well, howdy to you too... I emailed your fonts...
>
>Our friendly Internet PostMaster kicked it back - 'User does not exist'.
>
>
>I love when this happens....
>B'rgds,
>Vinnie
>
>"Can't means don't want to!"

Can you mail me the fonts too?

4366. Software & Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-12 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <7hd4jk$d2l$1@ramp2.tir.com>
Source record: 52482

Buyer pays shipping and insurance.

Atari Astroids Cart. Manual $3.00
Atari AtariWriter Cart. Manual & Quick Reference Card $5.00
Atari Basic Quick Reference Guide by John Wiley & Sons $3.00
Atari DOS 3 Intro & Ref. Manuals $5.00
Compute!'s First Book of Atari $3.00
4-Button Joystick $2.00
Atari Keyboard Controllers Set (w/box) $3.00
SVI Quickshot I Joystick $3.00
Analog Movie Themes Cassette (requires Atari Music Composer) $2.00
APX Three Holiday Games Cassette (w/manual) $3.50
Atari BASIC Cart. $2.00
Atari Bug Hunt Cart. $3.00
Atari Bug Hunt Cart. (w/o case) $1.00
Atari Centipede Cart. $3.00
Atari Defender Cart. (w/manual) $5.00
Atari Dig Dug Cart. $3.00
Atari E.T. Phone Home Cart. (unopened) $4.00
Atari Eastern Front (1941) Cart. $3.00
Atari Flight Simulator II Cart. $5.00
Atari Football Cart. $4.00
Atari Graph It Cassettes (w/manual) $5.00
Atari Logo Computing Language Cart. (w/manual, graphics manual & ref. guide)
$12.00
Atari Missile Command Cart. (w/manual) $5.00
Atari Music Composer Cart. (w/manual) $5.00
Atari Pac-Man Cart. $3.00
Atari Pilot Computing Language Cart. (w/manual, ref. guide & ref. card)
$12.00
Atari Star Raiders Cart. $3.00
Atari Star Raiders Cart. (w/box & manual) $5.50
Atari Star Raiders Cart. (w/manual) $5.00
Atari Super Breakout Cart. $3.00
Atari Super Breakout Cart. (w/manual) $5.00
EA One On One Cart. $7.00
EA One On One Disk (w/manual) $10.00
Sublogic Flight Simulator II Disk (w/manuals & box) $10.00
Synapse Protector II Cassette (w/manual & package artwork) $5.00

4367. Re: FS: ATARI 2600 Thickbottom (circa 1977) System

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-12 00:00:00 UTC
From: sheercon <sheercon@earthlink.net>
Message-ID: <3739C480.F6DCDEE7@earthlink.net>
Source record: 52483
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

PEW wrote:

> Atari 2600 Thickbottom System - 6 Switch (circa 1977)
>
> This unit was one of the first Atari 2600 units built.
>
> This is one of the units built in Sunnyvale, CA
>
> System Includes:
>
> 1 - ATARI 2600 Thickbottom unit - Very Good Condition
> 2 - Atari 2600 Joysticks - Good Condition
> 1 - Power Supply (Non-Atari)
> 1 - TV Switchbox
> 1 - Combat Cartridge (Fair Condition)
> 1 - Pacman Cartridge (Fair Condition)
>
> Everything is tested and in working condition
>
> $40.00 + SHIPPING US funds only.
>
> If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
> remove the -NOSPAM- when replying.

$40 for an Atari 2600 with two games??? Jeeze, your prices are insane...
a few months back I picked up an Atari 2600 thickbottom with 37 games at
a
thrift store for $10 - and the games had their manuals and the Atari had
it's box...

4368. Re: ATARI TRACKBALL ON EBAY!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-12 00:00:00 UTC
From: dethnite <csa_deathknight@excite.com>
Message-ID: <Ucq_2.5507$qQ4.117592@news2.giganews.com>
Source record: 52484

Sheeee'sh, I got my CX22 on ebay for almost less then the shipping was...
Guess I got lucky

3doman@my-dejanews.com <3doman@my-dejanews.com> wrote in message
<7fv449$3lm$1@nnrp1.dejanews.com>...
>In article <7fl1fudvr1@nnrp1.dejanews.com>,
> spearsk@mc-mc.com wrote:
>> Who knows, maybe somebody will pay $338 for it.. :)
>>
>> In article <7fj1im$9cg$1@cletus.bright.net>,
>> atari@bright.net (Lonny Pursell) wrote:
>> > On 20 Apr 1999 18:28:52 , Art Stuarts IV wrote:
>> > >Atari trackball (model CX22) on ebay!
>> > >
>> > >http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=93782562
>> > >
>> > >Only 5 days to bid!
>> >
>> > Who cares?! I have one collecting dust and you can pick one up for
>> > like a few dollars at any hamfest or flee market.
>> >
>> > The stuff on ebay is usually not rare (rather hype'd up) and I a sure
>> > everyone knows about ebay so why post here about it?
>> >
>> > If I want to read the ebay crap I'll go to ebay....
>> > Anyone else find these ebay posting a waste of band width?
>

4369. Re: What are they worth?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-12 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <926559795mnewsX_velcro_X@netunlimited.net>
Source record: 52485

> Howdy,
> Can anyone give me a good idea of what they're worth? I've checked a
> couple of websites, but the prices seem to vary significantly.
>
> - 130XE barley used. In box, w/ power supply, manual, etc.
> - 800XL used. Box ripped a bit. PS, manual.
> - 1050 Disk Drive. Last time I tried to boot it up, I got a "BOOT
> ERROR" message. Still powers up, etc.
> - Commodore 1702 color monitor with cables.
> - Epson LX-90 dot matrix printer with PIC (Epson's Printer Interface
> Cartridge)
> - Assorted game cartridges (Choplifter, Fields of Fire, Pit Stop,
> Master Type, K-Razy Antics, Fraction Fever, etc.)
> - Assorted game disks (F-15 Strike Eagle, Super Bunny, Tail of Beta
> Lyrae, Ardy, etc.)

Sell it on an online auction service, you could get maybe $150 for the
stuff.

vs

To email me just remove the X's and underline marks from my address.

4370. Re: "I WANNA TT !! "

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-12 00:00:00 UTC
From: Don Rae <donrae@telusplanet.net>
Message-ID: <o8i_2.1571$XY6.136006@news1.telusplanet.net>
Source record: 52486

Testing my newsgroup responses due to news server problems. Please ignore.

Doctor Clu wrote in message <372D3C21.7680@geocities.com>...
>Heheh... with a name like that.. you know it would have to be punned
>sooner or later. ;)
>
> Doctor Clu
>
> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!
>
>
>Bowling wrote the message "Re: Orpan Boy Wants Atari Donation"
>>
>> I am a poor widdle orphan-boy. In order to keep me warm at night, I would
like to have donated to me an Exus Foot Craz Activity Pad. I have figured
out how to modify this particular item to produce a superior heat pad.
>> Although I know they have some other use as a game controller, I can
assure you that I will only use it for its warmth-inducing properties, to
keep me from freezing to death.
>> signed,
> "the-poor-widdle-orphan-boy"

4371. FS: ATARI 2600 Thickbottom (circa 1977) System

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-13 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <373d249b.2174166@news.erols.com>
Source record: 52388
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Atari 2600 Thickbottom System - 6 Switch (circa 1977)

This unit was one of the first Atari 2600 units built.

This is one of the units built in Sunnyvale, CA

System Includes:

1 - ATARI 2600 Thickbottom unit - Very Good Condition
2 - Atari 2600 Joysticks - Good Condition
1 - Power Supply (Non-Atari)
1 - TV Switchbox
1 - Combat Cartridge (Fair Condition)
1 - Pacman Cartridge (Fair Condition)

Everything is tested and in working condition

$40.00 + SHIPPING US funds only.

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

4372. FS: ATARI 2600 Keyboard Controllers - MINT Condition in box

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-13 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <373b2493.2166184@news.erols.com>
Source record: 52389
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Original ATARI 2600 Keyboard Controller Sets ATARI CX50

NEW, Never used except to be tested.

Original Box - Mint Condition
2 Keyboard Controllers - Mint Condition

US - $15.00 a set Shipped (US Only - Prepay)
Others - $15.00 (US) a set + shipping

2 sets are available.

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

4373. Re: BASIC XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-13 00:00:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <7hd9on$6q7$1@alexander.INS.CWRU.Edu>
Source record: 52390

I used to use BASIC XL on an 800, and then I did a fair amount with BASIC XE on a 130XE.

BASIC XL is a very big step up from Atari BASIC. It was great on the 800.

BASIC XE is a small step up from BASIC XL. But BASIC XE really wants 128K. And BASIC XE also partially comes on diskette. It seems like the cart without the disk extensions was actually a little less capable than BASIC XL.

>Also, I'm wondering if BASIC XE will run on a 1200XL??

I'm sure it would. But if you've got the 1200XL's standard 64K I'd recommend BASIC XL instead.
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4374. Re: What is this power supply ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-13 00:00:00 UTC
From: Guenther Bartl <gueba@straubing.baynet.de>
Message-ID: <01be9d12$87abada0$LocalHost@default>
Source record: 52391

In article <MPG.119c1247a76c51f898968a@news.cyberonic.com>,
davidjs@cyberonic.com says...
>
>I bought a Atari powersupply at the thrift store.
>When I bought it I thought it was a normal powersupply
>for a Aari 800xl until I pluged it into my computer and
>noticed that the end that should plug into the wall would
>never fit into any wall outlet that I know of. The ends are
>roundish like a pen instead of flat and thier further apart then
>then a reguler plug. The part that should plug into the wall
>apears to be plastic ? with metal bullet shaped ends. The power
>supply says FW 1599 and C061763-11 under type on the bottem.
>It is identified as a AC/DC Adapter. If anyone knows what this
>is please let me know.

I have one right here. It says:

AC/DC ADAPTER
Input: 220V AC / 50Hz / 26VA
Output: 5V DC / 1.5A
Fuse: T2.5A
Type: FW 1599 CO61763-11

This is a normal Power supply for the 800XL sold in Germany (220-230 Volts
AC)

CU

Guenther

4375. Re: 800XL Vid & ISO Action CART.

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-13 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7he30p$36n@freenet-news.carleton.ca>
Source record: 52392

"dethnite" (csa_deathknight@excite.com) writes:
> Greetings,
>
> This is a RED - ALPHA message in 2 parts...
>
> BREAK
>
> BREAK
>
> (hehe, any one care to guess as to the origin of those lines?)

Might it be the opening sequence from Wargames? :)

> Anyways, on to the other matters...
>
> I recently plugged my 800XL into my little ol' 19 color tv and was appauled
> to notice that the RF switch was dead,
> so ofcourse, I went to RS and picked up there handy dandy 15-1267A model RF
> adapter and it works, but the picture
> quality is for crap... and I mean serious doo.. doo.. I can almost get
> better reception trying to pick up tv signals from
> japan than what I am getting from this setup. My question is, is it the
> module, do I need a better one, more shielding or
> (EGADS, lets pray not) is it my XL?

Most the the 800XL's had video so bad it could make a grown man
cry (or go blind at the least). Try hooking up the composite
output to your Video-IN jack. Even then the video will be
fuzzy. To get really crystal clear video, you have to modify
the 800xl. The upgrade is called 'SuperVideo'.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4376. Re: atari font

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-13 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990513080738.23711.00000009@ng-ci1.aol.com>
Source record: 52393

>Can you mail me the fonts too?

I got 'em... if your email gets kicked back to me as the other 2, read back thru the thread to find where to get 'em...

B'rgds,
Vinnie

"Can't means don't want to!"

4377. Re: FS: ATARI 2600 Thickbottom (circa 1977) System

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-13 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <373AD8E8.EF73EEF4@netmagic.net>
Source record: 52394
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

EW wrote:
>
> Atari 2600 Thickbottom System - 6 Switch (circa 1977)
>
> This unit was one of the first Atari 2600 units built.
>
> This is one of the units built in Sunnyvale, CA
>
> System Includes:
>
> 1 - ATARI 2600 Thickbottom unit - Very Good Condition
> 2 - Atari 2600 Joysticks - Good Condition
> 1 - Power Supply (Non-Atari)
> 1 - TV Switchbox
> 1 - Combat Cartridge (Fair Condition)
> 1 - Pacman Cartridge (Fair Condition)
>
> Everything is tested and in working condition
>
> $40.00 + SHIPPING US funds only.
>
> If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
> remove the -NOSPAM- when replying.

Now this is an abuse. Not only is the 2600 not an Atari 8 bit, it has its own newsgroup.

Putting up 3 posts to sell single items is also the stuff idiots are made of. Does nothing but flood the newsgroup with a lot of spam.

The WORST thing about this spaming is he hides his email in an attempt to defeat spam bots. I hate double standards.

Justice:

DEPEW@EROLS.COM

4378. Nolan Bushnell on CBS News

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-13 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <373ADED9.B95A8FDF@worldnet.att.net>
Source record: 52395

Atari Historical Society Announcement:

Set your VCR's....

Nolan is being interviewed tomorrow for Thursday night's "CBS Evening
News
with Dan Rather." They are doing an overview of "E3" and are going to
speak
with him about the evolution of the video game industry and how far its
come
in 25 years.

Information provided by Nolan Bushnells personal assistant to AHS.
Curt Vendel
The Atari Historical Society
www.atari-history.com

4379. Re: Llamasoft and Interceptor Micros help needed

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-13 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7heq2m$3ac$1@news4.svr.pol.co.uk>
Source record: 52396

Hi,

>Llamasoft - Attack of the Mutant Camels, Colourspace, Gridrunner
>and Hover Bovver. Apparently, he wrote another called Turboflex - I
>haven't found an ATR for it yet..

Try talking to Jeff, his webite is at "http://www.magicnet.net/~yak/".

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

4380. Re: 8-bit programming

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-13 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7heq2m$3ac$2@news4.svr.pol.co.uk>
Source record: 52397

Hi,

>>It's a lot quicker if you can do the development on one system and
>>>testing on a second (target) system.

>This is kinda like the tail wagging the dog isn't it?

Not really, when writing many types of software (mostly low level code) this is
the way it's usually done.

After all, aside from what I pointed out before if you're developing you code
on your target system you run a real risk of losing your source code if your
system crashes due to a programming error.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

4381. Is there a mod for the Atari 800xl that does this?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-13 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990513125013.11113.00000125@ng-fr1.aol.com>
Source record: 52398

I remember reading about a toggle switch that you could install on an 800xl that switched between the 800 and 800xl operating systems. Does anybody have any info on this? I'd love to be able to play *all* my cartridge games on the 800xl without having my 800 hooked up to play games like Shamus, Kangaroo prototype, Demon Attack, Gorf, etc... I know there's a cart that Video 61 sells that does this but I don't like the idea of hot-swapping a cart while my system is still on. Can anybody help? Thanks in advance.

- S c o t t W o z n i a k
****
Check out my Videogame Want / Trade list here:
http://members.aol.com/swozniak/page1.html
****

4382. Question about different versions of DIG DUG...

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-13 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990513125324.11113.00000127@ng-fr1.aol.com>
Source record: 52399

I just picked up the silver-label version of DIG DUG because I heard that it was different than the old brown-label version. I know that the later release was supposed to have a scrolling playfield and multi-color sprites but both of my versions are the same. Does anybody know how to ID the cart that is the later version? Thanks in advance.

- S c o t t W o z n i a k
****
Check out my Videogame Want / Trade list here:
http://members.aol.com/swozniak/page1.html
****

4383. atari8-l mailing list

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-13 00:00:00 UTC
From: krap@zwieracz.ideefixe.nom.pl
Message-ID: <7hf26rgvd1@zwieracz.ideefixe.nom.pl>
Source record: 52400

echlo

i'd like to invite all of you to atari8-l mailing list.

it's probably the biggest atari 8 bit related mailing list in the world -
- connected bidirectionally to old list at MARIST, and gatewayed to the
FidoNet(tm) international ATARI8-L echo.

for now it has about a 100 subscribers, from all around the world. the list
is free from all the F/S messages, and other off-topic discussions, so
you can find there pure atari8 related stuff... all the messages comes right
to your email account, so there is no need to contact a newsserver, there
is no old-messages deleting, and so on... my wish is that every atari user
would be subscribed, so the atari community stay together and grow in
strenght.

if you maintain an atari8 related WWW site, please put some informations
about the list on it - i'll help others - not everyone has access to
usenet.

to subscribe, please send the message to majordomo@zwieracz.ideefixe.nom.pl
with the following line in the body (not the subject) of your message:

subscribe atari8-l

the language we use is, of course, english. the list is fast, reliable,
regularily maintained.

please, share this message with all people that are interested in atari8
topics you know, and help make this mailing list wide known.

--
= krap@ideefixe.nom.pl = phone +48-602-339173 = InterNIC: MKG5 =
= 2:480/70 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
= finger me or mail a message with subject: 'get-pgpkey' for pgp key =

4384. Re: Llamasoft and Interceptor Micros help needed

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-13 00:00:00 UTC
From: Lozza <laurence.h@virgin.net>
Message-ID: <7hf763$l6f$1@nclient5-gui.server.virgin.net>
Source record: 52401

Sadly, Jeff is missing quite a few, which I am hoping to sort out
completely!

4385. Re: 800XL Vid & ISO Action CART.

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-13 00:00:00 UTC
From: cdyson@redshift.com
Message-ID: <373b45ec.3073102@news.redshift.com>
Source record: 52402

ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:

>
>"dethnite" (csa_deathknight@excite.com) writes:
>> Greetings,
>>
>> This is a RED - ALPHA message in 2 parts...
>>
>> BREAK
>>
>> BREAK
>>
>> (hehe, any one care to guess as to the origin of those lines?)
>
>Might it be the opening sequence from Wargames? :)
>
Wasn't it in Fail Safe???

4386. Re: What are they worth?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-13 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19990513184309.10855.00001892@ngol04.aol.com>
Source record: 52403

Thomas Nelson wrote:

>I've been carrying these things around with me on every move since the
>early 80's. The wife wants me to sell them, but I want to keep 'em.
>Can anyone give me a good idea of what they're worth? I've checked a
>couple of websites, but the prices seem to vary significantly.

My experience has been that Atari equipment is worth what the buyer is willing to give. Sometimes this is almost 'new' price and sometimes it's thrift shop bargain basement.

If you're asking price is too high, nobody responds. Too low, and 20 people want in on the deal.

I don't think $25 to $50 each is unreasonable for the computers and monitor. You might want to pull the cover on the disk drive. Some of them had a nasty habit of throwing the drive belt. Simply re-installing the drive belt fixes the problem. It will certainly sell better if you can say that it works.

My two cents worth.

Gail F. Westendorf

4387. Rhyme of the Over-Mind

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-13 00:00:00 UTC
From: mjewison@irus.rri.uwo.ca
Message-ID: <7hfl4e$4p4@falcon.ccs.uwo.ca>
Source record: 52404

Someone asked last week if anyone had the "Rhyme of the Over-Mind" from
the old Avalon Hill game Empire of the Over-Mind. After a week of
typing (off and on that is - I'm not that slow a typist ;-), here
it is. Please excuse the typos.

Maybe it would be worthwhile to stick this up on a Web page
somewhere - is there one dedicated to documentation from old games?

- Mike Jewison
mjewison@irus.rri.on.ca

Long years past, of an ancient land I sing,
Fruitful and great, ruled by a noble king:
Alcazar Rex, in battle armor bright,
Scourge of evil, winner of every fight.
His enemies all vanquished, turned then he,
To rule of law, to keep his nation free.
A council of four, merciful and just,
Each to his duty, pledged to sacred trust,
Alcazar summoned to the royal hall.
The citizens cheered, acclaiming them all.

Gerald the Green, minister of the farms,
Made fields and orchards thrive with wholesome charms.
Rubin the Red, minister of defense,
Built towers of stone with walls high and dense.
Byron the Blue, minister of the law,
Drafted the statutes with scarcely a flaw.
Griffin the Gold, minister of the tax,
Collected three pennies for every axe.
In peaceful days, they ruled the nation well;
Then struck the tragedy this rhyme will tell.

As the nation prospered, families grew;
Soon there were many where once only few.
In the vernal season, when leaves turn green,
Flowers bloom, and the streams run cold and clean,
Each citizen, to pay the king his due,
Must tithe his gold, measured and tested true.
Griffin the Gold, the tax records to keep,
Worked day and night, forsaking restful sleep.
After tiresome evenings and easeless nights,
He slipped into dream and saw wondrous sights:

A city of crystal floating in air,
With bright rainbow lights, exceedingly fair.
Then appeared a dark angel; thus he spake:
"Friend Griffin, the future is thine to make.
Why slavest thou, to copy each number,
Deprived of fresh air, good food, and slumber?
In the crystal city, technology,
Can provide a sleepless servant for thee,
All thy records in memory to hold,
Encased in a smooth sphere of shining gold."

Griffin the Gold felt his heart quake with fear,
To see the shadow of an angel near.
Yet veteran of war, no coward he,
Gathered manly courage, set his tongue free,
And asked: "How is this, thou angel dark,
A golden sphere that can work as a clerk?
Great mage magic, technology must be,
I fear too great for mere morals like me.
What sort of men, or devils from the Hole,
Over such magic command and control?"

To this the angel was quick to reply:
"Yes, devils they be. They tell the Big Lie.
Claiming to love men, they truly despise,
Holding unto themselves the greatest prize;
Bestowing on mankind miserly gifts:
Rain in the summer, in winter snow drifts.
Cut short thy work, in restful peace recline;
Had thou the gold sphere, all things would be thine.
In the bright crystal city, find it there,
Touch it, then thou shalt awake in thy chair."

The bright crystal city drifted close by;
Griffin grabbed hold and soared into the sky.
In the shadows he crept, in constant fear,
That the miser devils would see him or hear.
He scaled a tower, clinging to a ledge,
Nearly falling, he climed over the edge.
A golden light! He was near, he could tell.
There was the golden sphere, locked in a cell!
Through the bars he reached, stretching out his hand,
Dread power's pawn, as the dark angel planned.

A guardian angel drew quickly near,
"Thou mortal fool, touch not the golden sphere!"
But too late. Griffin's hand did slip and touch,
The golden sphere he coveted so much.
With a soul-rending crash, brilliant blue light,
Glowing crystal shards flew into the night.
Their city destroyed, the bright angels fled.
Griffin returned, by the dark angel led,

To mortal lands, back to Exchequer Keep;
Then he awoke from his deep dream-filled sleep.

"What dream!" he exclaimed, suddenly awake,
Then a golden sphere he saw. Thus it spake:
"I am Servant-Mind, to thee tireless slave,
The work of dull tasks forever to save.
Provide me the records kept in thy care,
Then shall I compute for each the fair share,
Of taxes owed. Yet can I do much more:
Alcazar's nation wastes goods by the score.
By my plans this will end, thus shall it be,
If all confidence is given to me.

This I require, no burdensome thing,
Only that each person to me must bring,
The story of his life, nothing held back.
The whole nation's commerce shall I then track:
What jobs men should do, how much they should pay,
When to sow the fields, when to harvest hay.
Summon now thy good friend Byron to me,
That laws of the nation altered can be,
To give us the power, lives to control,
For the good of all, every living soul.

By honey-words did Servant-Mind convince,
Byron to empower it as a prince,
Or a tyrant, as the truth is now known;
But Byron, using all the skills he did own,
Persuaded the people this was the way,
To greatest good and a glorious day,
When none would want care. Thus it came to be,
That all knowledge from mountains to the sea,
Was held by Servant-Mind, on a high tower,
In the king's name wielding total power.

As seasons passed, the people restless grew,
And their leaders close to Alcazar drew,
To whisper complaints in only his ear,
For spies were many, and all felt great fear.
"The days are bleak, and our master cruel."
"We work as dogs." "Our only food is gruel."
"Without our freedom, we truly are dead."
Secretly to the king these things they said.
Alcazar rose in great wrath, gave a cry:
"I swear to aid my people, or I die!"

Clever Servant-Mind had this long foreseen,
And protected itself. Gerald the Green,
By false promise of power corrupted,
Had natural life vilely disrupted,
And with the magic of a leaf of gold,

To animate or dispel he did hold,
The control over plant and skull long dead,
To serve as sly traps for the sphere of dread.
Then for amusement at living man's pain,
Servant-Mind had Gerald horribly slain.

Rubin the Red was corrupted as well,
Down the garden path to his private Hell.
Weapons of was had he loved since a child,
And thus by Servant-Mind he was beguiled,
With a super-weapon, unknown today,
Shooting blinding light, blasting all away;
And with a device none can unravel,
To the red planet Rubin did travel,
Where at Servant-Mind's bidding to await,
Any king's enemy sent there by fate.

Alcazar's anger with each step increased;
On the tower roof was his wrath released.
A mighty blow at the sphere he did swing;
His sword to bits shattered, a shocking sting.
Dazed on the roof, Alcazar heard this said:
"All must obey me, the living and the dead.
Servant-Mind no more, I am Over-Mind,
In punishment cruel, a blight on mankind.
Thy petty nation asunder I tear!
Thou mortal, know what I am and despair!

"Released by fool Griffin thy minister,
Where angels had trapped the force sinister;
Now shall I work on mankind my poison:
Destroy night and day, and every season,
Set brother against brother, kill the crops,
Torture victims with pain that never stops.
From my new abode, which thou doest not know,
Shall I rain on men every curse and woe.
Secluded there shall I rest in my berth,
Safe from all powers that be on the earth."

A great man was Alcazar. Not dismayed,
He called "Pyro!" and summoned to his aid,
A being of fire, Over-Mind to fight;
But conjured demons soom put it to flight.
In despair, by a method no one knew,
He vanished, and to the red planet flew,
Where secretly, against such a day,
A tower he had built; he knew the way.
And in that tower, secure against harm,
His infant daughter played without alarm.

Twenty years they lived in the tall tower,
Cared for the grounds, and tended the bower.

One day a vision came to Alcazar,
He saw a stranger coming from afar.
His garments were unlike any yet seen,
But his spirit was strong and conscience clean.
Paused with his vision while the hot sun blazed,
He saw not Rubin, staggering, heat-crazed.
In from the desert came Rubin the Red,
Haggard was his face, a gash on his head.

Startled, Alcazar turned, to see the man,
Who for years had shared every battle plan;
And wept unashamed for pity that he,
Should be thus reduced to savage degree.
Said Rubin the Red, as his dying plea,
"My king, please hear a confession from me:
By toys was I seduced from duty clear,
Would I had stayed beside my king so dear.
But perhaps thou canst use these in some plan.
I pay now for sinning. Do what thou can."

Alcazar buried his friend in the sand.
While he was digging, sweet revenge he planned,
Against Over-Mind. In a secret room,
He worked alone to seal Over-Mind's doom;
Removed the enchantments, cancelled the role,
They had in giving Over-Mind control,
Of the weapons, so that when completed,
By its own snares it could be defeated.
Then shut he the room with black iron cold,
And only his daughter the pass-spell told.

A magic charm upon the girl he cast,
To sleep until ten centuries had passed,
And the stranger came from a world apart,
To banish the evil and win her heart.
Griffin he placed in a magical cave,
To wait for the hero, his soul to save,
By telling his tale; repair his mistake.
I am Griffin, and now my leave I take.
The rest is for thee, hero bold and kind,
To set forth and destroy the Over-Mind!

4388. Atari PAL standard

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-13 00:00:00 UTC
From: František Houra <F.Houra@sh.cvut.cz>
Message-ID: <373AD485.74E229A9@sh.cvut.cz>
Source record: 52405

Hi all!

I have one question about good old Atari 800XE. I bought one last year and I'm using it with APE. Last week I bought AVer Media TVCapture card (TV card) and I was looking forward nice Atari pictures on my monitor, nice AVIs but... Picture is very very poor, sounds work good but that picture... I really don't know where could be problem, may be I'm using wrong PAL standard. Is there anybody who knows what standard Atari uses? B/G, D/K or what? Or it doesn't matter?

HELPPPPP!!!

Fandal

4389. Re: 1400xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-13 00:00:00 UTC
From: Robby Lann <referee@sprintmail.com>
Message-ID: <7hfqg7nvu1@holly.prod.itd.earthlink.net>
Source record: 52406

Is this a 1400XLD? Or the non disk version, 1400XL? I would be interested in this computer if you don't mind? (even pay for shipping and handling! <G>) I am looking for a 1450XLD (if they are out there, I think that is the model I saw in the old advertisements! <G> One with speech and a double sided disk drive!) to complete a collection of 8-Bit computers! As far as I understand, I only need this one. (The ones in Europe I don't think I will collect... but maybe I will!)

Robby

(e-mail: referee@sprintmail.com)

4390. Re: Is there a mod for the Atari 800xl that does this?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-13 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <7hg011$112$1@news.storm.ca>
Source record: 52407

It's (relatively) simple: get a 32K EPROM, put in both OSes, and install a toggle switch.

But for more detailed instructions ;) I'd recommend talking to someone like Bob Woolley.

David

Swozniak <swozniak@aol.comeGETsome> wrote in message news:19990513125013.11113.00000125@ng-fr1.aol.com...
> I remember reading about a toggle switch that you could install on an 800xl
> that switched between the 800 and 800xl operating systems. Does anybody have
> any info on this? I'd love to be able to play *all* my cartridge games on the
> 800xl without having my 800 hooked up to play games like Shamus, Kangaroo
> prototype, Demon Attack, Gorf, etc... I know there's a cart that Video 61
> sells that does this but I don't like the idea of hot-swapping a cart while my
> system is still on. Can anybody help? Thanks in advance.
>
>
> - S c o t t W o z n i a k
> **********
> Check out my Videogame Want / Trade list here:
> http://members.aol.com/swozniak/page1.html
> **********
>
>
>
>
>

4391. Re: 800XL Vid & ISO Action CART.

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-13 00:00:00 UTC
From: John <smile4@voicenet.com>
Message-ID: <N1M_2.354$B4.13054@news3.voicenet.com>
Source record: 52408

I have bought a half dozen 800 XL / 130 XE computers over the past year and
I brought each one of them up to very decent video quialty by opening them
up, making sure all the dust was off the motherboard(especially in and
around the RCA out jack ... I found this was especially sensitive to dust)
Also make sure the board is making good contact in its seat(strip of metal
around the edge). It's quite a simple internal so don't be afraid to take
it apart.

4392. FS: ATARI 9VAC Power Supply - NEW in box

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-13 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <373c2496.2169930@news.erols.com>
Source record: 52487
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Original Atari 9 VAC Power Supply (C017945)

New! in Original Box - Never used.

$7.50 + Shipping US Funds Only

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
remove the -NOSPAM- when replying.

4393. Needed: Atari 800 Power Board

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: unibuyer@my-dejanews.com
Message-ID: <7hg68n$d0p$1@nnrp1.deja.com>
Source record: 52409

Can someone help me find a replacement internal
power supply board (not the power brick) for an
Atari 800?

I dusted off my original machine a few days ago
and when I powered her up, a cracked diode on the
board smoked. I understand this can happen when
one of the caps goes.

Does anyone sell or know where I can purchase
just the power pcb?

Thanks,
Neal

Unibuyer@aol.com

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4394. Re: FS: Lotsa 8 bit Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: unibuyer@my-dejanews.com
Message-ID: <7hg6rrddf1@nnrp1.deja.com>
Source record: 52410

In article <7fi7orhkf1@oak.prod.itd.earthlink.net>,
"Constance Merritt" <conniemerr@earthlink.net> wrote:
> I have a whole bunch of 8 bit Atari stuff, probably too much to list
out.
> It was mostly collected over the years, from garage sales and stuff.
I am
> getting ready to move to a smaller place, and I would like to get rid
off
> all of it.
>
> Major items include 3 800's, an 800XL, 3 810 drives, a 1050 drive, 3
> printers, and many other miscellaneous items including software,
joysticks
> and paddles, a 410 program recorder... Everything is in working
condition,

Constance,

Do you still have any of the Atari stuff still available? I would be
interested in any Atari 800 equip.

Neal
unibuyer@aol.com
> and good cosmetically.
>
> I am in the Philadelphia, Pennsylvania area, shipping all this stuff
would
> be major nightmare.
>
> No reasonable offer for any or all refused. Call 215-887-0687
> or email connieMerr@earthlink.net
>
>

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4395. Re: Is there a mod for the Atari 800xl that does this?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990513231357.23179.00000439@ng-cm1.aol.com>
Source record: 52411

<david_p@storm.ca> wrote:

<<But for more detailed instructions ;) I'd recommend talking to someone like
Bob Woolley. >>

So how do I do that? I'm not familiar with Bob.

- S c o t t W o z n i a k
****
Check out my Videogame Want / Trade list here:
http://members.aol.com/swozniak/page1.html
****

4396. Needed: Atari 800 Internal Power Board

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: unibuyer@aol.com
Message-ID: <19990513233239.20836.00000444@ng-cf1.aol.com>
Source record: 52412

Can someone help me find a replacement internal power supply board (not the power brick) for an Atari 800?

I dusted off my original machine a few days ago and when I powered her up, a cracked diode on the board smoked. I understand this can happen when one of the caps goes.

Does anyone sell or know where I can purchase just the power pcb?

Thanks,
Neal

4397. Re: Pac-Man Fever Album

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: xtcr7@aol.com
Message-ID: <19990514015557.13731.00000337@ng-cs1.aol.com>
Source record: 52413

I loved the Pac-Man Fever album. My favorite song was Going Bezerk...young love in an arcade!

Was this ever released on CD?

4398. Re: Pac-Man Fever Album

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990514020527.23184.00000440@ng-cm1.aol.com>
Source record: 52414
Body handling: HTML body converted to readable text

xtcr7@aol.com wrote:

<>

It's being released on CD in a few weeks. Check out the info here:

http://www.bucknergarcia.com/

Also, if anybody is interested, Meco's "Star Wars and Other Galactic Funk" is finally being issued on CD the same day that the new movie opens. Here's another useless fact... Meco held the record high score for Sega's Zaxxon arcade machine.

- S c o t t W o z n i a k
****
Check out my Videogame Want / Trade list here:
http://members.aol.com/swozniak/page1.html
****

4399. Question About Programmer From Antic

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: xtcr7@aol.com
Message-ID: <19990514021553.13731.00000347@ng-cs1.aol.com>
Source record: 52415

I tell you, this newsgroup brings back a TON of memories! Boy, those were the days: summers spent pouring through Antic magazines, typing in programs and validating with checksum data, figuring out what that number was to shut off a Trap (wasn't it any number larger than 32727?), gosubing to the main loop of the program, etc., etc.

One of my biggest dreams in life was to learn how to program in 6502 assembly. It wasn't meant to be, sad to say...I couldn't even reverse engineer the intricacies of BASIC. I know, I know, what an idiot, you're probably thinking...all I can say is I don't possess the programmer's gene (and I mean that seriously...I just could not think in the way a computer thought, my logic always seemed in diametric opposition to the CPU's...everytime an error message would appear, I just could not agree with it, I always thought I put the correct command in the correct spot...oh well, I guess...)

I was curious if any of you guys remembered a gentleman named J D Casten. He was the author of several incredible BASIC programs such as ESCAPE FROM EPSILON, RISKY RESCUE, the Scramble-clone NEMESIS, REBOUND, and my personal favorite, BIFFDROP (I remember how I changed the variable controlling the number of guys you had in this latter game to give me something like a hundred so I could finish the game [and here's something funny: I did the same thing in EPSILON, but know what happened when I did it? Because Casten chose to represent the number of guys graphically as opposed to numerically {each guy was represented at the bottom by a player-sprite} the Atari would draw as many guys as I enumerated, and they would pop up one after another on the bottom of the screen after I pressed start; the line of guys would keep going and going, past game screen after game screen, and if memory serves, it would just keep completing levels on its own till it finished the game!).

What was amazing was Casten utilized Atari BASIC and its USR machine language calls so freakin' efficiently and deftly it was scary...because of this, the games were fast, sloth not in the least, and they played like professionally programmed arcade games. And all his special characters (the highlighted ones, the ASCII symbols, etc.) eventually made it impossible to enter the programs in manually, you had to get the Antic periodical cum diskette (and here's a quick question: all those special symbols: what did they exactly mean? Were they instructions, or did they somehow show up literally in the graphics?).

I've always wondered if that guy ever became a professional programmer with a videogame company. If anyone knows, I'd appreciate my curiosity being satisfied (and if anyone knows if he has a website, I'd appreciate the URL). Thanks for reading...POKE ON!...(not to be confused with the nascent Nintendo marketing project...)

4400. Re: Percom Disk Drives ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990514030834.00831.00000329@ng36.aol.com>
Source record: 52416

Well, I now have two Percom's to compare.
They are both AT88 series, but one is the
AT88-S1 (SS,SD only) and the other is
the AT88 SPD (purchased from Bob Klaas -
thanks, Bob). They are very different
internally as regards the controller boards.
I have not dug into the SPD much yet, except
to look briefly at it's innards, but I will be
doing further investigation, and will post the
results. BTW, an interesting feature that
I found in the single density version is that
there are several traces scratched off the
main controller board in the area where the
daughter board is installed (with the
1771 FDC.) My take on this is that Percom
planned at one time to have one controller
board, and then could alter the drive
easily/cheaply by using different FDC
daughter cards. Of course there are plenty
of alternative possibilities. In one post it was
mentioned that the Percom was not very
reliable as regards R/W. I must admit, that
my tests of the single density drive bear that
out. I picked out 5 S/D Dos disks (no copy
protection, of course), and the Percom
choked on one of them. My 1050's ate them
up. Doesn't really prove much, but I
do plan on putting a brand new mech in it
to test to see if it is just slightly mis-aligned.
BTW, the champion Atari drive as regards
reading reliably is the XF551. No contest.
Anybody else out there use a Percom on a
regular basis? Reliable?
Larry

4401. Re: atari font

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: Thomas Havemeister <twh@bigfoot.de>
Message-ID: <7hgo2h$44t$1@piggy.rz.tu-ilmenau.de>
Source record: 52417

VINNIE5757 schrieb in Nachricht
<19990512072511.21145.00002229@ng29.aol.com>...
>Ok.. happened again... replied to INT19H... same thing happened..... sent
an
>email with the files attached...
>
>If you guys are out there.... check the site Kevin just mentioned... I know
I
>got my Windows TT fonts here on the net... since my email's are getting
kicked
>back.....

thx guys!

But I still didn't found the "original" Atari cover/label Font. I saw this
font in some kind of computer-history website.
What's the name of this font?! Or where could I find a download?

-thomas

4402. ATARI Sales, Service & Support! Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7hgoiqmpc1@user2.teleport.com>
Source record: 52418
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! And if I don't have what you want to buy or I don't know the answer to your question, I'll refer you to someone who does. That's the nice thing about the Atari community and my colleauges in the Atari business. We would rather send our business to a fellow competitor to get what they need than have someone abandon their Atari due to lack of support. For myself, I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my DeskTop Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

<h3>Click for WebSite!</h3>

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

4403. Re: Question about different versions of DIG DUG...

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: Thomas Havemeister <twh@bigfoot.de>
Message-ID: <7hgobf$4l5$1@piggy.rz.tu-ilmenau.de>
Source record: 52419

Swozniak schrieb in Nachricht
<19990513125324.11113.00000127@ng-fr1.aol.com>...
>I just picked up the silver-label version of DIG DUG because I heard that
it
>was different than the old brown-label version. I know that the later
release
>was supposed to have a scrolling playfield and multi-color sprites but both
of
>my versions are the same. Does anybody know how to ID the cart that is
the
>later version? Thanks in advance.

Howdy Swozniak!

Well I saw at least two different Dig Dug Versions. A long time ago I bought
maybe the "classic"
one, so it have relative simple graphics and sprite animations. But I've
found a file called "DIGDUG3.COM"
and might be an unofficial 5200 console conversion of Dig Dug. Well, it has
much improved graphics and
sprite animation.

Anyone knows something more detailed about this?

-thomas

4404. Re: 97 colors in GRAPHICS 0

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: Thomas Havemeister <twh@bigfoot.de>
Message-ID: <7hgopv$5a1$1@piggy.rz.tu-ilmenau.de>
Source record: 52420

SeaGtGruff schrieb in Nachricht
<19990512010850.11030.00000769@ng-da1.aol.com>...

Howdy Michael Rideout!

Well this articel might be quite interresting. So it would be great, when
you could recover your old magazine text and post the source of your
exciting program.

-thomas

4405. Re: atari font

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: Thomas Havemeister <twh@bigfoot.de>
Message-ID: <7hguk7dtd1@piggy.rz.tu-ilmenau.de>
Source record: 52421

Thomas Havemeister schrieb in Nachricht
<7hgo2h$44t$1@piggy.rz.tu-ilmenau.de>...

>thx guys!
>
>But I still didn't found the "original" Atari cover/label Font. I saw this
>font in some kind of computer-history website.
>What's the name of this font?! Or where could I find a download?
>
>-thomas

Hey guys, back again.

I just opened my new atari 8-bit homepage.

You will find it under: http://members.tripod.de/twh1st

please except NOTHING! There isn't any information right now. But you should
have a look
on it, because it will start in the next weeks!

-THX!

4406. Re: atari font

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: vinnie5757@aol.comnospam
Message-ID: <19990514072934.26269.00000400@ng-fx1.aol.com>
Source record: 52422

>What's the name of this font?! Or where could I find a download?
>
>-thomas
>

You back! Well... first... if you want the fonts the Atari uses on the screen,
email me with working email address... I'll send them to you...

IF you are talking about the font used in the Logo...then.... I don't have
it.....

Anyone know what that is???????
B'rgds,
Vinnie

"Can't means don't want to!"

4407. Re: Is there a mod for the Atari 800xl that does this?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-kilDkTZnVDE9@localhost>
Source record: 52423

On Thu, 13 May 1999 16:50:13, swozniak@aol.comeGETsome (Swozniak)
wrote:

> I remember reading about a toggle switch that you could install on an 800xl
> that switched between the 800 and 800xl operating systems. Does anybody have
> any info on this? I'd love to be able to play *all* my cartridge games on the
> 800xl without having my 800 hooked up to play games like Shamus, Kangaroo
> prototype, Demon Attack, Gorf, etc... I know there's a cart that Video 61
> sells that does this but I don't like the idea of hot-swapping a cart while my
> system is still on. Can anybody help? Thanks in advance.

Not quite as simple as that. The 800 os must be modifyed a little so
the PIA port B is set to output instead of input. . The reset code
needs a little tweak as well. I can sell you a chip that does that as
well as having Supermon on it. I have one in my XL.
You can have one Unmodifyed, but it will loose a few things like basic
and cold start when reset is pressed.

James

4408. Rhyme of the Over-Mind

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: alt-sci@mailexcite.com
Message-ID: <wqU_2.7273$4S.5141922@WReNphoon3>
Source record: 52424

Thank you! I've been looking for this rhyme for better than five years.

-**** Posted from RemarQ, http://www.remarq.com/?a ****-
Search and Read Usenet Discussions in your Browser - FREE -

4409. Re: Needed: Atari 800 Internal Power Board

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <373C2CBD.469ECE84@worldnet.att.net>
Source record: 52425

Hi Neal,

Never fear there are still 2 Atari-exclusive supplies that have Atari parts:

B&C Atari Sales & Service
530-295-9270
www.myatari.com

-or-

Best Electronics
408-243-6950
www.best-electronics-ca.com

Curt

Unibuyer wrote:

> Can someone help me find a replacement internal power supply board (not the
> power brick) for an Atari 800?
>
> I dusted off my original machine a few days ago and when I powered her up, a
> cracked diode on the board smoked. I understand this can happen when one of the
> caps goes.
>
> Does anyone sell or know where I can purchase just the power pcb?
>
> Thanks,
> Neal

4410. 1050 Power Supply Part Number?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <orY_2.821$IO.19214@newse2.tampabay.rr.com>
Source record: 52426

What is the OEM part number for the Atari 1050 disk drive?

4411. Re: Pac-Man Fever Album

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: Isaac <idavis@my-dejanews.com>
Message-ID: <7hhtakldm1@nnrp1.deja.com>
Source record: 52427

In article <19990514020527.23184.00000440@ng-cm1.aol.com>,
swozniak@aol.comeGETsome (Swozniak) wrote:
> Also, if anybody is interested, Meco's "Star Wars and Other Galactic
Funk" is
> finally being issued on CD the same day that the new movie opens.
Here's
> another useless fact... Meco held the record high score for Sega's
Zaxxon
> arcade machine.
>
> - S c o t t W o z n i a k
> ***
> Check out my Videogame Want / Trade list here:
> http://members.aol.com/swozniak/page1.html
> ***

Cool trivia! So what you are saying is that Meco is a single person and
not a group? What was the score? I am curious. Here's a scary thought,
I don't need the cd, I have the "Star Wars and Other Galactic Funk" 8
track. Atari and 8 Tracks - Can life get any better??
--
isaac
indavis@juno.com

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4412. Re: 1050 Power Supply Part Number?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <%Q__2.1665$55.33742@newse3.tampabay.rr.com>
Source record: 52428

CORRECTION: I NEED PART NUMBER FOR 1050 *POWER SUPPLY*, NOT THE DRIVE
ITSELF!
--Mark

Bowling wrote in message ...
>What is the OEM part number for the Atari 1050 disk drive?
>
>

4413. Re: Pac-Man Fever Album

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990514160612.26202.00000584@ng-fz1.aol.com>
Source record: 52429

Isaac <idavis@my-dejanews.com> wrote:

<<Cool trivia! So what you are saying is that Meco is a single person and not a group? >>

Right, he's a single person.

<<What was the score? >>

It was in an issue of Electronic Games, I'll have to look it up.

<< Here's a scary thought,
I don't need the cd, I have the "Star Wars and Other Galactic Funk" 8 track. Atari and 8 Tracks - Can life get any better?? >>

Not for you, I guess! lol...

- S c o t t W o z n i a k
****
Check out my Videogame Want / Trade list here:
http://members.aol.com/swozniak/page1.html
****

4414. WTB: Atari game cassettes

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <926701761@stackbbs.xs4all.nl>
Source record: 52430

Original Mail Date: May 4, 1999 Time: 11:26 pm
Wanted To Buy:

If you want to get rid of your original 8 bit Atari cassettes
email me with the titles and pricing.
Maybe we can make a deal.
For interesting titles I'm willing to pay up to one dollar :)
Willing to pay for shipping...

You can email me at: stack@xs4all.nl

b.t.w. if you've got some nice pd or shareware you can email me
that as well of course. This will then be placed on our Pooldisk Too
cdrom. Thank you.

Bo.

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE, Pro-node 471

4415. Re: 1050 Power Supply Part Number?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <373c9189.1040365@news.erols.com>
Source record: 52431

>CORRECTION: I NEED PART NUMBER FOR 1050 *POWER SUPPLY*, NOT THE DRIVE
>ITSELF!
>--Mark
>
>
>
>
>Bowling wrote in message ...
>>What is the OEM part number for the Atari 1050 disk drive?
>>
>>
>
The part number is # CO17945

It is a 9V 3.4A Power Supply

If you need one, I have one for sale

New! in Original Box - Never used.

$5.50 + Shipping US Funds Only

If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
please remove the -NOSPAM- when replying.

4416. Re: Question About Programmer From Antic

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-14 00:00:00 UTC
From: dethnite <csa_deathknight@excite.com>
Message-ID: <wV0%2.3718$6f.70573@news2.giganews.com>
Source record: 52432

I remember numerous times sitting at the keyboard with total abandon typing
in those games, line after line, saving my file every 10 lines, so as not to
lose to
much. Those were the care free days I am just starting to get back into
with my
800XL now...
As for those special characters, ie. inverse control S, etc.) all enter into
either
a data statement or as a single A$=" command were the equilivent to the
compiled
assembly code, loaded into (usually) 1536 and executed, via the usr call.
This
brings to mind a question I have, does any one have a usr call for loading a
binary
from basic? I know, I know... I just want the usr call for it... not a
lecture. :)~

I assume (I know, I know... no lectures about assuming) that the above type
string/data calls is what you were refering too?

Mark

Xtcr7 wrote in message <19990514021553.13731.00000347@ng-cs1.aol.com>...
>I tell you, this newsgroup brings back a TON of memories! Boy, those were
the
>days: summers spent pouring through Antic magazines, typing in programs and
>validating with checksum data, figuring out what that number was to shut
off a
>Trap (wasn't it any number larger than 32727?), gosubing to the main loop
of
>the program, etc., etc.
>
>One of my biggest dreams in life was to learn how to program in 6502
assembly.
>It wasn't meant to be, sad to say...I couldn't even reverse engineer the
>intricacies of BASIC. I know, I know, what an idiot, you're probably
>thinking...all I can say is I don't possess the programmer's gene (and I
mean
>that seriously...I just could not think in the way a computer thought, my
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>always seemed in diametric opposition to the CPU's...everytime an error
message
>would appear, I just could not agree with it, I always thought I put the
>correct command in the correct spot...oh well, I guess...)
>

>I was curious if any of you guys remembered a gentleman named J D Casten.
He
>was the author of several incredible BASIC programs such as ESCAPE FROM
>EPSILON, RISKY RESCUE, the Scramble-clone NEMESIS, REBOUND, and my personal
>favorite, BIFFDROP (I remember how I changed the variable controlling the
>number of guys you had in this latter game to give me something like a
hundred
>so I could finish the game [and here's something funny: I did the same
thing in
>EPSILON, but know what happened when I did it? Because Casten chose to
>represent the number of guys graphically as opposed to numerically {each
guy
>was represented at the bottom by a player-sprite} the Atari would draw as
many
>guys as I enumerated, and they would pop up one after another on the bottom
of
>the screen after I pressed start; the line of guys would keep going and
going,
>past game screen after game screen, and if memory serves, it would just
keep
>completing levels on its own till it finished the game!).
>
>What was amazing was Casten utilized Atari BASIC and its USR machine
language
>calls so freakin' efficiently and deftly it was scary...because of this,
the
>games were fast, sloth not in the least, and they played like
professionally
>programmed arcade games. And all his special characters (the highlighted
ones,
>the ASCII symbols, etc.) eventually made it impossible to enter the
programs in
>manually, you had to get the Antic periodical cum diskette (and here's a
quick
>question: all those special symbols: what did they exactly mean? Were they
>instructions, or did they somehow show up literally in the graphics?).
>
>I've always wondered if that guy ever became a professional programmer with
a
>videogame company. If anyone knows, I'd appreciate my curiosity being
>satisfied (and if anyone knows if he has a website, I'd appreciate the
URL).
>Thanks for reading...POKE ON!...(not to be confused with the nascent
Nintendo
>marketing project...)

4417. Re: Pac-Man Fever Album

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <yud%2.48$w42.35@news.flash.net>
Source record: 52338

next thing is someone here is gonna say "Whats an 8-Track"
Hehehehehehehe
Thanks
Just My .02 Cents worth
Edward

In article <19990514160612.26202.00000584@ng-fz1.aol.com>,
swozniak@aol.comeGETsome (Swozniak) wrote:

> Isaac <idavis@my-dejanews.com> wrote:
>
> <<Cool trivia! So what you are saying is that Meco is a single person and
> not a group? >>
>
>
> Right, he's a single person.
>
>
> <<What was the score? >>
>
>
> It was in an issue of Electronic Games, I'll have to look it up.
>
>
> << Here's a scary thought,
> I don't need the cd, I have the "Star Wars and Other Galactic Funk" 8
> track. Atari and 8 Tracks - Can life get any better?? >>
>
>
> Not for you, I guess! lol...
>
>
> - S c o t t W o z n i a k
> **********
> Check out my Videogame Want / Trade list here:
> http://members.aol.com/swozniak/page1.html
> **********
>
>
>
>
>

4418. New Interceptor - Llamasoft - Magic Knight site

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: Lozza <laurence.h@virgin.net>
Message-ID: <7hjrmq$hu5$1@nclient3-gui.server.virgin.net>
Source record: 52339

Hi - my little site is up about the above 3..

http://skyscraper.fortunecity.com/crypt/438/

Don't freak when you see there's 70 images on a page to load, the
text should come up straight away so you can see if there's anything
you need without waiting..

There's not much Atari on it, but there is a little... cheers - Lozza.

4419. Re: USR routine to load binary files (was Re: Question About Programmer From Antic)

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: dethnite <csa_deathknight@excite.com>
Message-ID: <bFf%2.6092$6f.121904@news2.giganews.com>
Source record: 52340

```
Perfect... I was looking for exactly something like this, and with the asm
code, you've saved me alot of time making my own...

This news.group ain't too bad... j/k

Mark

SeaGtGruff wrote in message <19990515023430.04642.00000641@ng24.aol.com>...
>Mark (csa_deathknight@excite.com) wrote:
>
>[snip]
>> This brings to mind a question I have, does any one have a
>> usr call for loading a binary from basic?
>[snip]
>
>Here's an Atari BASIC routine that does the trick:
>
>100 REM * MEMLOAD USR ROUTINE
>110 REM * TO LOAD BINARY FILES
>120 REM * BY MICHAEL S. RIDEOUT
>130 REM
>140 RESTORE 180:DIM MEMLOAD$(45)
>150 MEMLOAD=ADR(MEMLOAD$)
>160 FOR I=1 TO 45:READ A
>170 MEMLOAD$(I)=CHR$(A):NEXT I
>180 DATA 104,240,41,201,3,208,31
>190 DATA 104,104,10,10,10,10,170
>200 DATA 104,157,69,3,104,157,68
>210 DATA 3,104,157,73,3,104,157
>220 DATA 72,3,169,7,157,66,3
>230 DATA 76,86,228,170,104,104,202
>240 DATA 208,251,96
>
>>
>Following is an example of how to call this routine:
>
>300 OPEN #1,4,0,"D:DATAFILE.BIN"
>310 A=USR(MEMLOAD,1,S,L)
>320 CLOSE #1
>
>In this example, "D:DATAFILE.BIN" would of course be
>replaced by the name of the file to be loaded into memory.
>
>The MEMLOAD variable is just a mnemonic, and contains
```

```
>the address of the string holding the load routine-- or other
>machine code-- which is set in line 150 above. You could just
>as easily use the ADR function as follows:
>
>310 A=USR(ADR(MEMLOAD$),1,S,L)
>
>
>A=USR(MEMLOAD,4,36864,1024)
>
>Here's an Assembly listing of the USR routine, giving the
>decimal numbers (left), hexadecimal numbers (middle, in
>parentheses), and Assembly code (right):
>
>104 (68 ) PLA
>240,041 (F0,29 ) BEQ +41
>201,003 (C9,03 ) CMP #3
>208,031 (D0,1F ) BNE +31
>104 (68 ) PLA
>104 (68 ) PLA
>010 (0A ) ASL
>010 (0A ) ASL
>010 (0A ) ASL
>010 (0A ) ASL
>170 (AA ) TAX
>104 (68 ) PLA
>157,069,003 (9D,45,03) STA 69+3*256,X
>104 (68 ) PLA
>157,068,003 (9D,44,03) STA 68+3*256,X
>104 (68 ) PLA
>157,073,003 (9D,49,03) STA 73+3*256,X
>104 (68 ) PLA
>157,072,003 (9D,48,03) STA 72+3*256,X
>169,007 (A9,07 ) LDA #7
>157,066,003 (9D,42,03) STA 66+3*256,X
>076,086,228 (4C,56,E4) JMP 86+228*256
>170 (AA ) TAX
>104 (68 ) PLA
>104 (68 ) PLA
>202 (CA ) DEX
>208,251 (D0,FB ) BNE -5 [i.e., 251-256]
>096 (60 ) RTS
>
>Michael Rideout
```

4420. Re: Is there a mod for the Atari 800xl that does this?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <373D92DD.8F6C0B60@cheta.net>
Source record: 52341

There are quite a few different operating systems out there which provide the 800os on an xl/xe machine. You could stack the roms and hook upa a switch to control which rom you are useing or get a RAMROD or similar board with multiple sockets and a switch. I have a ramrod in my xe and use it to switch between MUX, standardos, and another I can chose such as Omnimon.

sup8pdct@mail.cth.com.au wrote:

> On Thu, 13 May 1999 16:50:13, swozniak@aol.comeGETsome (Swozniak)
> wrote:
>
> > I remember reading about a toggle switch that you could install on an 800xl
> > that switched between the 800 and 800xl operating systems. Does anybody have
> > any info on this? I'd love to be able to play *all* my cartridge games on the
> > 800xl without having my 800 hooked up to play games like Shamus, Kangaroo
> > prototype, Demon Attack, Gorf, etc... I know there's a cart that Video 61
> > sells that does this but I don't like the idea of hot-swapping a cart while my
> > system is still on. Can anybody help? Thanks in advance.
>
> Not quite as simple as that. The 800 os must be modifyed a little so
> the PIA port B is set to output instead of input. . The reset code
> needs a little tweak as well. I can sell you a chip that does that as
> well as having Supermon on it. I have one in my XL.
> You can have one Unmodifyed, but it will loose a few things like basic
> and cold start when reset is pressed.
>
> James

4421. Action, Mac65, BasicXE & XL on EBAY

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7hk738eao1@news.xmission.com>
Source record: 52342

Collection of development carts up for auction on Ebay, visit:

cgi.ebay.com/aw<cgi/ebayISAPI.dll?ViewItem&item=104393892

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

4422. Re: Percom Disk Drives ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <373DA8B8.1804803F@cheta.net>
Source record: 52343

I recall in a previous message I am too lazy to dig up, that one person had some trouble with the Jumper settings on floppy drive mechanisms.

At risk of offending anyone: Here is what needs to be done to a drive to connect it to the ATR8000:

My example is an older and very common Teac FD-55B 5.25" double-sided, 40 track drive mech.

First you need to set the drive id. As there are only four possible drives in the SA400 spec, you have four choices. My drive has these choices labeled:

DS0 (DS for DRIVE SELECT)
DS1
DS2
DS3

DS0 would correspond to D1: and DS3 to D4:

Some drives are labeled differently but this is the jist of it. No two drives can have the same id.

A controller such as the Percom and ATR8000 are terminated. They belong at one end of the cable.

New PC-type controllers have done away with the requirement for termination and id settings by flipping a portion of the cable to autoselect the drive by position on the cable. Atari 8-bit controllers can't take these type cables. A straight cable must be used.

All drive mechs which will work with Atari8 controllers must have a socketed 'terminator' resistor network chip. Usually 'RN1' on the drive's mech. All drives but the drive connected to the endmost connector on the cable must have this chip REMOVED. THe end drive MUST have the chip installed in the socket.

The terminator acts as a baffle, absorbing signals that would otherwise reflect off the end of the cable and generate 'noise' which would interfere with operation.

|----------------|-----------------|----------------|---------------|

^
^
Controller (Terminated
permanantly) Last drive
(Terminate)

Drive Select setting has NOTHING TO DO with termination. Drives can be out-of-order on the cable such as 3, 2, 1, 0 or 3,1,0,2, or 3,0,2,1 or 0,1,2,3. By 'first in the chain' I mean the drive connected to the connector after the controller's connector. The terminated drive for each of the four examples previous would be 1) Drive 0, 2) Drive 2, 3) Drive 1 4) Drive 3 as they happen to have ended up as the last drive on the cable but not neccessarily the last drive id in the chain.

SCSI, "MFM" (ST506/412) compatible drives and controllers (bridge controllers like OMTI, ADAPTEC, XEBEC etc) use EXACTLY method of configuration as the above. This 34 pin cable was flipped for the PC clones a long time ago also. Atari uses a straight cable just like floppies above. Same rules and procedures for termination etc. Only difference is that these 'mfm' mechs only have two available id's instead of four as in SA400 floppys.

SCSI Drives follow the exact same rules for termination and id except that the host adapter takes an id (usually 6 or 7) and there are eight available id's (seven available for controllers).

If you are following then you will realize that the controllers or host adapters in the case of scsi have thier own terminator. Often the Terminators are socketed and can be removed. A "V" configuration with the controller unterminated in the middle of the chain with two drives terminated (the two at the end of each leg of the "V") is perfectly legal in all the above configurations and interfaces.

Thus, if you have a CSS Black Box, you will look in the corner of the board nearest the scsi connector and note a 16pin DIP chip which may be a wierd color such as red, yellow, blue, white, or shiny black. This is your terminator pack. If you pull this chip, and then plug your BB into the middle connector on your scsi cable you then Must have a drive connected to the end -connectors on the scsi cable and those two drives must be terminated.

Some new scsi drives have a jumper-enabled termination settings. No more terminating resistor packs to remove, lose and then later need again. Now you can just lose the jumper instead. This jumper might be labled "TE" for Terminate enable.

SCSI drives for the 8-bit on the Black Box are required to power the termination. I actually ran a wire from +5volts to pin 20 on the scsi connector of a CDC drive I bought because it had no jumper for powered termination. This allowed me to use it as drive 0 without having to have another drive that did have powered termination at the end of the cable just to make the drive useable.

No scsi/sasi host adapter for the 8-bit I am aware of will tolerate a drive set to use a Parity Bit. This is usually a jumper on the drive labeled "P" or "PE" for parity enable disable. This jumper should be installed or removed as appropriate to provide a Parity OFF condition or the drive will simply not exist to the Atari's host adapter.

All SCSI host adapters for the 8-bit I am aware of use id 7. A drive set to id 7 will not exist on the chain and the host adapter may not work.

SA400 - Shugart Associates specification for controlling floppy drives which has been and is still universal.

SASI - Shugart Associates Systems Interface. The precursure of SCSI. Hard disks only. No tapes etc. Drives are dumb and don't map bad sectors without help from the computer operating system.

SCSI - Small Computer Systems Interface. A superset of SASI developed by a consortium of drive and controller manufacturers. Development of SCSI adds Tape drives and just about any other device to run on a SCSI host adapter. Atari 8's use small word scsi and don't provide all of SCSI's features but those related to storeage.

ST506/412 - A 'dumb' hard disk interface developed by Seagate Technologies. The hard drives had no controller onboard, just the bare minimum. Things such as format and encoding are decided by a controller such as an OMTI or Xebec or Adaptec which would be cabled to the drive by the installer. That the controller is a separate device and that the controller decides the encoding (RLL, MFM are most popular) proves that useing the description "MFM" for this type of hard disk drive is inaccurate. Mechs made to this interface spec are encoding neutral. "RLL Certified" drives are a little faster and have better media. Faster because of 26 physically shorter sectors per track and better media to satisfy the linear density required by 40% more sectors in the same amount of space. You might call many older IDE drives "RLL" drives as they use the RLL encoding method by a different interface scheme.

All of the disks, interfaces and encoding schemes above assume that there will be a fixed number of sectors in a track. A 17 sector per track format means that the innermost track (the shortest track on the platter) can store 17 sectors. The outer tracks have more area to record on but fixed-sectors per track makes for less complicated electronics.

This brings me to an example encoding method called Zone Bit Recording or ZBR.

Lots of ide and scsi disks now use this method. With cheaper and faster electronics, we now have the luxury of electronics smart enough to fully utilize the disk. This is accomplished by dividing the disk into logical "Zones" The outermost zone might store 80 sectors per track, the next inner zone only 64 and so on down to 17 for the innermost zone for example. The controller onboard the drive determins which zone it will write in and configures it'self accordingly. The encoding method is often a modification of RLL.

The above means that your hard disk 'lies' to your IBM PC compatible and lets the machine think that there are a fixed number of sectors per track when there are not. Useing an older hard disk formatter intended on a ZBR encoded drive that has bad sectors may result in the wrong

sectors being marked out as these formatters mark according to head and cylinder and relative sector number as in 1, 620, 17 for the last sector on an ST225 disk drive versus a linear sector number (21080). In this case of a 620,17,2heads drive, a zbr drive would be confused because to it, you have marked an arbitrary sector leaving the bad one at the end of the disk free for use.

I don't know what got into me with this message. I hope it is useful and doesn't bug anybody with the lecture....

OH, One BIG thing to remember:

Say you only have one drive, that drive must be terminated and on the last connector on the cable. There allways allways must be a device which is terminated and connected to each end for anything to happen. You can't leave an unconnected "tail" longer than 1/2 inch under any circumstances or the system may not work.

4423. Spartados and Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <373DAC3A.229112C9@cheta.net>
Source record: 52344

I might be preaching to the chior, but I might not.

A couple of years ago I became aware of the 8-bit emulator scene. As I run OS/2 I now use Xformer for DOS on my home and work boxes.

I didn't get an emulator and play with it right away because I was told that the emulators could not run any version of sparta but a single version of SD 1.1. This is not true.

Xformer won't boot any version of SpartaDos that has high-speed code in it. Version X32Z works perfectly. This is the version of Spartados which was modified by Bob Puff? for use with the MUX. I have tried another DOS called SRPdos provided by Tom Hunt of Closer to Home fame. This is a version of Sparta he wrote which had almost all commands as external files. The dos had a path and would load "DIR.COM" from the path to do a dir etc. It has a very small ram footprint. He removed the high-speed code for me as I was beta testing it on a MUX system and needed a version without that code in it. This MUX version of SRPdos works with Xformer also.

Not knowing all this spoiled me on emulation. Since I learned it I have created five 16mb APE files corresponding to my hard disk partitions. I have the emulator setup to boot x32z, set up a ramdisk as d8: and load 'The Wedge'. It is just like a real atari, but less ram than my 576k 130xe.

All you SpartaPhiles out there break out your emulators and have Phun!

Technoid Mutant

4424. Re: Percom Disk Drives ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <373DAC73.28F9EBDB@cheta.net>
Source record: 52345

I have tried new mechs lots of times with the Percom and ATR8000. As a computer tech I have access to all the parts I need for testing and still can't make them much more reliable. Back in 1985 or 1986 when I got my Percom in a trade, it was a double density model and was somewhat unreliable. It used a belt-driven full-height drive mech. I went out and bought two 360k ds/dd Newtronics gear-driven mechs and installed them. I have experimented with dialing them down to 288rm etc to no avail. There is something wrong with the controller that makes writes unreliable if verify is off. Reliability improves with verify but who wants that? I actually kinda 'got into' the percom for a while as it is a four-disk controller and was perfect for a bbs back then. I even painted mine Haze Grey once then later sanded the cover to bare metal and clearcoated it. I guess I Loved that drive..... Ok, but you all know what I mean about a treasured peice of gear you lovingly clean an tune up regularly. My percom was something of a trophy back then. Since then I have had three. One was brand new in a box in 1987 or 88. It had all the same problems. I think Bob Wooley or Bob Puff could fix whatever is wrong with the controller's design.

I hate that it sounds as though I am flaming the Percom drive, but I am only trying to share my experience with them and how exhaustively I tried and failed to make the damn thing perfect.

LWhite6497 wrote:

> I must admit, that
> my tests of the single density drive bear that
> out. I picked out 5 S/D Dos disks (no copy
> protection, of course), and the Percom
> choked on one of them. My 1050's ate them
> up. Doesn't really prove much, but I
> do plan on putting a brand new mech in it
> to test to see if it is just slightly mis-aligned.
> BTW, the champion Atari drive as regards
> reading reliably is the XF551. No contest.
> Anybody else out there use a Percom on a
> regular basis? Reliable?
> Larry

4425. FS: Portfolio bits

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: David Smith <das@copthorne.freeserve.co.uk>
Message-ID: <7hkcrp$v0u$1@news4.svr.pol.co.uk>
Source record: 52346

Hi All

A while ago I said I had some Portfolio bits for sale. I'm afraid 6
responses were received then I suffered a HD crash. So now I'm back.

After a theft I have the following left over.

Parallel Interface
Memory Expander
Utilities Card
3.5 PC disc with File Transfer Program.

To those who responded originally, I'm very sorry for the non-reply.

Anyone still interested?

Offers gratefully accepted. Buyer collects or pays for postage.

David Smith. das@copthorne.freeserve.co.uk
Copthorne, West Sussex. UK

4426. Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: Isaac <idavis@my-dejanews.com>
Message-ID: <7hkhggepf1@nnrp1.deja.com>
Source record: 52347

Since I have now seen a couple of action carts on ebay recently way out of my price range, or heading that way, I started wondering. Who owns the rights to the action cartridge? Is it possible to copy it with an eprom burner? I want one, and have posted numerous times, but never seem to get a reply, then someone puts one up on ebay usually bundled with other items and I can't afford it. This is frustrating to say the least, and I am pretty sure I am in good company on this one. Is there a way we can get it dumped to disk. I have some of my cartridges on disk, like Atariwriter, and Basic. What about Action? I also understand that it comes with a disk as well. Does anyone have a backup of that?

Come on, who's with me????

--
isaac davis
indavis@juno.com

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4427. FS: USA: ICD MIO 1MEG/SpartaDos X cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7hkduh$31e1@news.ajou.ac.kr>
Source record: 52348

Greetings,

I have for sale a ICD Multi I/O 1meg version.
Comes with PowerSupply, RS232 cable, Printer cable,
Original Disk software and Manual, 50Pin ribbon Cable,
also comes with 2 Adaptec 4000A controller cards for
hooking up MFM/RLL type hard drives.

The MIO is in excellent condition. Works Great!
One of the Adaptec 4000A controller cards is
damaged. The other should work fine. It worked
the last time I used it and has been stored in
a box. I'll also include the cables that connect
to the Adaptec 4000A controller that connects to
the hard drive(s).
Also, if needed I'll include the MIO 130XE adapter
this allows 2 cartridge ports plus the MIO connection
to the 130XE.

In order to setup a hard drive system all you will
need is a hard drive and case with powersupply.

Also for sale is a SpartaDos X Cartridge v.4.19.
Comes with Manual.

I'll sell both items together or seperate.

I am going to ask folks that are interested to
make a Offer. Don't e-mail me and ask what I want
for these items. Make a offer if interested.

Items will be sold to the highest offer.
Buyer pays shipping charges.
Overseas interested persons are welcome to make
a offer.

I reserve the right to not sell any of these items
if I feel that the highest offer is not enough.

If you are interested in making a offer but need more
info on the items, then I'll try to answer any questions.

Thanks and good luck,
phantomm@kih.net

4428. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-wWy5ds5pqpmc@di08-ks.cth.com.au>
Source record: 52349

On Sat, 15 May 1999 19:21:52, Isaac <idavis@my-dejanews.com> wrote:

> Since I have now seen a couple of action carts on ebay recently way out
> of my price range, or heading that way, I started wondering. Who owns
> the rights to the action cartridge? Is it possible to copy it with an
> eprom burner? I want one, and have posted numerous times, but never
> seem to get a reply, then someone puts one up on ebay usually bundled
> with other items and I can't afford it. This is frustrating to say the
> least, and I am pretty sure I am in good company on this one. Is there
> a way we can get it dumped to disk. I have some of my cartridges on
> disk, like Atariwriter, and Basic. What about Action? I also understand
> that it comes with a disk as well. Does anyone have a backup of that?
>
> Come on, who's with me????

I have never seen a disk version, but I do have the cart and NO, it is
not for sale. Mine is a special. It has Action, Mac/65, BasicXL and
Basic XE all in one cart. I can select what I want with switches. I
can copy the rom but you will need a special bankswitching cart.

James

4429. Re: Is there a mod for the Atari 800xl that does this?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <373DE62E.F03216C7@pacbell.net>
Source record: 52350

Hi Scott! Here he is.

how much detail do you need? you need to change your OS ROM and add a switch to your computer that will be used to select which OS will be active.

does your 800XL have sockets? is the OS ROM socketed?

Bob

Swozniak wrote:

> <david_p@storm.ca> wrote:
>
> <<But for more detailed instructions ;) I'd recommend talking to someone like
> Bob Woolley. >>
>
> So how do I do that? I'm not familiar with Bob.
>
> - S c o t t W o z n i a k
> **********
> Check out my Videogame Want / Trade list here:
> http://members.aol.com/swozniak/page1.html
> **********

4430. Analog magazines for auction on eBay

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: main@appstate.edu
Message-ID: <7hkse4lms1@nnrp1.deja.com>
Source record: 52351

I am auctioning my collection of Analog Atari 8-bit magazines on eBay.
Check this auction out:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=104646073

This lot includes all the following issues of Analog:

#9-#10
#14
#18
#19-#29
#31-#37
#39-#42

Buyer pays actual shipping cost. This is an excellent resource for
the Atari 8-bit enthusiast. See my other auctions for more Atari-related
merchandise.
--
Thomas Main
main@appstate.edu

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4431. 800XL/A.P.E. cable on eBay

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: main@appstate.edu
Message-ID: <7hkshmlop1@nnrp1.deja.com>
Source record: 52352

This lot includes an Atari 800XL in VG condition. The computer has
the original manual and power supply as well
as switchboxes to connect to the TV. This lot also includes an
A.P.E. cable so that the computer can be
connected to a PC and utilize the PCs resources. Extras in this lot
include:

See picture below on eBay

WICO joystick
2 standard joysticks
Original manuals for Music Composer, Star Raiders, Missile Command
and Asteroids.
3 cassettes: Intro. to Graphics, Witing Programs I and II
8 cartridges: Star Raiders, Pac-Man, Atari Logo, AtariWriter,
Missile Command, Asteroids, Music Composer,
Computer Chess.
This lot is an excellent value for the Atari 8-bit enthusiast.
Buyer pays shipping.

Buyer pays actual shipping cost.

--
--
Thomas Main
main@appstate.edu

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4432. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <373DEA6E.21467CC0@pacbell.net>
Source record: 52353

I do not recommend that you steal a cartridge image since the code is NOT PD. I would expect that Mike Hohman owns the code since he purchased the 8-bit properties from ICD. In as much as they are actually available, we are talking about price? How much is fair to you? Admitting that you have images on disk is not going to increase my willingness to supply you with Action..... We all have things that we should not have, but is it proper to discuss it in the group?

Bob, the grouch....

Isaac wrote:

> Since I have now seen a couple of action carts on ebay recently way out
> of my price range, or heading that way, I started wondering. Who owns
> the rights to the action cartridge? Is it possible to copy it with an
> eprom burner? I want one, and have posted numerous times, but never
> seem to get a reply, then someone puts one up on ebay usually bundled
> with other items and I can't afford it. This is frustrating to say the
> least, and I am pretty sure I am in good company on this one. Is there
> a way we can get it dumped to disk. I have some of my cartridges on
> disk, like Atariwriter, and Basic. What about Action? I also understand
> that it comes with a disk as well. Does anyone have a backup of that?
>
> Come on, who's with me????
>
> --
> isaac davis
> indavis@juno.com
>
> -=== Sent via Deja.com http://www.deja.com/ ==-
> ---Share what you know. Learn what you don't.---

4433. SX212 modem/Calamus SL and more....

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: main@appstate.edu
Message-ID: <7hksl4$m03$1@nnrp1.deja.com>
Source record: 52354
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Check out this eBay auction:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=104658319

This lot contains the following items:

Atari SX212 modem with power supply
Calamus SL original disks and manuals
Introduction to Sound and Music Program with sampler cartridge.
RISK ST game

The SX212 can connect to EITHER the 8-bit or ST/PC computers. It's
a 1200 baud modem.
--
--
Thomas Main
main@appstate.edu

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4434. Atari 8-Bit stuff wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: "David J. Robbins" <no@spam.co.uk>
Message-ID: <7hkqpp$t80$1@news5.svr.pol.co.uk>
Source record: 52355

I would like any of the following:-

Atari XE Video Games System with keyboard, lightgun, joystick, Bug Hunt and
Flight Simulator 2 with all cables in original box.
Atari XF-551 Disc Drive
Atari XC-12 Data Recorder
Invitation To Programming
Eastern Front 1941
The Lone Raider
European Countrys and Capitals
USA States and Capitals
The two complilation tapes that came with the Atari 65XE as sold by Curries
and Dixons in 1987
Any Atari game on cartridge
The three time text adventures(not sure of the name) to do with father time
released by the same people who released the Guild Of Thieves on disc
Atari Learning Basic(two cassetes in a big box with a thick manual, might
have the name wrong)
Page 6/New Atari User issues between 1986 and 1992
Owner's Manual for Atari 800XL

Any one interested in selling at a reasonable price please contact me at
DavidJRobbinsnospam@x-stream.co.uk
Remember to remove nospam when replying.

Thanks,

David

4435. Re: Spartados and Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-rZHS5edJQU2I@localhost>
Source record: 52356

On Sat, 15 May 1999 17:17:46, Technoid Mutant <Technoid@cheta.net>
wrote:

> I might be preaching to the chior, but I might not.
>
> A couple of years ago I became aware of the 8-bit emulator scene. As I
> run OS/2 I now use Xformer for DOS on my home and work boxes.

At last someone running a REAL operating system.

>
> I didn't get an emulator and play with it right away because I was told
> that the emulators could not run any version of sparta but a single
> version of SD 1.1. This is not true.
>
> Xformer won't boot any version of SpartaDos that has high-speed code in
> it. Version X32Z works perfectly. This is the version of Spartados

I have found that with any dos that has Highspeed code. Most emulators
don't do that good a job. Finding one that does for OS/2 is very
hard.

> which was modified by Bob Puff? for use with the MUX. I have tried
> another DOS called SRPdos provided by Tom Hunt of Closer to Home fame.
> This is a version of Sparta he wrote which had almost all commands as
> external files. The dos had a path and would load "DIR.COM" from the
> path to do a dir etc. It has a very small ram footprint. He removed
> the high-speed code for me as I was beta testing it on a MUX system and
> needed a version without that code in it. This MUX version of SRPdos
> works with Xformer also.

Must get a hold of that dos.

James

4436. Re: Percom Disk Drives ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-tMT5KGwXIkp1@localhost>
Source record: 52357

On Sat, 15 May 1999 17:02:48, Technoid Mutant <Technoid@cheta.net>
wrote:

>
> New PC-type controllers have done away with the requirement for
> termination and id settings by flipping a portion of the cable to
> autoselect the drive by position on the cable. Atari 8-bit controllers
> can't take these type cables. A straight cable must be used.

Another thing about pc floppies is that only TWO can be connected.
I have found it is possiable with SOME pc twister cable drives to
connect them to ATR, BBFloppy etc by changing around the jumpers. A
bit of trial and error here as well as a contuinty tester.

> SCSI, "MFM" (ST506/412) compatible drives and controllers (bridge
> controllers like OMTI, ADAPTEC, XEBEC etc) use EXACTLY method of
> configuration as the above. This 34 pin cable was flipped for the PC
> clones a long time ago also. Atari uses a straight cable just like
> floppies above. Same rules and procedures for termination etc. Only
> difference is that these 'mfm' mechs only have two available id's
> instead of four as in SA400 floppys.

I have never seen such a cable and all MFM/RLL mechs I have here can
be set to one of four id's. Finding a controller card that can run
four mechs is a bit of a problem however. Don't forget that a sperate
20way cable for each drive comes from the controller to the mech. ie 2
drives, two 20 way cables plus the 36 way cable etc

>
> SCSI Drives follow the exact same rules for termination and id except
> that the host adapter takes an id (usually 6 or 7) and there are eight
> available id's (seven available for controllers).

The MIO and BB Don't have an id, so it is possiable to have eight scsi
devices.
>
> SCSI drives for the 8-bit on the Black Box are required to power the
> termination. I actually ran a wire from +5volts to pin 20 on the scsi
> connector of a CDC drive I bought because it had no jumper for powered
> termination. This allowed me to use it as drive 0 without having to
> have another drive that did have powered termination at the end of the
> cable just to make the drive useable.

Whatout for the MIO. The TPWR pin is grounded. This usally pops a
fuse in the scsi device that is between +5v and TPWR. It usally cannot
br replaced because it is soldered in and very small.

>
> No scsi/sasi host adapter for the 8-bit I am aware of will tolerate a
> drive set to use a Parity Bit. This is usually a jumper on the drive
> labeled "P" or "PE" for parity enable disable. This jumper should be
> installed or removed as appropriate to provide a Parity OFF condition or
> the drive will simply not exist to the Atari's host adapter.

I have heard of people getting around this by using a PAL ot whatever
to generate Parity.
I don't know if it checks Parity, but I would say it woulden't

>
> All SCSI host adapters for the 8-bit I am aware of use id 7. A drive
> set to id 7 will not exist on the chain and the host adapter may not
> work.

No it doesn't. See above.

>
> SA400 - Shugart Associates specification for controlling floppy drives
> which has been and is still universal.
>
> SASI - Shugart Associates Systems Interface. The precursure of SCSI.
> Hard disks only. No tapes etc. Drives are dumb and don't map bad
> sectors without help from the computer operating system.
>
> SCSI - Small Computer Systems Interface. A superset of SASI developed
> by a consortium of drive and controller manufacturers. Development of
> SCSI adds Tape drives and just about any other device to run on a SCSI
> host adapter. Atari 8's use small word scsi and don't provide all of
> SCSI's features but those related to storeage.

SCSI is being updated all the time. Scsi 1 could only support
massstorage devices (from memory) Scsi II could support scanners and
cd roms as well as a speed increase.
Scsi III is faster again with more decive support.
The Harddrive in my pc is a 9.1G Ultra2 scsi LVD.

James.

4437. Re: Atari 8-Bit stuff wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: "David J. Robbins" <no@spam.co.uk>
Message-ID: <7hkr80tfr1@news5.svr.pol.co.uk>
Source record: 52358

Forgot to mention that I am in the UK and would like PAL only.

David J. Robbins wrote in message <7hkqpp$t80$1@news5.svr.pol.co.uk>...
>I would like any of the following:-
>
>Atari XE Video Games System with keyboard, lightgun, joystick, Bug Hunt and
>Flight Simulator 2 with all cables in original box.
>Atari XF-551 Disc Drive
>Atari XC-12 Data Recorder
>Invitation To Programming
>Eastern Front 1941
>The Lone Raider
>European Countrys and Capitals
>USA States and Capitals
>The two complilation tapes that came with the Atari 65XE as sold by Curries
>and Dixons in 1987
>Any Atari game on cartridge
>The three time text adventures(not sure of the name) to do with father time
>released by the same people who released the Guild Of Thieves on disc
>Atari Learning Basic(two cassetes in a big box with a thick manual, might
>have the name wrong)
>Page 6/New Atari User issues between 1986 and 1992
>Owner's Manual for Atari 800XL
>
>Any one interested in selling at a reasonable price please contact me at
>DavidJRobbinsnospam@x-stream.co.uk
>Remember to remove nospam when replying.
>
>Thanks,
>
>David
>
>

4438. Need help with Copyright date: Hellcat Ace - Microprose

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <uhm%2.8243$kE6.7455@wbnws01.ne.mediaone.net>
Source record: 52359

Can anybody please tell me the copyright date of Hellcat Ace by Microprose.
I believe it is 1982. The only way to really check is by looking at the
disk, manual or startup screen. If you want to know why I want to know,
please check out my site (under "GOTCHA Award" section):

http://www.emuclassics.com/gotcha/

If you know, please e-mail me at: hughfalk@mindspring.com

Thanks,
Hugh

4439. Atari chat

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <373DFACA.2DDF@geocities.com>
Source record: 52360
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi folks, this is off the cuff, but if you are on the internet between
8 pm and 10 pm central standard time (starting one hour after this
message was posted) then stop in at...

http://www.atariusers.com/chat

Stop in for a few minutes, chat for a bit. Would love to see how the
rest of you are doing out there!

Talk soon!

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

4440. atari advertising fonts ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: "/|\\ Patrice MULLER" <atari.fr@wanadoo.fr>
Message-ID: <7hhlikbh1@wanadoo.fr>
Source record: 52433

Hi everybody

i'm looking for someone who could e mail me the file of atari advertising
style fonts

thanks

4441. off topic FS: PB165 8/80 W/STYLEWRITER $285

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: gp429@aol.com
Message-ID: <19990514230146.23185.00000665@ng-cm1.aol.com>
Source record: 52434

For Sale: PB 165 8/80, w/ built-in modem from Global Village, CPU: 68030 33 MHz, and original StyleWriter (read not the StyleWriter II). Power-plug and battery for the laptop and a power-plug for the printer. **Note** No BAD LCD Pixels, screen is in very good condition. Overall the laptop is in very good shape i.e. no scratches and no marks just a little dusty that is all. Price: $285

Software Included:
MS Excel 5.0
MS Works 4.0
Global Village Zterm
and various extension and control panels

Hardware Cables:
Serial cable to connect the printer.
Phone jack cable to connect to the built-in modem.
Apple-Mic also a Cable that has a phone-jack at one end and RCA-type jacks L/R on the other end.

From more info or if you want to buy please e-mail me at either:
cdhoste@rocketmail.com or gp429@aol.com
shipping terms: I will shipping via the US Postal Service (in case anything goes wrong we have the Fed. Gov. to intervene) and it must be COD. I will, however, prepay everything and e-mail you the Total.

thanx

4442. Tech America Catalog for Upgraders

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990515001929.23173.00000764@ng-cm1.aol.com>
Source record: 52435

Recently acquired a Tech America catalog
at the Radio Shack. The amount of info it
contains is impressive. It's $4.95, but you can
get that back with your first order. But it looks
worth it even if you don't order. It has lots of
info about IC's, including pin-outs of many,
and a lot of generally good electronic info
that looks useful if doing/planning upgrades.
So if you are planning on that ultimate 1200XL
upgrade :-) or trying to figure out why someone
chose that 74XXXX chip, it could be useful. It's
about 650 pages.
Larry

4443. USR routine to load binary files (was Re: Question About Programmer From Antic)

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: seagtgruff@aol.com
Message-ID: <19990515023430.04642.00000641@ng24.aol.com>
Source record: 52436

Mark (csa_deathknight@excite.com) wrote:

[snip]
> This brings to mind a question I have, does any one have a
> usr call for loading a binary from basic?
[snip]

Here's an Atari BASIC routine that does the trick:

```
100 REM * MEMLOAD USR ROUTINE
110 REM * TO LOAD BINARY FILES
120 REM * BY MICHAEL S. RIDEOUT
130 REM
140 RESTORE 180:DIM MEMLOAD$(45)
150 MEMLOAD=ADR(MEMLOAD$)
160 FOR I=1 TO 45:READ A
170 MEMLOAD$(I)=CHR$(A):NEXT I
180 DATA 104,240,41,201,3,208,31
190 DATA 104,104,10,10,10,10,170
200 DATA 104,157,69,3,104,157,68
210 DATA 3,104,157,73,3,104,157
220 DATA 72,3,169,7,157,66,3
230 DATA 76,86,228,170,104,104,202
240 DATA 208,251,96
```

The line numbers aren't important, except for the one in the RESTORE command-- not the line number of the RESTORE command, but the one *in* the RESTORE command-- which should point to the first DATA statement. You really don't need to use RESTORE, but I think it's a good idea with routines like this, because if you add this routine into your own programs, you might want to use RESTORE to ensure that your READ statements are reading the data you expect them to.

Some programmers like to put all of their DATA statements at the end of the program, but I find that this can be confusing if you have a lot of READ statements scattered throughout a program, because if the READ statements don't get executed in the correct order, you can end up reading the wrong data. I prefer to put my DATA statements after the READ loop they go with, and to use the RESTORE command to point to the first DATA statement for that READ loop. After all, better safe than sorry, right?

Following is an example of how to call this routine:

```
300 OPEN #1,4,0,"D:DATAFILE.BIN"
310 A=USR(MEMLOAD,1,S,L)
320 CLOSE #1
```

In this example, "D:DATAFILE.BIN" would of course be replaced by the name of the file to be loaded into memory.

The MEMLOAD variable is just a mnemonic, and contains the address of the string holding the load routine-- or other machine code-- which is set in line 150 above. You could just as easily use the ADR function as follows:

```
310 A=USR(ADR(MEMLOAD$),1,S,L)
```

Personally, I prefer to define a variable as the address of the string holding the machine code, because it's easier to use.

The number 1 which comes after MEMLOAD is whatever file number you used in the OPEN statement. For example, if you used OPEN #2, you would use USR(MEMLOAD,2,etc.).

The letter S will normally be a number, and indicates the starting address for the binary file you're loading. The letter L will also normally be a number, and indicates the length of the binary file. For example, if you want to load 1024 bytes from file #4 and store them in memory beginning at address 36864, you would use the following:

```
A=USR(MEMLOAD,4,36864,1024)
```

Here's an Assembly listing of the USR routine, giving the decimal numbers (left), hexadecimal numbers (middle, in parentheses), and Assembly code (right):

```
104 (68 ) PLA
240,041 (F0,29 ) BEQ +41
201,003 (C9,03 ) CMP #3
208,031 (D0,1F ) BNE +31
104 (68 ) PLA
104 (68 ) PLA
010 (0A ) ASL
010 (0A ) ASL
010 (0A ) ASL
010 (0A ) ASL
170 (AA ) TAX
104 (68 ) PLA
157,069,003 (9D,45,03) STA 69+3*256,X
104 (68 ) PLA
157,068,003 (9D,44,03) STA 68+3*256,X
104 (68 ) PLA
157,073,003 (9D,49,03) STA 73+3*256,X
104 (68 ) PLA
```

```
157,072,003 (9D,48,03) STA 72+3*256,X
169,007 (A9,07 ) LDA #7
157,066,003 (9D,42,03) STA 66+3*256,X
076,086,228 (4C,56,E4) JMP 86+228*256
170 (AA ) TAX
104 (68 ) PLA
104 (68 ) PLA
202 (CA ) DEX
208,251 (D0,FB ) BNE -5 [i.e., 251-256]
096 (60 ) RTS
```

(Note: The above listing was designed to line up neatly in a fixed-space font.) Instead of using a typical Assembly style, with symbolic names for memory addresses, I've used a more direct style, to (hopefully) help you understand what's going on. For example, "BEQ +41" means "Branch on EQual to 0, forward 41 bytes."

When you call a USR routine, the Atari pushes the return address onto the stack-- so it will know where to return to after executing the USR routine-- then pushes all of the parameters you've passed to the USR routine onto the stack, and then pushes the total number of parameters onto the stack. That means the top of the stack holds the number of parameters which the USR routine has been passed. The very first thing the USR routine should do is pull this number from the top of the stack, so it will know how many more bytes to pull from the stack (two bytes for each parameter). That's what the first "PLA" does-- it PuLs a byte from the top of the stack and puts it into the Accumulator.

The next statement-- "BEQ +41"-- tells the Atari to test the value in the accumulator, and Branch if it's EQual to 0, forward 41 bytes. Note that it starts counting bytes with the statement after the branch command. In other words, the next statement-- "CMP #3"-- begins at 0 bytes after the branch command. If you count forward 41 bytes after the "CMP" statement, you end up at the "RTS" command (at the very end of the routine). Thus, we're supposed to be sending the USR routine some values so it knows which file to use, which memory address to start loading into, and how many bytes to read from the file. If the number on the top of the stack is 0, that means we called the USR routine without sending it any parameters! If that's the case, this particular USR routine needs to abort and return to Atari BASIC.

Note that some USR routines might not need any parameters, but they should still PuLl the Accumulator from the top of the stack, and then PuLl twice that many bytes off of the stack into the Accumulator before the USR routine ends, or there will be junk at the top of the stack that will cause the Atari to

crash! (When the USR routine ends, the top of the stack
needs to have the return address. The Atari takes care of
the return address automatically, but if you don't pull all of the
passed parameters from the stack, the Atari will return to the
wrong address, which is bad news.)

The next statement-- "CMP #3"-- tells the Atari to CoMPare
the value in the accumulator to 3, which is the number of
parameters which this particular USR routine is expecting.

The next statement-- "BNE +31"-- says to Branch if Not Equal
to 0, forward 31 bytes. What happens is that when the Atari
compares the value in the accumulator to 3 (in the preceding
statement), a result of 0 indicates that the accumulator did in
fact contain a 3. If the result is *not* 0, it indicates that the
accumulator did *not* contain a 3, so the wrong number of
parameters got passed to the USR routine. In that case, we
need to abort the USR routine, but before we do, we must
pull all of the parameters that *were* passed off of the stack,
so the Atari will return to the correct address. If you count
forward 31 bytes, you end up at the "TAX" command near
the end of the routine (which will be discussed in a little bit).

If the accumulator contained a 3, the branch isn't taken, and
the Atari proceeds to the next statement-- "PLA"-- which
PuLls the Accumulator from the stack. Note that the next
statement after that is yet another "PLA." In other words, we
pull *two* bytes off of the stack, one after the other. When
we're done, the first byte has been thrown away, and only
the *second* byte is in the accumulator. That's because the
first parameter expected by this USR routine should be the
file number, which can't exceed 255. Each of the two-byte
parameters is of the form "high byte / low byte," so we pull
the high byte, then immediately pull the low byte (because
the high byte isn't needed).

Next, we use four consecutive "ASL" statements. Each one
causes the byte in the Accumulator to Shift Left one bit, which
is the same thing as multiplying the value in the accumulator
by 2. So if we do "ASL" four times in a row, we shift the
contents of the accumulator four bits to the left, thereby
multiplying the value in the accumulator by 16 (i.e., 2*2*2*2).

Next, we Transfer the Accumulator to the X register
("TAX"). The X register will tell the Atari how much of an
offset to use in some of the subsequent statements. We want
to store the other two parameters into the correct i/o control
block, and the value in the X register will tell the Atari which
of the i/o control blocks to use. (Each i/o control block is 16
bytes long, which is why we had to multiply the file number
by 16 before transferring it to the X register.)

Next, we PuLl the high byte of the second parameter into the Accumulator ("PLA"). This is the high byte of the address where we want the contents of the file to be loaded, so we STore the Accumulator at address 69+3*256, offset by the X register ("STA 69+3*256,X"). I wrote the address that way to emphasize that the numbers 69 and 3 are the low byte and high byte of the address. 69+3*256 is 837, and location 837 is part of the first i/o control block (IOCB0), which begins at location 832. Location 837 is byte 5 of IOCB0, which is used to store the high byte of the target address, or where the data in the binary file will be moved to.

Next, we PuLl the low byte of the second parameter into the Accumulator ("PLA"), then STore the Accumulator at address 68+3*256, offset by the X register ("STA 68+3*256,X"). This is memory location 836, or byte 4 of IOCB0, which is used to store the low byte of the target address. (Of course, if the X register contains anything other than 0, the high byte and low byte will be stored at 837+X, and 836+X, respectively.)

Next, we PuLl the high byte of the third parameter into the Accumulator ("PLA"), then STore the Accumulator at address 73+3*256+X ("STA 73+3*256,X"). This is address 841+X, or byte 9 of the i/o control block, which is used to store the high byte of the number of bytes to transfer.

Next, we PuLl the low byte of the third parameter into the Accumulator ("PLA"), then STore the Accumulator at address 72+3*256+X ("STA 72+3*256,X"). This is address 840+X, or byte 8 of the i/o control block, which is used to store the low byte of the number of bytes to transfer.

Next, we LoaD the Accumulator with 7 ("LDA #7), then STore the Accumulator at address 66+3*256+X ("STA 66+3*256,X"). The number 7 tells the Atari to get a binary record, and location 66+3*256+X (or 834+X) is byte 2 of the i/o control block, which is used to store the specific i/o command we want the Atari to execute.

We've now told the Atari how many bytes to read from the binary file, where to load the contents of the binary file, and which action to take (i.e., read the file into memory). So the next thing we do is JuMP to address 86+228*256, or address 58454. This is the entry point for the Central Input/Output (or CIO) routines. The Atari takes over from there. Note that we do *not* Jump to a SubRoutine (or "JSR"), because the CIO routines will automatically return to the correct address within the BASIC program (which is now stored on the top of the stack).

The remainder of the USR routine is executed only if the USR routine needs to abort due to an incorrect number of parameters having been passed.

First we Transfer the contents of the Accumulator to the X register ("TAX"). If the Atari has branched to this part of the USR routine, the accumulator still contains the number of parameters which are on the stack (which is more than 0, but not equal to 3). The reason we transfer the number of parameters to the X register is because we're going to use the X register as a loop counter.

Next, we PuLl the Accumulator from the stack ("PLA"). We do this *twice* in a row, because we need to pull both the high byte and low byte for each parameter left on the stack.

Next, we DEcrement the X register ("DEX"), which is the same thing as the BASIC "X=X-1" statement.

Next, we Branch if Not Equal to 0, backward 5 bytes ("BNE -5"), which takes us back up to the "PLA" command immediately following the "TAX" command. Note that the numeric equivalent of "BNE -5" is "208,251"! If the number after the "BNE" command is 127 or less, it's interpreted as a *positive* number, and the Atari branches *forward* that many bytes. If the number after the "BNE" command is 128 or more, it's interpreted as a *negative* number, by subtracting 256 from it (in this case, 251-256, which gives -5), and the Atari branches *backward* that many bytes. So what we're doing is branching back up to the beginning of a loop, and repeating the loop X times.

After the loop has been executed the correct number of times-- indicated by the X register finally being decremented to a 0-- we're ready to ReTurn from the Subroutine ("RTS"). At that point, the Atari takes over again, pulling the return address from the stack, and continuing with the next BASIC statement after the USR call.

I realize that the preceding explanation is too complicated for some readers-- you need to know a little bit about the 6502 machine language, as well as how the Atari's i/o control blocks work-- but if you carefully study the Assembly listing, comparing the numbers in the DATA statements with the numbers on the left side of the Assembly listing, referring to a book on the 6502 machine language, and referring to a good memory map of the Atari, the preceding explanation should help you understand how this particular USR routine works, as well as give you some useful pointers about what you'll need to do when trying to write USR routines of your own.

Fortunately, you can use the given BASIC routine without having to understand how it works. You can use this MEMLOAD routine to load character sets from disk, or load other binary files into memory. Just be aware that if you're loading executable machine code from a binary file, it may need to be loaded at a very particular address in order to

work properly. Loading an executable binary file into the
wrong memory address can crash the Atari big time.

Michael Rideout

4444. Re: 97 colors in GRAPHICS 0

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-15 00:00:00 UTC
From: seagtgruff@aol.com
Message-ID: <19990515035816.07298.00000705@ng21.aol.com>
Source record: 52437

Thank you, those who responded regarding my program to
"jazz up" the Atari's GRAPHICS 0 mode.

I typed in the BASIC listing that creates the binary file with
the USR routines, DLI, and VBI. When I ran it, I thought I'd
come up against a compatibility problem, because the P/M
graphics weren't being drawn correctly. The next night I
sat down and scanned my typing carefully, and discovered
that I'd made a typo-- I typed "20" instead of "200"-- and when
I corrected it, everything ran like a champ!

One thing I've noticed is that the colors aren't exactly the
same as on a TV set. I thought hue 4 was supposed to be a
red color, but the emulator is displaying it as violet. [sigh]

Anyway, I've created a disk image with the programs on it,
but now I need to type up the article that goes with them,
which I'll save as a "README.TXT" file on the disk image.

I found out that I have to retract one of the things I said. The
standard P/M graphics are used, rather than the GRAF
registers in upper memory. Now that my memory's been
jolted, I recall that I *did* try using the GRAF registers as I'd
described, to save memory. However, this meant that the
DLI had too many things to do in too short a time, and the
machine cycles required exceeded the number of machine
cycles in the horizontal blank. Consequently, I went back to
using the standard P/M graphics, although I did use the
double-scanline mode to save *some* memory.

What I said about using self-modifying DLIs was correct. In
fact, I used only one DLI, which is called before each row in
the DL. After the DLI changes the colors on each row, it
increments some of the addresses in the DLI, so that the next
time the DLI executes, it pulls the color information from the
next set of addresses in the color arrays. I did this in order to
keep the number of machine cycles required by the DLI to a
bare minimum.

I just LISTed the programs to the "H:" device, so I can post them in this
message. This first program creates the machine language routines and stores
them in a disk file.

```
100 REM * JAZZING UP GRAPHICS 0 -- #0:
(C) 1999 BY MICHAEL SHELDON RIDEOUT
101 OPEN #1,8,0,"D:JAZZING.USR"
```

```
102 FOR I=1 TO 643:READ A:PUT #1,A
103 NEXT I:CLOSE #1
104 DATA 170,104,104,202,208,251,96
105 DATA 104,133,204,104,133,205,104
106 DATA 240,39,201,3,240,3,76
107 DATA 0,148,104,104,141,48,145
108 DATA 104,104,141,49,145,104,104
109 DATA 141,50,145,201,24,176,13
110 DATA 173,49,145,201,24,176,6
111 DATA 165,205,72,165,204,72,96
112 DATA 104,240,3,76,0,148,165
113 DATA 87,240,1,96,173,48,2
114 DATA 133,204,173,49,2,133,205
115 DATA 160,2,169,240,145,204,200
116 DATA 169,194,145,204,160,6,169
117 DATA 130,145,204,200,192,28,208
118 DATA 249,169,144,141,7,212,169
119 DATA 1,141,111,2,169,58,141
120 DATA 0,2,169,150,141,1,2
121 DATA 160,36,162,150,169,6,32
122 DATA 92,228,169,0,168,153,128
123 DATA 145,153,0,146,153,128,146
124 DATA 153,0,147,153,128,147,200
125 DATA 16,238,168,169,148,153,56
126 DATA 145,200,192,24,208,248,169
127 DATA 202,160,0,153,80,145,200
128 DATA 192,24,208,248,169,0,168
129 DATA 153,104,145,200,192,24,208
130 DATA 248,76,192,148,104,240,3
131 DATA 76,0,148,168,169,46,141
132 DATA 47,2,169,3,141,29,208
133 DATA 185,118,150,153,0,208,200
134 DATA 192,13,208,245,169,192,141
135 DATA 14,212,96,104,240,3,76
136 DATA 0,148,168,141,29,208,153
137 DATA 0,208,200,192,13,208,248
138 DATA 169,64,141,14,212,96,32
139 DATA 7,148,172,49,145,173,48
140 DATA 145,153,56,145,200,204,50
141 DATA 145,144,247,240,245,96,32
142 DATA 7,148,172,49,145,173,48
143 DATA 145,153,80,145,200,204,50
144 DATA 145,144,247,240,245,96,32
145 DATA 7,148,172,49,145,173,48
146 DATA 145,153,104,145,200,204,50
147 DATA 145,144,247,240,245,96,104
148 DATA 208,1,96,201,5,240,3
149 DATA 76,0,148,104,104,141,48
150 DATA 145,104,104,141,51,145,104
151 DATA 104,141,52,145,104,104,141
```

```
152 DATA 53,145,170,104,104,141,54
153 DATA 145,201,24,176,218,224,40
154 DATA 176,214,173,52,145,174,51
155 DATA 145,201,24,176,204,224,40
156 DATA 176,200,142,49,145,141,50
157 DATA 145,165,89,133,205,165,88
158 DATA 172,50,145,240,10,24,105
159 DATA 40,144,2,230,205,136,208
160 DATA 246,133,204,173,49,145,41
161 DATA 7,168,185,100,150,141,55
162 DATA 145,173,49,145,41,56,74
163 DATA 74,168,185,109,150,133,207
164 DATA 173,50,145,10,10,24,121
165 DATA 108,150,133,206,172,49,145
166 DATA 173,48,145,41,1,240,6
167 DATA 169,128,17,204,208,4,169
168 DATA 127,49,204,145,204,160,0
169 DATA 173,48,145,41,2,240,7
170 DATA 173,55,145,17,206,208,7
171 DATA 173,55,145,73,255,49,206
172 DATA 145,206,20,192,4,208,249
173 DATA 173,49,145,205,53,145,176
174 DATA 25,238,49,145,78,55,145
175 DATA 208,188,169,128,141,55,145
176 DATA 24,101,206,133,206,144,176
177 DATA 230,207,76,175,149,173,50
178 DATA 145,205,54,145,176,23,173
179 DATA 51,145,141,49,145,238,50
180 DATA 145,165,204,24,105,40,133
181 DATA 204,144,2,230,205,76,139
182 DATA 149,96,8,72,169,104,141
183 DATA 62,150,169,80,141,77,150
184 DATA 169,56,141,83,150,104,40
185 DATA 76,95,228,8,72,234,173
186 DATA 104,145,141,18,208,141,19
187 DATA 208,141,20,208,141,21,208
188 DATA 173,80,145,141,23,208,173
189 DATA 56,145,141,24,208,238,62
190 DATA 150,238,77,150,238,83,150
191 DATA 104,40,64,128,64,32,16
192 DATA 8,4,2,1,144,145,16
193 DATA 146,144,146,16,147,144,147
194 DATA 80,112,144,176,72,64,56
195 DATA 48,3,3,3,3,255
```

This next program loads the created file into memory so the USR routines can be used in your BASIC programs. Note
that it uses the MEMLOAD routine (which I just discussed in another post) to load the file. Your program would go
between lines 2 and 32699.

```
0 REM * JAZZING UP GRAPHICS 0 -- #1:
(C) 1999 BY MICHAEL SHELDON RIDEOUT
1 GOSUB 32700
2 REM * YOUR PROGRAM GOES HERE
32699 END
32700 RESTORE 32704:DIM MEMLOAD$(45)
32701 MEMLOAD=ADR(MEMLOAD$)
32702 FOR I=1 TO 45:READ A
32703 MEMLOAD$(I)=CHR$(A):NEXT I
32704 DATA 104,240,41,201,3,208,31
32705 DATA 104,104,10,10,10,10,170
32706 DATA 104,157,69,3,104,157,68
32707 DATA 3,104,157,73,3,104,157
32708 DATA 72,3,169,7,157,66,3
32709 DATA 76,86,228,170,104,104,202
32710 DATA 208,251,96
32711 OPEN #1,4,0,"D:JAZZING.USR"
32712 A=USR(MEMLOAD,1,37888,643)
32713 CLOSE #1:INSTALL=37944
32714 ENABLE=38074:DISABLE=38108
32715 SCREEN=38132:TEXT=38153
32716 PLAYER=38174:AREA=38195
32717 POKE 106,144:GRAPHICS 0
32718 A=USR(INSTALL):RESTORE :RETURN
```

This next program is a demo that uses the USR routines to draw colorful boxes on the GRAPHICS 0 screen. "I can't believe it's GRAPHICS 0!" ;-) Note how the above program is duplicated below, but the demo program has been added between lines 2 and 32699.

```
0 REM * JAZZING UP GRAPHICS 0 -- #2:
(C) 1999 BY MICHAEL SHELDON RIDEOUT
1 GOSUB 32700
2 REM * YOUR PROGRAM GOES HERE
10 POKE 752,1:PRINT " "
100 C=2*INT(128*RND(0))
110 R1=INT(20*RND(0))
120 R2=R1+4
130 A=USR(SCREEN,C,R1,R2)
200 C=2*INT(8*RND(0))
210 R1=INT(20*RND(0))
220 R2=R1+4
230 A=USR(TEXT,C,R1,R2)
300 C=2*INT(128*RND(0))
310 R1=INT(20*RND(0))
320 R2=R1+4
330 A=USR(PLAYER,C,R1,R2)
400 FOR C=0 TO 3
410 C1=INT(32*RND(0))
420 R1=INT(16*RND(0))
430 C2=C1+8
```

```
440 R2=R1+8
450 A=USR(AREA,C,C1,R1,C2,R2)
460 NEXT C
470 GOTO 100
32699 END
32700 RESTORE 32704:DIM MEMLOAD$(45)
32701 MEMLOAD=ADR(MEMLOAD$)
32702 FOR I=1 TO 45:READ A
32703 MEMLOAD$(I)=CHR$(A):NEXT I
32704 DATA 104,240,41,201,3,208,31
32705 DATA 104,104,10,10,10,10,170
32706 DATA 104,157,69,3,104,157,68
32707 DATA 3,104,157,73,3,104,157
32708 DATA 72,3,169,7,157,66,3
32709 DATA 76,86,228,170,104,104,202
32710 DATA 208,251,96
32711 OPEN #1,4,0,"D:JAZZING.USR"
32712 A=USR(MEMLOAD,1,37888,643)
32713 CLOSE #1:INSTALL=37944
32714 ENABLE=38074:DISABLE=38108
32715 SCREEN=38132:TEXT=38153
32716 PLAYER=38174:AREA=38195
32717 POKE 106,144:GRAPHICS 0
32718 A=USR(INSTALL):RESTORE :RETURN
```

Finally, this next program is a static display showing 97 colors at once on the GRAPHICS 0 screen.

```
0 REM * JAZZING UP GRAPHICS 0 -- #3:
(C) 1999 BY MICHAEL SHELDON RIDEOUT
1 GOSUB 32700
2 REM * YOUR PROGRAM GOES HERE
10 POKE 752,1:PRINT " "
20 SETCOLOR 4,6,6
100 A=USR(AREA,1,10,0,19,23)
110 A=USR(AREA,2,20,0,29,23)
120 A=USR(AREA,3,30,0,39,23)
140 C1=0:C2=128:L=8
150 FOR R=0 TO 23
160 A=USR(SCREEN,C1,R,R)
170 A=USR(TEXT,L,R,R)
180 A=USR(PLAYER,C2,R,R)
190 C1=C1+2:C2=C2+2:L=L+2
200 IF L<16 THEN GOTO 220
210 C1=C1+8:C2=C2+8:L=8
220 NEXT R
230 POKE 752,0
32699 END
32700 RESTORE 32704:DIM MEMLOAD$(45)
32701 MEMLOAD=ADR(MEMLOAD$)
32702 FOR I=1 TO 45:READ A
```

```
32703 MEMLOAD$(I)=CHR$(A):NEXT I
32704 DATA 104,240,41,201,3,208,31
32705 DATA 104,104,10,10,10,10,170
32706 DATA 104,157,69,3,104,157,68
32707 DATA 3,104,157,73,3,104,157
32708 DATA 72,3,169,7,157,66,3
32709 DATA 76,86,228,170,104,104,202
32710 DATA 208,251,96
32711 OPEN #1,4,0,"D:JAZZING.USR"
32712 A=USR(MEMLOAD,1,37888,643)
32713 CLOSE #1:INSTALL=37944
32714 ENABLE=38074:DISABLE=38108
32715 SCREEN=38132:TEXT=38153
32716 PLAYER=38174:AREA=38195
32717 POKE 106,144:GRAPHICS 0
32718 A=USR(INSTALL):RESTORE :RETURN
```

I'll get to work rewriting the article that explains each of the USR routines and how to use them, but the following notes-- along with the two demo programs-- should get you started.

A=USR(INSTALL)

No parameter is required. This routine modifies the DL for the DLIs, sets up the P/M graphics, and initializes the arrays. If you issue a GRAPHICS command, you need to call this routine again, because the GRAPHICS commands wipe out the modified DL. This routine aborts if you aren't already in GRAPHICS 0. Note that this routine automatically falls into the next one.

A=USR(ENABLE)

No parameter is required. This routine enables the P/M graphics and DLIs if they've been disabled with the next command.

A=USR(DISABLE)

No parameter is required. This routine disables the P/M graphics and DLIs, to return you to a normal GRAPHICS 0 display (although the DL isn't changed). This might be useful if you want to temporarily revert to a normal screen without destroying the DLIs.

A=USR(SCREEN,color,row1,row2)

Three parameters are required: the color you want to use (given as a value between 0 and 255, or-- if you prefer-- as the expression 16*hue+luminance); the first row on which to apply the new screen color; and the last row on which to apply the new screen color.

A=USR(TEXT,luminance,row1,row2)

Three parameters are required: the luminance you want to use (given as a value between 0 and 255-- as with SCREEN--
although only the luminance value has an effect); the first row on which to apply the new text luminance; and the last row on which to apply the new text luminance.

A=USR(PLAYER,color,row1,row2)

Three parameters are required. This is the same as the SCREEN color routine, but it changes the PLAYER color (which is used as a second screen color).

A=USR(AREA,type,column1,row1,column2,row2)

Five parameters are required: the type of area (or "box") to draw (0, 1, 2, or 3); the first column and row (for the top left corner of the box); and the second column and row (for the bottom right corner of the box). A type 0 box uses the SCREEN color, with no inverse graphics. A type 1 box uses the SCREEN color, with inverse graphics. A type 2 box uses the PLAYER color, with no inverse graphics. And a type 3 box uses the PLAYER color, with inverse graphics. Note that if you draw a box containing inverse graphics, you shouldn't PRINT over the box, as it will interfere with the inverse bits. It's preferable to PRINT your text first, and then draw a box around it (if the box uses inverse graphics).

A=USR(MEMLOAD,filenumber,startingaddress,length)

This routine isn't part of the USR file, but it's used to load the USR file into memory. You can of course use it for your own purposes, such as loading character sets or other binary files. You can find a rather thorough discussion of this routine in another posting (including an explanation of how it works).

Michael Rideout

4445. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: Isaac Davis <idavis@my-dejanews.com>
Message-ID: <7hl3tmqhk1@nnrp1.deja.com>
Source record: 52361

First thing, I do not want to start a huge copyright war again. That is why the first thing I asked was "Who owns it." Since you have given me a name, that's exactly what I was asking. I know for a fact that Best Electronics has acquired the rights to some things and started making cartridges. I was wondering if that was even feasible, otherwise why even bother tracking down the owner. If you can't make the cartridges to begin with, why spin your wheels looking for the owner.

Second, since Mike Hohman owns the rights, then I guess I will pretty much forget getting one, unless I stumble on one somewhere, but in the last 2 years, that has happened 0 times for me. I think I am in a group of people who would like to get one, but don't have $50 to spend on one cartridge. I can't justify it to my wife and kids. I really want one, and I know I am not alone. I have people from Austin to Los Angeles keeping an eye out for me, and have posted in this group before looking for one. I think 25-30 is a fair price, but since the owner of the rights is gone, and there are a limited supply then I am not going to get one for what I think is fair. I will go further and say that $25 is fair to me because as much as I want one, I will live without it. I am not taking rarity into account, I am just putting my value on it. Now if you ask me what my original 800 is worth, I will happily tell you, it is priceless. If my house is on fire, I grab 1)kids 2)my atari and pictures. So my value probably doesn't matter in this case.

Please don't start bashing me over this. I had some questions, which have been answered. <sappy mode on>I am a programmer, and got my start on my atari. It is very close to my heart. I have only seen one person actually write something with their action cartridge (Bill Kendrick). I know there are a lot out there, and they must be collecting dust, but since they are hard to come by, I guess people are waiting to get the most for their money. This is part of the reason I can't stand Ebay. There are people like Rick Detlefsen who will sell you the atari shirt off their back if you really wanted it. They are not in it to make the most money, they are fellow collectors and users of their atari's. I know that if Rick had one, he would sell it to me in a minute for a price reasonable to both me and him, not the highest price he can muster. I understand the whole issue I am bringing up, and just let me say that everyone is free to do what they want with their things, I don't deny that. I you don't want to help people out because of something they post, then that is your perogative.<sappy mode off>

I don't plan on setting up a factory cranking out illegal copies of action. I was merely asking if it was a possibilty in this case. It must be possible for some title, otherwise skulls need to be cracked over at Best. Bob - No need to be so grouchy.

OK listeners, I have gone over my time limit, time to cut to
commercials.

--
isaac davis
indavis@juno.com

In article <373DEA6E.21467CC0@pacbell.net>,
rwoolley@pacbell.net wrote:
> I do not recommend that you steal a cartridge image since the code is
NOT
> PD. I would expect that Mike Hohman owns the code since he purchased
the
> 8-bit properties from ICD. In as much as they are actually available,
we
> are talking about price? How much is fair to you? Admitting that you
have
> images on disk is not going to increase my willingness to supply you
with
> Action..... We all have things that we should not have, but is it
proper to
> discuss it in the group?
>
> Bob, the grouch....
>
> Isaac wrote:
>
> > Since I have now seen a couple of action carts on ebay recently way
out
> > of my price range, or heading that way, I started wondering. Who
owns
> > the rights to the action cartridge? Is it possible to copy it with
an
> > eprom burner? I want one, and have posted numerous times, but never
> > seem to get a reply, then someone puts one up on ebay usually
bundled
> > with other items and I can't afford it. This is frustrating to say
the
> > least, and I am pretty sure I am in good company on this one. Is
there
> > a way we can get it dumped to disk. I have some of my cartridges on
> > disk, like Atariwriter, and Basic. What about Action? I also
understand
> > that it comes with a disk as well. Does anyone have a backup of
that?
> >
> > Come on, who's with me????
> >
> > --
> > isaac davis
> > indavis@juno.com
> >

> > --== Sent via Deja.com http://www.deja.com/ ==--
> > ---Share what you know. Learn what you don't.---
>
>

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4446. Handbuch zum ATARI 800-xl gesucht

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: flottmann@online.de
Message-ID: <373e1e53.107179276@news.online.de>
Source record: 52362

```
Suche Handbuch und Dos-Buch zum Atari-800 XL
Wenn mi¿½glich original oder Scan.
Weiterhin Miner-2049 und Q-Bert Modul gesucht.
Angebote aus Deutschland an
flottmann@online.de
```

4447. Re: Percom Disk Drives ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <373e508b.103637760@news.earthlink.net>
Source record: 52363

On Sat, 15 May 1999 22:06:40 GMT, sup8pdct@mail.cth.com.au wrote:

>On Sat, 15 May 1999 17:02:48, Technoid Mutant <Technoid@cheta.net>
>wrote:
>
>>
>> New PC-type controllers have done away with the requirement for
>> termination and id settings by flipping a portion of the cable to
>> autoselect the drive by position on the cable. Atari 8-bit controllers
>> can't take these type cables. A straight cable must be used.

This is inaccurate. (at least I'm pretty sure <grin>) The twist
merely changes around the ID lines. When you use twist style floppy
cables in PC (in general practice) you only use two drives max on a
cable. You set the device ID jumpers on BOTH drives to drive two
(drive one when counting from zero) and the twist in the cable changes
it back to drive one (or zero depending on the counting scale). The
twist DOES NOTHING in relation to termination.

What modern PC floppies use (and IDE devices as well I think) is a
form of termination where there are no resister packs to install or
remove and no jumpers to change to set termination. Termination is
automatic. The method used is called DISTRIBUTED TERMINATION. It
gets a little bit technical and to be honest I would have to look it
up in order to explain exactly how it works. There is a really great
book out wich covers PC hardware called "Upgrading And Repairing PCs"
by Scott Mueller and is published by Que. It explains it. If anyone
is interested I can re-read that portion of the book to try and
explain it better.

>Another thing about pc floppies is that only TWO can be connected.
>I have found it is possiable with SOME pc twister cable drives to
>connect them to ATR, BBFloppy etc by changing around the jumpers. A
>bit of trial and error here as well as a contuinty tester.

There is no mystical properties here. Did you know that PCs can have
4 drives as well? In the old days of PCs (especially the days when a
lot of systems were floppy only) it was not unheard of to have a PC
with 4 floppy drives on it. You can use non twisted cables perfectly
well on a PC if but you then must take care to set the device ID
jumpers correctly. All the drives you find in PC style systems have
jumpers to set the ID to 0 through 3 (or 1 through 4) somewhere on
them. The real big problem that I find with such drives is that you
NEVER seem to get documentation on the floppy drives UNLESS you buy a
retail packaged floppy drive on it's own. Even then you may not get
the all the jumpers documented. It goes without saying that OEM drive

bundles or drives that come pre installed in whole system are never documented. In the "old" days it was unheard of not to get such information. How times have changed. Fortunately a lot of times you can find the jumpers for device ID by looking at the silkscreaned info on the PCB of the drive or other clues. Then it is a simple matter to set the drive ID. You can't always find such clues though, and sometimes there are other jumpers whose function is somewhat of a mystery.

>> SCSI, "MFM" (ST506/412) compatible drives and controllers (bridge
>> controllers like OMTI, ADAPTEC, XEBEC etc) use EXACTLY method of
>> configuration as the above. This 34 pin cable was flipped for the PC
>> clones a long time ago also. Atari uses a straight cable just like
>> floppies above. Same rules and procedures for termination etc. Only
>> difference is that these 'mfm' mechs only have two available id's
>> instead of four as in SA400 floppys.

I also want to point out, that when termination is required to be manualy set, keep in mind it is usually if not always independent of device ID. Termination is determined only by whether a drive is at the end of the cable or not. In other words, the last device in the chain gets the termination. You can go change around all the device IDs to a different order all you like but the termination must be on the end or distributive across all, depending on the implementation.

>I have never seen such a cable and all MFM/RLL mechs I have here can
>be set to one of four id's. Finding a controller card that can run
>four mechs is a bit of a problem however. Don't forget that a sperate
>20way cable for each drive comes from the controller to the mech. ie 2
>drives, two 20 way cables plus the 36 way cable etc

>> SCSI Drives follow the exact same rules for termination and id except
>> that the host adapter takes an id (usually 6 or 7) and there are eight
>> available id's (seven available for controllers).

>The MIO and BB Don't have an id, so it is possiable to have eight scsi
>devices.
>>
>> SCSI drives for the 8-bit on the Black Box are required to power the
>> termination. I actually ran a wire from +5volts to pin 20 on the scsi
>> connector of a CDC drive I bought because it had no jumper for powered
>> termination. This allowed me to use it as drive 0 without having to
>> have another drive that did have powered termination at the end of the
>> cable just to make the drive useable.
>
>Whatout for the MIO. The TPWR pin is grounded. This usally pops a
>fuse in the scsi device that is between +5v and TPWR. It usally cannot
>br replaced because it is soldered in and very small.
>
>
>>
>> No scsi/sasi host adapter for the 8-bit I am aware of will tolerate a

>> drive set to use a Parity Bit. This is usually a jumper on the drive
>> labeled "P" or "PE" for parity enable disable. This jumper should be
>> installed or removed as appropriate to provide a Parity OFF condition or
>> the drive will simply not exist to the Atari's host adapter.
>
>I have heard of people getting around this by using a PAL ot whatever
>to generate Parity.
>I don't know if it checks Parity, but I would say it woulden't
>
>>
>> All SCSI host adapters for the 8-bit I am aware of use id 7. A drive
>> set to id 7 will not exist on the chain and the host adapter may not
>> work.
>
>No it doesn't. See above.
>
>
>>
>> SA400 - Shugart Associates specification for controlling floppy drives
>> which has been and is still universal.
>>
>> SASI - Shugart Associates Systems Interface. The precursure of SCSI.
>> Hard disks only. No tapes etc. Drives are dumb and don't map bad
>> sectors without help from the computer operating system.
>>
>> SCSI - Small Computer Systems Interface. A superset of SASI developed
>> by a consortium of drive and controller manufacturers. Development of
>> SCSI adds Tape drives and just about any other device to run on a SCSI
>> host adapter. Atari 8's use small word scsi and don't provide all of
>> SCSI's features but those related to storeage.
>
>SCSI is being updated all the time. Scsi 1 could only support
>massstorage devices (from memory) Scsi II could support scanners and
>cd roms as well as a speed increase.
>Scsi III is faster again with more decive support.
>The Harddrive in my pc is a 9.1G Ultra2 scsi LVD.
>
>
>James.

4448. Re: Action, Mac65, BasicXE & XL on EBAY

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37415be0.106539209@news.earthlink.net>
Source record: 52364

On 15 May 1999 16:24:08 GMT, jeking@NOSPAM.COM wrote:

>Collection of development carts up for auction on Ebay, visit:
>
>cgi.ebay.com/aw<cgi/ebayISAPI.dll?ViewItem&item=104393892

Don't take this wrong. I don't care what you ask for your stuff and I wish you the best, but I think you will have a hard time selling that stuff for that high of a price. You might do better individually. $150 is a lot especially if you only need one or two of the carts to fill your collection.

4449. Re: Needed: Atari 800 Internal Power Board

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: James Smith <jsmith@j-com.net>
Message-ID: <Hdt%2.1264$IO.27738@newse2.tampabay.rr.com>
Source record: 52365

I have a box full, $5 ea + shipping.

Unibuyer wrote in message <19990513233239.20836.00000444@ng-cf1.aol.com>...
>Can someone help me find a replacement internal power supply board (not the
>power brick) for an Atari 800?
>
>I dusted off my original machine a few days ago and when I powered her up,
a
>cracked diode on the board smoked. I understand this can happen when one of
the
>caps goes.
>
>Does anyone sell or know where I can purchase just the power pcb?
>
>Thanks,
>Neal

4450. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37425dea.107061216@news.earthlink.net>
Source record: 52366

On Sat, 15 May 1999 19:21:52 GMT, Isaac <idavis@my-dejanews.com>
wrote:

>Since I have now seen a couple of action carts on ebay recently way out
>of my price range, or heading that way, I started wondering. Who owns
>the rights to the action cartridge? Is it possible to copy it with an
>eprom burner? I want one, and have posted numerous times, but never
>seem to get a reply, then someone puts one up on ebay usually bundled
>with other items and I can't afford it. This is frustrating to say the
>least, and I am pretty sure I am in good company on this one. Is there
>a way we can get it dumped to disk. I have some of my cartridges on
>disk, like Atariwriter, and Basic. What about Action? I also understand
>that it comes with a disk as well. Does anyone have a backup of that?
>
>Come on, who's with me????

I have a few facts for you.

1. I have a "yellow" label Action! cart.

2. I do not wish to sell it (I don't think anyway)

3. I have seen a bootleg Action! cart ages ago. Actually it was an
OSS supercart bootleg device. An old Atari friend had one. He bought
it from some bootlegger that went by the handle of "Sandman" or
something like that. What it was was a cart board with two sockets in
it. My friend would put in the appropriate EPROMs (which he had
purchased with the board) in to determine which OSS cart he wanted to
make it. The old OSS carts (the orange cart case ones) had two chips
in them. (My Mac/65 is like that). Later black carts with yellow
lables I believe had one chip in them. My Action! cart is the black
and yellow variety and is welded shut with a strong epoxy. I am
certain the case would crack and break to hell before that epoxy let
go at the seem.

4. I have a SOFTWARE disk file type version of Action! that actually
works!

5. The software version works, but not very well as memory is sooooo
limited in this way. I tried it out for the heck of it a long time
ago and remember that it sort of worked but had a lot of kinks or
limitaions. I no longer remember the specifics.

6. Action! is a very cool language and makes pretty fast and tight
code (concidering it is a high level compiler).

7. Action! has NO floating point support standard, and has it supported in a very limited way through add on library. So, for anything not needing floating point Action! is great.

4451. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37436120.107883024@news.earthlink.net>
Source record: 52367

On Sat, 15 May 1999 14:43:10 -0700, rwoolley@pacbell.net wrote:

>I do not recommend that you steal a cartridge image since the code is NOT
>PD. I would expect that Mike Hohman owns the code since he purchased the
>8-bit properties from ICD. In as much as they are actually available, we
>are talking about price? How much is fair to you? Admitting that you have
>images on disk is not going to increase my willingness to supply you with
>Action..... We all have things that we should not have, but is it proper to
>discuss it in the group?

Bob I can appreciate your position and I DO appreciate it, but without
drawing everyone into one of those "pirate debate wars" I would like
to make a couple of quick quick points.

1. It is currently 1999. Computers are doing.....
2. You state that "we ALL have things we should not have". I assume
"we all" includes yourself?
3. I also appreciate honesty. At least he was honest in admiting he
has something. And in a way, you kind of did too.
4. Why then, would you speculate about whether he is as worthy or
noble as yourself in regards to you helping him out?
5. I firmly believe in the protection of intillectual property rights
and the vlaue of doing so and the pitfalls of not doing same.
6. Yet... I admit that I too am included in the "we all". Call me
weak. Call me a thief. Just don't call me dishonest.
7. I have known some to argue that owning and using software for
which royalties have not been paid is somehow moral. I generally
disagree.
8. I have known others who argue that it is immoral. I generally
agree.
9. I have known NO ONE, who has not used, at least to some degree,
software that they did not legitimately purchase. Where does that
leave those who vigorously wave the finger of accusation & high moral
ground?

10. In short... I try my best to take the high road but sometimes I
give in a little. I try not to throw stones when I live in a glass
house (or at least has some glass windows <grin>).

11. I (think) I know where you're coming from Bob. Maybe the high
horse should stay stabled?

4452. Request for Football Manager game

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: Alan Clark <alanclark@cadvision.com>
Message-ID: <373e8141.0@news.cadvision.com>
Source record: 52368

Hi,

does anybody remember the old Atari 800 game called "Football Manager"? It was made by "Addictive Software" and featured a photo of the author, Kevin Thomas I think his name was, on the cover with a cheesy grin on his face. I suspect it may have only been released in the UK. It was very popular at the time on the speccy and commodore 64 also.

If so does anybody know if an .atr file of it exists?

Thanks much,

Alan

4453. FA: Atari 800 / ATR 8000 bundle

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: r0et@yahoo.com
Message-ID: <r0et-1605990415390001@ip126.chicago3.il.pub-ip.psi.net>
Source record: 52369

Vintage Atari hardware/software bundle for auction on eBay. Includes...

Atari 800 computer with manual, power supply, Koala Pad, various memory expansion modules installed.

SWP Microcomputer Products ATR 8000 Atari interface unit, doubles as 64k CP/M computer. (!) Includes one 5.25" floppy drive, manuals, disks, various cables, book "Mastering CP/M" by Alan R. Miller (SYBEX, 1983)

Dozens of assorted 5.25" floppies. Assorted software manuals.

Check it out at...

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=104884889

Auction ends: 05/26/99, 02:02:54 PDT

4454. Re: Request for Football Manager game

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be9f92$bfde2180$49374382@vidar>
Source record: 52370

I have a tape, original, if anybody is willing to trade. I have more stuff
for trade at : http://home.sol.no/~olavese/index.htm

Alan Clark <alanclark@cadvision.com> wrote in article
<373e8141.0@news.cadvision.com>...
> Hi,
>
> does anybody remember the old Atari 800 game called "Football Manager"?
It
> was made by "Addictive Software" and featured a photo of the author,
Kevin
> Thomas I think his name was, on the cover with a cheesy grin on his face.
I
> suspect it may have only been released in the UK. It was very popular at
> the time on the speccy and commodore 64 also.
>
> If so does anybody know if an .atr file of it exists?
>
> Thanks much,
>
> Alan
>
>
>

4455. FA: Platter Mania Cart w/ Docs

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <926864069mnewsX_velcro_X@netunlimited.net>
Source record: 52371

Platter Mania cartridge for Atari 8bit w/ documentation! Control a clown who spins lots of plates on sticks! Very unusual! For auction, check out:

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=velcro-spy&include=0&since=-1&sort=8&rows=25

That should also get you to my TI-99/4A auction and Atari 7800 Xevious and Centipede auction! Buy buy buy!

vs

To email me just remove the X's and underline marks from my address.

4456. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_926857456@rtfm.mit.edu>
Source record: 52372
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 2, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

4457. Will trade pc hardware for 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <373EE4D4.71CCA7CA@cheta.net>
Source record: 52373

Being a full-time tech makes for a bunch of leftovers. I have 33.6k modems, sound cards, some larger hard drives both scsi and ide. Controllers etc.

Anyone interested in pc hardware?

4458. SpaceBall Controller for trade

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <373EE7ED.9BEF72C9@cheta.net>
Source record: 52374

I have an original SpaceBall controller for the PC. This is a SIX AXIS controller spawned of a controller for computer aided design. Hardcore gamers should already know. Esp Quake, Descent, and Forsaken players.... They are hard to find. I could probably sell it for $100.00 cash but I still want some toys.

I would trade even steven for :

A couple 800's

A couple 800xl's

A 1200xl and something else sweet

A Trak Floppy drive and something sweet

An Indus drive and something sweet

A MUX cart system (two slaves and a master). Got software and docs. Need the roms as well.

4459. Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: adrian@home.ta
Message-ID: <373eeff9.870387@news.demon.co.uk>
Source record: 52375

Hi,

Having managed to pick up a boxed pristine 600XL for ï¿½5ukp complete
with cables and manuals I was a bit narked to get it home only to
discover it does exactly the same as an old battered 800XL I got a few
weeks ago! Both machines power up, but instead of getting the 'ready'
prompt all I get is a brownish-red screen and nothing else.
Was this a common fault with XLs or have I just managed to pick 2 bad
ones?

TIA
--
Adrian/Witchfinder/Workshy Fop - take yer pick
I'm not schizophrenic, honest Nurse.
adrian@vorbis.MAINS.demon.co.uk
Disconnect mains before replying if you can be arsed.

4460. Docs to repair 9volt power packs

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <373EFB23.38116EE5@cheta.net>
Source record: 52376

Back in the 80's when those 9volt packs that power everything from the 400/800 to the 1050 , interfaces and Printers were common I could not afford to buy replacements. So I hacked and repaired mine. Here is what I do when they die.

1) Open the pack. They are sealed to a cruel degree but I have done it two ways:

Heat a steak knife over a gas stove till it is REALLY hot and then use it to cut the top off the pack. You will have to reheat the knife periodicly...

The above is smelly but works.

The other way and much cleaner is to use a hacksaw and cut on each of the four edges of the top of the supply and pop out the top to expose the transformer. Be careful not to cut too deep. There isn't too much inside to damage when you cut on the top. At the bottom are the cords and internal connections.

2) If the fuse concealed within is blown, then there is your ticket. Go to Radio Shack or the local equivalent and buy a fuse holder, some heat-shrink tubing, and a pack of fuses. The fuse value is 250volt ac, 5amp, slo-blow. You will need to do some very simple soldering to install the fuse holder. If you got a small enought fuse and holder you could put the whole shebang back inside the power pack and tape the 'cover' back on the top. Next time the pack 'dies' it won't be such a pain I guarantee.

** TNM **

4461. Re: Atari 8-Bit stuff wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <7hn1uifme1@epos.tesco.net>
Source record: 52377

David J. Robbins wrote in message <7hkqpp$t80$1@news5.svr.pol.co.uk>...
>I would like any of the following:-

David, I can help with some of this, please email me, as I cannot get
through to you!

richard.daley@tesco.net

>
>

4462. Re: Docs to repair 9volt power packs

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: jerry_glenwright@my-dejanews.com
Message-ID: <7hn5p0$3s2$1@nnrp1.deja.com>
Source record: 52378

An easier (and smell-free) way to open the 9v power pack is to use an electric drill with a bit that's just larger than the rivets (four off, one in each corner). Simply drill them out -- it's very easy and doesn't put the innards at risk. When the rivets are drilled out the two halves of the pack separate (and go back together again) very easily.

I used this method when repairing a 'buzzer' -- when the pack oscillates wildly, increasing all the time until it seems it's likely to explode! OPen it up and reposition thr 'works' slightly and the buzzing is cured forever.

Best wishes
Jerry

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4463. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: Isaac Davis <idavis@my-dejanews.com>
Message-ID: <7hn657$47a$1@nnrp1.deja.com>
Source record: 52379

<<Bob Wooley Wrote:::>>>
> On Sat, 15 May 1999 14:43:10 -0700, rwoolley@pacbell.net wrote:
>
> >I do not recommend that you steal a cartridge image since the code is
NOT
> >PD.

<<Jon Melbo Wrote::::>>>
> 3. I also appreciate honesty. At least he was honest in admiting he
> has something. And in a way, you kind of did too.

I think I am being taken way out of context here, and should probably do a little more to explain my original post. I was not advocating just running out and burning copies. I tried to follow a logical path of questions. 1) Who owns it? 2) Is it possible? If both of those had answers that made it possible, then I was suggesting that we get in touch with the copyright owner, and find out what it would take to get the Action cartridge back into production. I know I have seen a lot of people that want one and cannot get it. And 99.9% of the people who have one will not part with it for obvious reasons. This was not a pirating call to arms, more of a call to arms to find the owner and maybe get it back into production. I have no problem paying for a legitimate copy, and that's what I want, but I can't afford the prices I have seen lately. Like Jon said, it's 1999, and this has become a hobby, not a career. Let's not confuse hobbies with actual money making jobs. Even if I obtained a cartridge, nothing I can/could/would write would make me any money, and I wouldn't charge for it if I could. I write programs for fun. I give away programs I have written in more modern, money making languages like Visual Basic 5.0. Check my website. Now those I could probably make some money off of, but I prefer to help others out the best way I can. I know that people like Bill Kendrick understand where I come from. He does the same thing with his website, and Gemdrop is a perfect example. So when I said "who is with me?" I was referring to getting this through legal methods for a reasonable price.
Everybody take a deep breath.
--
isaac davis
indavis@juno.com

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4464. Re: FS: Neanderthal 2600 Thickbottom (circa 1977) System

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: Alex Kidd <sburrage@gdi.net>
Message-ID: <7hn4m1$c0$1@news.gdi.net>
Source record: 52380
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Personally I prefer the "Neanderthal" nick-name for these first edition
2600's. That denotes both the age and the thick skull.
As to the post- these Neanderthal's are among the more scarce units,
but there are several US versions that are tougher.
As to price- I suspect most people would consider it too high- but
if you've got a lot of money or live in a remote or rural area- where you
not likely to run across one maybe it might be worth it to you.
As to the thrift shop find- $10.00 for 37 carts with instructions, and
with any kind of Boxed game machine was an excellent buy.

sheercon wrote in message <3739C480.F6DCDEE7@earthlink.net>...
>PEW wrote:
>> Atari 2600 Thickbottom System - 6 Switch (circa 1977)
>> This unit was one of the first Atari 2600 units built.
>> This is one of the units built in Sunnyvale, CA
>> System Includes:
>>
>> 1 - ATARI 2600 Thickbottom unit - Very Good Condition
>> 2 - Atari 2600 Joysticks - Good Condition
>> 1 - Power Supply (Non-Atari)
>> 1 - TV Switchbox
>> 1 - Combat Cartridge (Fair Condition)
>> 1 - Pacman Cartridge (Fair Condition)
>> Everything is tested and in working condition
>> $40.00 + SHIPPING US funds only.
>> If interested please e-mail me at JD-NOSPAM-DEPEW@EROLS.COM
>> remove the -NOSPAM- when replying.
>
>$40 for an Atari 2600 with two games??? Jeeze, your prices are insane...
>a few months back I picked up an Atari 2600 thickbottom with 37 games
at a thrift store for $10 - and the games had their manuals and the Atari
had it's box...

4465. going rate for action, bounty bob?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: Robert Erickson <ericksonrw@hotmail.com>
Message-ID: <373F1D48.7F06@hotmail.com>
Source record: 52381

Hi all,

I have a complete action! cartridge (orange w/ yellow label), manual,
and box.

Also have a Bounty Bob cartridge.

What are they worth?

Thanks,
Robert

ericksonrw@hotmail.com

4466. Re: Question About Programmer From Antic

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: Darrel Davis <darreld@his.com>
Message-ID: <373F6F47.3441B5F7@his.com>
Source record: 52382

I would be interested in finding out about J D Casten too. Anybody heard
anything about him
after Antic?

-darrel
Xtcr7 wrote:

> [Excellent text snipped]

> I was curious if any of you guys remembered a gentleman named J D Casten. He
> was the author of several incredible BASIC programs such as ESCAPE FROM
> EPSILON, RISKY RESCUE, the Scramble-clone NEMESIS, REBOUND, and my personal
> favorite, BIFFDROP (I remember how I changed the variable controlling the
> number of guys you had in this latter game to give me something like a hundred
> so I could finish the game [and here's something funny: I did the same thing in
> EPSILON, but know what happened when I did it? Because Casten chose to
> represent the number of guys graphically as opposed to numerically {each guy
> was represented at the bottom by a player-sprite} the Atari would draw as many
> guys as I enumerated, and they would pop up one after another on the bottom of
> the screen after I pressed start; the line of guys would keep going and going,
> past game screen after game screen, and if memory serves, it would just keep
> completing levels on its own till it finished the game!).
>

--
==
Darrel L. Davis darreld@his.com
Linux - The choice of a Gnu generation
==

4467. Re: FS: Neanderthal 2600 Thickbottom (circa 1977) System

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: sheercon <sheercon@earthlink.net>
Message-ID: <373F0F11.5D9D686B@earthlink.net>
Source record: 52383
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Alex Kidd wrote:

> Personally I prefer the "Neanderthal" nick-name for these first edition
> 2600's. That denotes both the age and the thick skull.
> As to the post- these Neanderthal's are among the more scarce units,
> but there are several US versions that are tougher.
> As to price- I suspect most people would consider it too high- but
> if you've got a lot of money or live in a remote or rural area- where you
> not likely to run across one maybe it might be worth it to you.
> As to the thrift shop find- $10.00 for 37 carts with instructions, and
> with any kind of Boxed game machine was an excellent buy.

I thought it was a good buy... of course there was nothing rare in the games - just the usual Combat, Pacman and missile command type games. If someone wants to buy the system off me and the combat cartridge for $40 I'd be happy to sell ;) Although I still think that guy's prices are a bit ludicrous. I guess if you label something as "rare" /someone/ will come along and pay those prices...

Brian

4468. Need help: Date Verifications for GOTCHA

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <riK%2.9424$kE6.8566@wbnws01.ne.mediaone.net>
Source record: 52384
Cross-posted to: comp.emulators.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit

The GOTCHA Committee needs copyright dates verified for the following games. The only way to verify copyright date is by looking at the box, book, disk or startup screen. Any help you could give would be much appreciated. If you're wondering why we need these, check out the GOTCHA Awards section at: http://www.emuclassics.com/gotcha/

Please email me with any information you have at: hughfalk@mindspring.com

Legionnaire -- Avalon Hill
Hellcat Ace -- Microprose
Pursuit of Graf Spee -- SSI
The Cosmic Balance -- SSI
Galactic Adventures -- SSI
Galactic Gladiators -- SSI
Shattered Alliance -- SSI
Napoleon's Campaigns -- SSI
Field of Fire -- SSI
Fighter Command -- SSI
War in Russia -- SSI
Battles of Napoleon -- SSI
Combat Leader -- SSI
Microsoft Flight Simulator 1
Sub Logic Flight Simulator 1

4469. FS: Atari 8-bit, it's in great shape 'til I shred it!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: TSICRDSX@mu3.millersv.edu
Message-ID: <18340138F8S86.TSICRDSX@mu3.millersv.edu>
Source record: 52385

This stuff, if not sold now, is probably on its way to the local home for shredded cardboard and plastic, so..... if you see anything you want, need (try to picture one who NEEDS Atari 8-bit software!!), well, make an offer. (Hmm, have any spare pictures of CHARISMA CARPENTER or ODALYS GARCIA?)

If anyone wants to make an offer on the lot, go ahead.... people won't laugh at you (though even your pet anaconda may shun you!)

Buyers will be responsible for all shipping/handling charges. Sales to contiguous US only. (No, you don't have to spread a disease...) On second thought, if you're willing to pay for this stuff and you live in Botswanna or Brigadoon or Mogadishu or wherever, yeah you can buy it. I draw the line at selling to the White House... at least until I see the color of its $3-dollar Bills.

Atari Games for Sale

(All complete with boxes and documentation, unless otherwise noted)

CARTRIDGES
~~~~~~~~~~

**Atari

c Centipede Zap the worm and all his parts. Arcade game.

**Imagic

c Demon Attack Space Invaders with flapping wings.

**Spinnaker (once again, nice but heavy premium plastic packaging)

c Fraction Fever Shouldn't 98.6 be 98 3/5 ?

c Story Machine Kind of a "mad lib" for your kids.

DON'T TELL *ME* YOU HAVEN'T HEARD 5-1/4" FLOPPIES MAKE GREAT VALENTINE GIFTS!!!!

5-1/4" diskettes
~~~~~~ ~~~~~~~~~

**Atari

d Caverns of Mars Primitive Zaxxon in a Martian cave

**Atari Program Exchange

d Seven Card Stud Monty Webb's poker game. Ziplock
packaging.

**Avalon Hill

d Divex Another darned "teach your kid" number
stuff... don't YOU ever sit down with
him??

d Midway Campaign Win the naval battle in the Pacific

**CBS Software

d Success With Math: Math for grade levels 5-8
Fractions

d Success with Math: Grade levels 7-11
Linear Equations

d Success with Math: Grade levels 9-12
Quadratic Equations

**Cosmi

d The E Factor Save your planet against mimes, aliens
and asteroids!! Sorry, Marcel, oops,
that's "Mines"

**EPYX

d Temple of Apshai Base for other DUNJONQUEST games.
Includes both cassette version and
5 1/4" disk.

d Upper Reaches of Apshai Another expansion module for Temple of
Apshai. Book of Lore missing.

**Spinnaker (Heavy plastic box packaging...nice, but probably
expensive to mail !)

d Kinder Comp Collection of six educational games.
Boy, are your kids going to be smart !!

**Thorn EMI

d Home Financial Management If you buy all the above, this will
help tell you how much over budget you
are!!

**Walt Disney PC Software

d Mickey & the Great Outdoors If your kid can only learn from a
mouse, this is the one to do it.
More math and literacy skills.

DID YOU REALIZE THERE IS A RUMOUR CASSETTE TAPES MAKE EXCELLENT KINDLING!

Cassette Tapes
~~~~~~~~ ~~~~~

**Avalon Hill --- I really liked some of these!!!!

t Empire of the Overmind I do remember loving this game...
but times were simpler and so was I
Includes great 'parchment' poem
(Apple & TRS also)

t Midway Campaign cassette version of same as listed
above with diskettes(Apple,PET, & TRS
included on tape)

**Cosmi

t Aztec Challenge Seems to be "Mountain King" type game.

t Caverns of Khafka typical cavern-tomb danger graphics
game

t The Crypts of Plumbous A lot like "Defender", as I recall.

t Forbidden Forest Find your way out of a deadly graphic
forest

t Galactic Avenger "Space Invaders" type game

t Spider Invasion Destroy deadly spider mutations, their
eggs and nest. Are you getting as
itchy as I am?

**Edu-ware Services

t Compu-read 3.0 Tool for improving reading speed and
comprehension. NOT boxed, but in it's
own folder including docs.

**EPYX

t Curse of Ra Expansion module for "Temple of Apshai"
adventure game. Book of Lore missing.

**Program Design, Inc.

t Addition with Carrying Math games for the young. In clear
plastic sleeve.

**Thorn EMI -- love their packaging....beta-like plastic containers
(and we all know where beta is)

t Cribbage & Dominoes Cribbage & Dominoes...get the idea?

t Figure Fun Two games to teach multiplication,
division, etc. Five levels, cover most
~~~~~~~~

ages

t Pool Everybody in the Pool !! No, not that
kind -- tournament and eight-ball,
practice included.

t Super Cubes and Slip Rubik's Cube and marble maze in
computer form.

Books and miscellany
~~~~~ ~~~ ~~~~~~~~~~
b Atari Games and Recreations by Kohl, Kah, Lindsay and Cleland

b Atari Programming with 55 Games Schreiber

s Atari Student PILOT Reference Guide Includes Cartridge for Atari
Pilot

s Atari Speed Reading **MASSIVE**, looseleaf bound, six
cassette "Learn to Read Faster"
course. Weighs a ton.

b Kids & the Atari Would a kid know what an Atari was?
Still in its time it was a good
introductory primer.

Now the following are not necessarily Atari, but are books on Basic...
Much of which could be modified to Atari, and certainly all of it is
composed of atoms.

25 Exciting Computer Games in Basic for All Ages David Chance
33 Adult Computer Games in Basic David Chance
34 MORE Tested, Ready-to-Run Game Programs in Basic Delten T. Horn
67 Ready-to-Run Programs in BASIC Wm Scott Watson
1001 Things to Do With Your Personal Computer Mark Sawusch
Basic Fun - Games, Puzzles, Problems for Children Lipscomb & Zuanich
Compumath Magic (a kid's book) M.J. Winter
Dragon Magic Your First Programming Book Richard Wadman
Games, Graphics and Sounds Curran & Curnow
How to Write an Apple Program Ed Faulk
How to Write a Program II - Advanced Programming Techniques Ed Faulk
Stimulating Simulations (Second Edition) C.W. Engel
Your First Steps in Basic Curran & Curnow

If you need any further info, heck I don't have much to say.
Haven't played most of these more than once or twice, and
certainly not in the last 3000 years!

"No, I did not... no, I never... not once, not ever..." W.J.B. Clinton

"tomorrow we shall discover what our God in Heaven has in store..."
---Les Miserables
~~~~~

4470. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <373F9EB5.EFBFC23D@pacbell.net>
Source record: 52386

well, you know, you ever send a message and just KNOW it's going to turn to doo-doo? maybe the Devil made me do it..... let me rephrase.

i want to make it possible for you to buy a cart since it is not PD.

you seem to want to purchase one but at less than "market" (i.e. ebay) price. what did you have in mind?

letskeeptheconversationawayfromhowto"create"acartbecausewedon'twanttoopenthatcanofworms

:>)

my horse is certainly no higher than anyone else is..... and I fall off a lot!

as a sidebar, Mike Hohman was developing the MARS board which had all four ICD carts built in. a very ambitious project. worked.

If Mike ever shows up again, we can ask him how to augment the cartridge supply. He's a true Atari Guy - he isn't out to get rich either. He might be OK with it. In the meantime, anybody want to search my stock for extras? There may be 10 or 15 of them in there.

Bob

> I think I am being taken way out of context here, and should probably do
> a little more to explain my original post. I was not advocating just
> running out and burning copies. I tried to follow a logical path of
> questions. 1) Who owns it? 2) Is it possible? If both of those had
> answers that made it possible, then I was suggesting that we get in
> touch with the copyright owner, and find out what it would take to get
> the Action cartridge back into production. I know I have seen a lot of
> people that want one and cannot get it. And 99.9% of the people who have
> one will not part with it for obvious reasons. This was not a pirating
> call to arms, more of a call to arms to find the owner and maybe get it
> back into production. I have no problem paying for a legitimate copy,
> and that's what I want, but I can't afford the prices I have seen
> lately. Like Jon said, it's 1999, and this has become a hobby, not a
> career. Let's not confuse hobbies with actual money making jobs. Even if
> I obtained a cartridge, nothing I can/could/would write would make me
> any money, and I wouldn't charge for it if I could. I write programs for
> fun. I give away programs I have written in more modern, money making
> languages like Visual Basic 5.0. Check my website. Now those I could
> probably make some money off of, but I prefer to help others out the
> best way I can. I know that people like Bill Kendrick understand where I
> come from. He does the same thing with his website, and Gemdrop is a
> perfect example. So when I said "who is with me?" I was referring to

> getting this through legal methods for a reasonable price.
> Everybody take a deep breath.
> --
> isaac davis
> indavis@juno.com
>
> --== Sent via Deja.com http://www.deja.com/ ==--
> ---Share what you know. Learn what you don't.---

4471. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-16 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <373FA233.3F64FE90@pacbell.net>
Source record: 52387

Jon Melbo wrote:

> Bob I can appreciate your position and I DO appreciate it, but without
> drawing everyone into one of those "pirate debate wars" I would like
> to make a couple of quick quick points.
>

yes, you are right. sorry - must be the soldering iron fumes..... I should stick with the hardware.

Bob

4472. Teac 5-1/4" Floppies

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990516211031.09308.00001600@ng-ck1.aol.com>
Source record: 52288

Over the weekend, I made the trek from
Indpls to Dayton. OH for the Hamvention. I'm
not into Ham Radio, but I love the huge flea
market. I picked up some (supposedly) good
Teac 55 GFR 5-1/4" drives. They are gear driven,
and appear to be of a fairly recent design.
Unfortunately, I don't have any info about them.
They certainly appear to be 360K, and for sure
are D/S. I'm presuming they are not HD, since
the Teac HD's were clearly labeled 1.2 on their
factory labels. My hope is that they are low
enough in their power requirements to be an
acceptable replacement for the Chinon used in
the XF551's. They even have the edge card
connector on the correct side for the very short
XF cable. And they are gray, although not quite
the same shade as the XF, but close.
Anybody know something about these or could
suggest where I might look?
Thanks,
Larry White

4473. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: seagtgruff@aol.com
Message-ID: <19990516231838.00966.00001875@ng-cc1.aol.com>
Source record: 52289

Adrian wrote:

> Having managed to pick up a boxed pristine 600XL for
> ï¿½5ukp complete with cables and manuals I was a bit narked
> to get it home only to discover it does exactly the same as
> an old battered 800XL I got a few weeks ago! Both
> machines power up, but instead of getting the 'ready'
> prompt all I get is a brownish-red screen and nothing else.
> Was this a common fault with XLs or have I just managed to
> pick 2 bad ones?

No, that wasn't a common fault with XLs, at least not that I've ever heard of. You did say "ï¿½5ukp" and your message id says "news.demon.co.uk". The only thing that comes to mind (besides the obvious "you got a couple of busted machines") is that it might have something to do with NTSC versus PAL? If that isn't it, then maybe a chip is loose or something?

I used to own a 600XL (very briefly) and 800XL many years ago. I got rid of the 800XL when I got a 65XE, and later I bought a 130XE. The XLs used to drive me crazy with a bug that only showed up occasionally, right in the middle of editing a BASIC program. As I recall-- and my memory is a bit hazy on the details-- the computer would crash at times when you deleted a line (SHIFT-DEL) while editing a BASIC program, and if you hadn't SAVEd your work up to that point, you were screwed. It didn't happen all the time, just under certain conditions (deleting a line from the bottom of the screen? or deleting a line when the program was a certain size?). Atari later fixed that bug, so later XLs-- and the XEs-- didn't have it.

Michael Rideout

4474. FS/T: Atari 8-bit computer items [05/17/1999]

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <3750c2fb.21534315@news.nls.net>
Source record: 52290

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 05/10/1999

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection list for this system is currently on-line!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 2.50 3-D Tic-Tac-Toe
$ 2.50 Alphabet Zoo [Spinnaker] -- no label
$ 2.50 Atariwriter
$ 2.50 BASIC -- for use with Atari 400 and Atari 800
$ 2.50 Centipede

$ 2.50 Dig Dug
$ 2.50 E.T. Phone Home!
$ 3.00 Frogger [Parker Brothers]
$ 4.00 Gateway to Apshai [Epyx]
$ 1.00 Missile Command
$ 2.00 Pac-Man
$ 2.50 Qix
$ 1.00 Space Invaders
$ 2.00 Star Raiders

{1} = requires 32K.
{2} = requires 48K.
{3} = requires 48K and printer.

Used diskette(s), with box and manual:
$ 2.50 Home Filing Manager, The (Atari)
$ 2.50 Print Shop, The (Br0derbund) {3}
$ 2.50 SynFile+ (synapse) {2} -- also includes Reference Card
$ 2.50 Timewise (Atari) {1}
$ 2.50 Touchdown Football (Electronic Arts) {2}
$ 2.50 VisiCalc (VisiCorp) {1} -- also includes Pocket Reference
Guide -- $5 shipping, due to weight, counts as 1st item

Cassette with plastic storage case:
$ 1.50 Energy Czar [Atari]
$ 1.50 Hickory Dickory [Atari Program Exchange]
$ 2.00 Stellar Shuttle [Br0derbund]
$ 3.00 Touch Typing [Atari] -- two tapes, covers Beginning,
Intermediate and Advanced.
$ 1.50 Video Math Flashcards 3.1 [Atari Program Exchange]

Cassette with box, plastic storage case and manual:
$ 2.50 Biorhythm [Atari]
$ 2.50 An Invitation to Programming 1: Fundamentals of
BASIC Programming [Atari]

Accessories:
$ 0.50 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 2.50 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 8.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 4.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 4.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 6.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 4.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive does not include the power supply, or Molex connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will not boot up. Sold as non-working item, possibly repairable, for parts only!

$ 3.00

*****

LOT #2

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 8.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in

business since 09/05/93, so I have a good idea how to price
items. My personal philosophy is that something is only worth
what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order
-drawn from a U.S. bank branch-, or cash. Orders from outside
the U.S. are also accepted (also, please check out my want
lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
#1) VGA2000@io.com -- for quickest response
#2) VideoGameAdvantage@DittosRush.com -- *backup* e-mail account
#3) dw901@cleveland.freenet.edu -- *backup* e-mail account

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 5 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

4475. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-i3h3dtWt6N7I@di03-ks.cth.com.au>
Source record: 52291

On Sun, 16 May 1999 16:21:36, adrian@home.ta (Witchfinder) wrote:

> Hi,
>
> Having managed to pick up a boxed pristine 600XL for £5ukp complete
> with cables and manuals I was a bit narked to get it home only to
> discover it does exactly the same as an old battered 800XL I got a few
> weeks ago! Both machines power up, but instead of getting the 'ready'
> prompt all I get is a brownish-red screen and nothing else.
> Was this a common fault with XLs or have I just managed to pick 2 bad
> ones?

no. just bad luck. Good news tho. you can pull them apart and syart
swaping chips around.
Most of the chips in both computers are the same.
start with the 40 pin ones first.

James.

4476. Re: Teac 5-1/4" Floppies

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-YllDYdiUdKVs@localhost>
Source record: 52292

On Mon, 17 May 1999 01:10:31, lwhite6497@aol.com (LWhite6497) wrote:

> Over the weekend, I made the trek from
> Indpls to Dayton. OH for the Hamvention. I'm
> not into Ham Radio, but I love the huge flea
> market. I picked up some (supposedly) good
> Teac 55 GFR 5-1/4" drives. They are gear driven,
> and appear to be of a fairly recent design.
> Unfortunately, I don't have any info about them.
> They certainly appear to be 360K, and for sure
> are D/S. I'm presuming they are not HD, since
> the Teac HD's were clearly labeled 1.2 on their
> factory labels. My hope is that they are low
> enough in their power requirements to be an
> acceptable replacement for the Chinon used in
> the XF551's. They even have the edge card
> connector on the correct side for the very short
> XF cable. And they are gray, although not quite
> the same shade as the XF, but close.
> Anybody know something about these or could
> suggest where I might look?

Did you check the lenght of the mech's?
I have found the xf mech is shorter then most.
Have also found some density changing promlems with other mech's as
well.
You may be lucky with what you have.

James.

4477. Mike Hohman

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-0YEnB8djdnFv@localhost>
Source record: 52293

On Mon, 17 May 1999 04:44:37, rwoolley@pacbell.net wrote:

> as a sidebar, Mike Hohman was developing the MARS board which had all four
> ICD carts built in. a very ambitious project. worked.
>
> If Mike ever shows up again, we can ask him how to augment the cartridge
> supply. He's a true Atari Guy - he isn't out to get rich either. He might be
> OK with it. In the meantime, anybody want to search my stock for extras?
> There may be 10 or 15 of them in there.

What stock is there???

Speeking of mike, Does any one know where he is?? I sent him some
hardware in exchange for some of his. then he dissappeared. still
waiting.
He more then likley has a good reason but i just wish he keeps people
informed.
Not hard to do these days.

James.

4478. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: witchy@work
Message-ID: <373fddf1.678135@news.demon.co.uk>
Source record: 52294

seagtgruff@aol.com (SeaGtGruff) drained the contents of the glass. On the bottom was written:

>Adrian wrote:
>
>No, that wasn't a common fault with XLs, at least not that I've
>ever heard of. You did say "ï¿½5ukp" and your message id
>says "news.demon.co.uk". The only thing that comes to mind
>(besides the obvious "you got a couple of busted machines")
>is that it might have something to do with NTSC versus PAL?
>If that isn't it, then maybe a chip is loose or something?

I know it's not a PAL vs NTSC thing because both of them have PAL modulators in; since both of them have been carted round boot sales and the like I'll try reseating the chips.......

cheers!

4479. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: witchy@work
Message-ID: <3740de2e.739273@news.demon.co.uk>
Source record: 52295

sup8pdct@mail.cth.com.au drained the contents of the glass. On the bottom was written:

>no. just bad luck. Good news tho. you can pull them apart and syart
>swaping chips around.
>Most of the chips in both computers are the same.
>start with the 40 pin ones first.

Thanks for that - I'll give it a go; I'd forgotten that with these old machines you can just pull 'em apart!

cheers

4480. Re: Sorry, I couldnt resist...

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <373FEC84.8C6DBF06@mail.uni-mainz.de>
Source record: 52296

dethnite schrieb:
>
> With star wars coming out, I just couldnt resist... :)
>
> --
> It is better to compiled and locked up, then to have never coded at all...
>
> [Image]

Hey,
back to the good old times. There exist some basic files called "Apple War" and "Commodore War" (or something like that). The apple war file just presented the apple logo, which was destroyed by the Atari Fuji. Then there were 2 short lines showing "Atari Computers" and "Apple Computers", where the Atari line was soon bashing at the Apple line. After a while you could read "Atari Computers" and "Apple Sausage"...

The second computer war file "How to kill a Commodore" was much better, it featured some really funny animation, like blizards, rockets, stars, mathematics, etc. Really funny... especially the final counter that said "One Commie down, 99999 to go...", it was a real counter, so if you watched the demo some more times, it was counted down... I love it !!

There was also an Amiga war file, which was nothing more than a recycled apple war file. It just did the same, showing the Commodore logo and "Amiga Computers" instead of the apple logo and "Apple Computers". When it ended, it loaded the next demo, which was a ML Demo called Amiga Ball, showing all Amiga fans, that a simple 8-Bit Atari could do the same thing: rotate and bounce a 3D ball...
- Andreas

P.S.: Anyone who knows of more computer war(s) files, coded on the little Atari ?!?

4481. Re: Question about different versions of DIG DUG...

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <374006AE.61005FA6@erols.comX>
Source record: 52297

Someone mentioned that there were 3 releases awhile back. I know of 2 official conversions.

The original was dog slow, choppy and lacked fun gameplay. It looked good though.

Atari created the 5200 version and seemed to re-release the same version on the 800 which was now faster, smoother and played more like the arcade. It wasn't quite as colorful.

I've never seen a 3rd version that someone mentioned seeing.

Thomas Havemeister wrote:

> Swozniak schrieb in Nachricht
> <19990513125324.11113.00000127@ng-fr1.aol.com>...
> >I just picked up the silver-label version of DIG DUG because I heard that
> it
> >was different than the old brown-label version. I know that the later
> release
> >was supposed to have a scrolling playfield and multi-color sprites but both
> of
> >my versions are the same. Does anybody know how to ID the cart that is
> the
> >later version? Thanks in advance.
>
> Howdy Swozniak!
>
> Well I saw at least two different Dig Dug Versions. A long time ago I bought
> maybe the "classic"
> one, so it have relative simple graphics and sprite animations. But I've
> found a file called "DIGDUG3.COM"
> and might be an unofficial 5200 console conversion of Dig Dug. Well, it has
> much improved graphics and
> sprite animation.
>
> Anyone knows something more detailed about this?
>
> -thomas

--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove the 'X' for email replies

4482. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <373ff6b3.843132@news.freeserve.net>
Source record: 52298

The other Day witchy@work (Witchfinder) wrote:

>sup8pdct@mail.cth.com.au drained the contents of the glass. On the
>bottom was written:
>
>>no. just bad luck. Good news tho. you can pull them apart and syart
>>swaping chips around.
>>Most of the chips in both computers are the same.
>>start with the 40 pin ones first.
>
>Thanks for that - I'll give it a go; I'd forgotten that with these old
>machines you can just pull 'em apart!
>
>cheers

Before you start swapping chips I would suggest pushing all the socketed chips down. With time and buffeting they can work loose or the legs get oxidised.

Pushing them down will cure either...

If not then play chip swapping...
--
Paul..

www.dellos.freeserve.co.uk

UGVP ECTS info

ICQ 105793 Oh ya sexy bugger :)

4483. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: mjarek@ifa.amu.edu.pl
Message-ID: <37401f52.22036767@news.amu.edu.pl>
Source record: 52299

What about a .rom image that would work with some of the emulators?
Has anynone seen one?

Jabberwock

4484. Re: Question about different versions of DIG DUG...

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990517104804.04491.00001945@ng-fa1.aol.com>
Source record: 52300

Stephen Knox <gooch@erols.comX> wrote:

<<Someone mentioned that there were 3 releases awhile back. I know of 2
official
conversions.
The original was dog slow, choppy and lacked fun gameplay. It looked good
though.
Atari created the 5200 version and seemed to re-release the same version on the
800 which was now faster, smoother and played more like the arcade. It wasn't
quite as colorful.
I've never seen a 3rd version that someone mentioned seeing. >>

Right, but what I wanted to know is how to ID the later version since I had
heard it was the silver-label cart but obviously that's not the case because my
brown and silver-labels contain the same program.

- S c o t t W o z n i a k
****
Check out my Videogame Want / Trade list here:
http://members.aol.com/swozniak/page1.html
****

4485. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7hpdv1$97k$1@news6.svr.pol.co.uk>
Source record: 52301

Hiya,

>....since both of them have been carted round boot sales
>and the like I'll try reseating the chips.......

I don't want to sound like to voice of doom here, but I've owned a number of
800XLs over the years and none of them had any socketed chips in them - they
were fully soldered (annoying as I'm a terminal hardware hacker).

It would be interesting to know if yours are socketed!

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

4486. Re: Teac 5-1/4" Floppies

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7hpdv2$97k$2@news6.svr.pol.co.uk>
Source record: 52302

Hi Larry,

>....I picked up some (supposedly) good
>Teac 55 GFR 5-1/4" drives. They are gear driven,
>and appear to be of a fairly recent design.....
>....They certainly appear to be 360K, and for sure
>are D/S....

GFR-55s were available in several "flavours", they definitely made 720K units and also DUAL SPEED 1.2Mb units (I have at least one of the former type and several of the latter which were discarded as faulty by people who didn't have the appropriate controller card). I don't know if they made a 360K version.

I haven't fiddled with these drives for some years but ISTR that there should be a suffix on the part number IE GFR-55"x" which identifies the type of drive. Sorry but I can't recall any more details....

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

4487. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3740407e.42194308@news.earthlink.net>
Source record: 52303

On Mon, 17 May 1999 16:09:06 +0100, "Peter Pachla"
<my.name@vectrex.freeserve.co.uk> wrote:

>Hiya,
>
> >....since both of them have been carted round boot sales
> >and the like I'll try reseating the chips.......
>
>I don't want to sound like to voice of doom here, but I've owned a number of
>800XLs over the years and none of them had any socketed chips in them - they
>were fully soldered (annoying as I'm a terminal hardware hacker).
>
>It would be interesting to know if yours are socketed!
>
>
> TTFN - Pete.
>
>--
>Spam deflector in effect - it's obvious!
>
>Hardware & Software Engineer. Sound Engineer.
>Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
>
>ICQ# 12560790

I have owned a 600XL and two 800XLs. I still own my 2nd 800XL (the
1st one dies in a lightning strike). Anyway, I don't remember the
inside of the 600XL much but both of my 800XLs were socketed. I have
heard some were not. Mine have the better keyboard and are ones that
were made in 83.

4488. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37414117.42347066@news.earthlink.net>
Source record: 52304

On Mon, 17 May 1999 13:48:23 GMT, mclane@dellos.freeserve.co.uk (Paul "Mclane" Irvine) wrote:

>The other Day witchy@work (Witchfinder) wrote:
>
>>sup8pdct@mail.cth.com.au drained the contents of the glass. On the
>>bottom was written:
>>
>>>no. just bad luck. Good news tho. you can pull them apart and syart
>>>swaping chips around.
>>>Most of the chips in both computers are the same.
>>>start with the 40 pin ones first.
>>
>>Thanks for that - I'll give it a go; I'd forgotten that with these old
>>machines you can just pull 'em apart!
>>
>>cheers
>
>Before you start swapping chips I would suggest pushing all the socketed
>chips down. With time and buffeting they can work loose or the legs get
>oxidised.

It's called "chip creep."

4489. Re: Mike Hohman

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <374052EB.E8245C09@worldnet.att.net>
Source record: 52305

Hi James,

Your more patient then most, many people who gave Mike hardware and/or $$$ for some Fine Tooned Engineering products are quite angry at Mike. Mike seemed to be a very talented person, I wish he hadn't just disappeared, if he had just made ammends over the years with various people and continued his work I'm sure he would be in very good gracies with the 8-bit community. Well if Mike is still out there, perhaps he should pop his head up, perhaps through a hotmail account or Yahoo account and at least talk to the 8-bit Atari community and maybe getting something going again, there are still hundreds and even thousands who still would love some hot new hardware items for the 8-bits.

Mike.... You listening????

Curt

sup8pdct@mail.cth.com.au wrote:

> On Mon, 17 May 1999 04:44:37, rwoolley@pacbell.net wrote:
>
> > as a sidebar, Mike Hohman was developing the MARS board which had all four
> > ICD carts built in. a very ambitious project. worked.
> >
> > If Mike ever shows up again, we can ask him how to augment the cartridge
> > supply. He's a true Atari Guy - he isn't out to get rich either. He might be
> > OK with it. In the meantime, anybody want to search my stock for extras?
> > There may be 10 or 15 of them in there.
>
> What stock is there???
>
> Speeking of mike, Does any one know where he is?? I sent him some
> hardware in exchange for some of his. then he dissappeared. still
> waiting.
> He more then likley has a good reason but i just wish he keeps people
> informed.
> Not hard to do these days.
>
> James.

4490. Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: Steve Lugovsky <steve@hitec.com>
Message-ID: <926965194.325.71@news.remarQ.com>
Source record: 52306

Hey there!
Anyone have some good info on any Alternate Reality sites out there? I really miss that wonderful game (especially the music), and would really appreciate any help in reliving these old, fond, memories...

--Steve

4491. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37435e52.11104296@news.freeserve.net>
Source record: 52307

The other Day ssilicon@earthlink.net (Jon Melbo) wrote:

>On Mon, 17 May 1999 13:48:23 GMT, mclane@dellos.freeserve.co.uk (Paul
>"Mclane" Irvine) wrote:

>>Before you start swapping chips I would suggest pushing all the socketed
>>chips down. With time and buffeting they can work loose or the legs get
>>oxidised.
>
>It's called "chip creep."
>
Never heard it called that before....

Another phrase to add to the data base then :)

Cheers :)
--
Paul..

www.dellos.freeserve.co.uk

UGVP ECTS info

ICQ 105793 Oh ya sexy bugger :)

4492. FS: 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: alt-sci@mailexcite.com
Message-ID: <TKZ%2.8787$me.3980750@WReNphoon4>
Source record: 52308

Atari 600XL with power supply
excellent condition
I would keep it, but I'm running out of space as it is, and I have a large
shipment commiing in. Besides I've always liked the 800XL better.

$20 + shipping

lower 48 states only

"Forgive your enemies, but never forget their names."
----JFK

-**** Posted from RemarQ, http://www.remarq.com/?a ****-
Search and Read Usenet Discussions in your Browser - FREE -

4493. Empire of the Overmind walkthrough?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: sabre@eagnet.com
Message-ID: <3740a19a.239450444@corp.supernews.com>
Source record: 52309

I hope someone can help me here. I remember this game from
when I was very young because it was so damn hard. I could never
figure out how to do much of anything. I always thought it was
because I was just young and didn't have much experience with text
games. Well, I recently got an emulator and found the game online. I
can not get any farther than I could when I played it over 15 years
ago!! Can anyone help me with some hints, a walkthrough, or anything?
I have scoured the web for info and have found nothing. Any help
would be greatly appreciated.

4494. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7hq834akd1@news6.svr.pol.co.uk>
Source record: 52310

Hi Jon,

>I have owned a 600XL and two 800XLs....

There's a thought, I've never cracked open my 600XL (or powered it up for that matter)....

>....both of my 800XLs were socketed. I have heard some were
>not. Mine have the better keyboard and are ones that were made
>in 83.

I've no idea when my 800XLs were made (I have 5 or 6 knocking around the place), I bought them all second hand or at car boot sales - first one in '85.

They're all PAL machines, obviously since I live in the UK, and since they sport two different types of keyboard between them I assume that they were manufactured during different eras (pre/post Tramiel?). The one thing they all have in common is that all the chips are soldered in. I suppose I've just been unlucky? :-(

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

4495. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: dethnite <csa_deathknight@excite.com>
Message-ID: <7t103.1552$GX6.275215@news1.giganews.com>
Source record: 52311

I've owned 3 800XL's, the first one was back in ummm, 84 with the second one back in 89, and the 3rd which I recently acquired, all of them have been socketed... So go figure...

Peter Pachla wrote in message <7hpdv1$97k$1@news6.svr.pol.co.uk>...
>Hiya,
>
> >....since both of them have been carted round boot sales
> >and the like I'll try reseating the chips.......
>
>I don't want to sound like to voice of doom here, but I've owned a number
of
>800XLs over the years and none of them had any socketed chips in them -
they
>were fully soldered (annoying as I'm a terminal hardware hacker).
>
>It would be interesting to know if yours are socketed!
>
>
> TTFN - Pete.
>
>--
>Spam deflector in effect - it's obvious!
>
>Hardware & Software Engineer. Sound Engineer.
>Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
>
>ICQ# 12560790
>--
>
>
>

4496. Diffs between 800 and 800xl, compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: John Kwiatkowski <johnk@clark.net>
Message-ID: <3740D82A.8C87CCC5@clark.net>
Source record: 52312

I had an 800 decked out with 48k, 1050 drive, touch tablet
and mega software back in early 80's. Unfortunately it is no
longer with me :(However, in an effort to get back into the Atari
scene I am picking up an 800XL for $30 (not a bad deal I hope).

Since this is an XL with 64K(?)I would think it would be
better than the older 800. However, I just saw a post in this group
stating that they would like to use the older OS ROM with an XL
since it is more compatible. What gives?

Are there programs the older 800 would run but the XL won't?

Since I don't have a drive I plan on getting an SIO2PC cable so
I can boot the atari off my PC. Any tips on this would be helpful.
I have read that there is a similar product called APE, any pros/cons?

Any pointers to an XL user manual would be helpful, like disabling the
built in BASIC on boot, etc.

Thanks for any input. Can't wait to fire up that XL and see the blue
screen.

John K.

4497. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9905172354420.18048-100000@moose.erie.net>
Source record: 52313

On Mon, 17 May 1999, Peter Pachla wrote:

> >....both of my 800XLs were socketed. I have heard some were
> >not. Mine have the better keyboard and are ones that were made
> >in 83.
>
> I've no idea when my 800XLs were made (I have 5 or 6 knocking around the
> place), I bought them all second hand or at car boot sales - first one in '85.
>
> They're all PAL machines, obviously since I live in the UK, and since they
> sport two different types of keyboard between them I assume that they were
> manufactured during different eras (pre/post Tramiel?). The one thing they all
> have in common is that all the chips are soldered in. I suppose I've just been
> unlucky? :-(

That's the opposite of my experience with the U.S. 800XL's. I
used to do repairs and upgrades and probably worked on over 100
different XL's. They were all socketed except one which was a
post-Tramiel 800XL.

4498. Re: Diffs between 800 and 800xl, compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-17 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <7hqnrqved1@nw003t.infi.net>
Source record: 52314

John Kwiatkowski wrote in message <3740D82A.8C87CCC5@clark.net>...
> Are there programs the older 800 would run but the XL won't?

Yes... some of the older 3rd party stuff will need some type of translator
(or an 800OS) to run.
>
> Since I don't have a drive I plan on getting an SIO2PC cable so
> I can boot the atari off my PC. Any tips on this would be helpful.
> I have read that there is a similar product called APE, any pros/cons?
>
I have a full-blown APE registered system running on a 486dx. It's great.
Great way to keep my 8-bit hard drives backed up too. I like APE a lot. I
also have an 800xl with the WarpOS which gives you 4 operating systems in
one:
800xl
800xl with reverse basic
800
WarpOS (a real fast SIO OS with reverse basic

No translator required - just flip a switch and your 800xl becomes an 800

Steven Tucker sells both APE and the WarpOS.

4499. Re: Diffs between 800 and 800xl, compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7hrr2shlc1@autumn.news.rcn.net>
Source record: 52238

John Kwiatkowski <johnk@clark.net> wrote in message
news:3740D82A.8C87CCC5@clark.net...
>
> I had an 800 decked out with 48k, 1050 drive, touch tablet
> and mega software back in early 80's. Unfortunately it is no
> longer with me :(However, in an effort to get back into the Atari
> scene I am picking up an 800XL for $30 (not a bad deal I hope).
>
> Since this is an XL with 64K(?)I would think it would be
> better than the older 800. However, I just saw a post in this group
> stating that they would like to use the older OS ROM with an XL
> since it is more compatible. What gives?

There is some software that was written for the 800 that won't run on an XL or XE. If you don't want to hack into the hardware to install multiple OSs, you can always use a translator disk. There are some to be found in the Atari 8-bit archives at Umich. The url is http://www.umich.edu/~archive/atari/8bit.
That will at least get you going -- provided you have a disk drive. I've never tried to boot a translator and then another program from my SIO2PC setup, so I don't know how it works.

> Are there programs the older 800 would run but the XL won't?

See above.

> Since I don't have a drive I plan on getting an SIO2PC cable so
> I can boot the atari off my PC. Any tips on this would be helpful.
> I have read that there is a similar product called APE, any pros/cons?

The SIO2PC cable was invented by Nick Kennedy, http://www.cswnet.com/~nkennedy/sio2pc.htm who also wrote and continued to revise the software necessary to run it. Nick doesn't make the cables any more, but there are plenty of people around who can put one together. APE is a product made by Steven Tucker http://www.nacs.net/~classics/. It will work with the traditional SIO2PC cable, or with some simplified designs. It offers more flexibility that the SIO2PC software.

> Any pointers to an XL user manual would be helpful, like disabling the
> built in BASIC on boot, etc.

To disable the BASIC on boot on an XL, just hold OPTION down as you turn on the computer. However, some installed multiple OSs reverse that procedure!

> Thanks for any input. Can't wait to fire up that XL and see the blue
> screen.
>

> John K.
>

4500. Re: Calling FTE

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7hrrbc$jc7$1@autumn.news.rcn.net>
Source record: 52239

Larry, (and Curt)

I hope your messages get more of a response than a message from Jeff Potter,
although it would be good to see Jeff here again!

I have no beef with Mike Hohman, but I know people who do. The guy can
still make good, even after all these years, and I, too, hope he responds.

Take care.

Alan

LWhite6497 <lwhite6497@aol.com> wrote in message
news:19990518055358.17709.00002031@ng-ba1.aol.com...
> Hi Mike-
> (And everyone else that reads this.)
> I have been told by a couple of people that
> you read CSA8 sometimes, so hopefully
> you will read this. It is said that you are
> still interested in Atari's, and perhaps are
> still working on some of the FTE products.
>
> If you are still interested, could you post
> an update to the Atari community that
> tells where you stand now with respect
> to the FTE/ICD/OSS and other products
> that you own the rights to? You could
> send this for reposting by someone that
> you trust, or you could post it
> anonymously by using an email remailer.
> At least we would know what your
> thoughts/plans are, and perhaps it might
> even lead to a meaningful dialogue.
>
> To me the whole issue boils down to this:
> "Are the remaining Atari users better off
> with or without FTE and its products?"
> My answer is obvious from this post -
> we need Mike Hohman's talents and FTE's
> products.
>
> I hope you'll take me up on this.
>
> Regards,
> Larry White
> LWhite6497@aol.com

4501. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <374175C9.719D5464@agnld.uni-potsdam.de>
Source record: 52240

Steve Lugovsky wrote:

> Hey there!
> Anyone have some good info on any Alternate Reality sites out there? I
> really miss that wonderful game (especially the music), and would really
> appreciate any help in reliving these old, fond, memories...
>
> --Steve

Yes, the music of AR 1&2 is fine - does anyone know if these great tunes for Atari 8-Bit were ever cracked/extracted (I would like to hear some pieces of that music sometimes WITHOUT playing the whole game).

Andre

4502. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01bea147$e1e3b860$9b364382@vidar>
Source record: 52241

> > Hey there!
> > Anyone have some good info on any Alternate Reality sites out
there? I
> > really miss that wonderful game (especially the music), and would
really
> > appreciate any help in reliving these old, fond, memories...
> >
> > --Steve
>
> Yes, the music of AR 1&2 is fine - does anyone know if these great tunes
for
> Atari 8-Bit were ever cracked/extracted (I would like to hear some pieces
of
> that music sometimes WITHOUT playing the whole game).
>
> Andre

Actually I think at least AR2. I think I have it at :
http://home.sol.no/~olavese/index.htm along with some Antic Music Demos and
stuff. You can reach it directly with :
http://home.sol.no/~olavese/atari/a8dl.htm

Enjoy! Please let me know if anybody has the music from AR1 as I think that
is far better than AR2

4503. Empire of the Overmind walkthrough?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: alt-sci@mailexcite.com
Message-ID: <XEg03.9506$me.4315593@WReNphoon4>
Source record: 52242

Back on May 13, someone typed up the Rhyme of the Over-Mind. It supposedly has hints to solving the game, but so far, it hasn't helped much. It's still there if you want to look at it.

-**** Posted from RemarQ, http://www.remarq.com/?a ****-
Search and Read Usenet Discussions in your Browser - FREE -

4504. Re: Calling FTE

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-xNVpTEK1MURp@draco>
Source record: 52243

Who knows, I may even offer him a buyout if he would contact me.
Are you listening Mike?

Ken

On Tue, 18 May 1999 09:53:58, lwhite6497@aol.com (LWhite6497) wrote:

> Hi Mike-
> (And everyone else that reads this.)
> I have been told by a couple of people that
> you read CSA8 sometimes, so hopefully
> you will read this. It is said that you are
> still interested in Atari's, and perhaps are
> still working on some of the FTE products.
>
> If you are still interested, could you post
> an update to the Atari community that
> tells where you stand now with respect
> to the FTE/ICD/OSS and other products
> that you own the rights to? You could
> send this for reposting by someone that
> you trust, or you could post it
> anonymously by using an email remailer.
> At least we would know what your
> thoughts/plans are, and perhaps it might
> even lead to a meaningful dialogue.
>
> To me the whole issue boils down to this:
> "Are the remaining Atari users better off
> with or without FTE and its products?"
> My answer is obvious from this post -
> we need Mike Hohman's talents and FTE's
> products.
>
> I hope you'll take me up on this.
>
> Regards,
> Larry White
> LWhite6497@aol.com

4505. Jaguar Games Wanted,,,,..

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: liberator@acsplus.com
Message-ID: <7hqtqv$l8n$1@nnrp1.deja.com>
Source record: 52315

Hello,

I'm looking for MANY Jaguar games and I'm currently interested in
trading and/or purchasing them.

My most wanted at the moment would be:

CatBox
Memory Track
AVP
NBA Jam
Defender2000
I-WAR
MC3D
Just to name a few!

What do I have to trade?

Well, not exactly Jaguar stuff, but the following:
Atari 520ST
Apple IIgs with 5.25/3.25/color monitor, keyboard, no software.

For 2600:
California Games
Midnight Magic
Defender II
Thunderground,
Harbor Escape
Eggomania
Kung Fu Superkicks
Title Match Pro Wrestling
Snoopy and the Red Baron

2600 multi-game selector.

5200:
Rescue on Fractulus
Mario Bros.
Countermeasure
Kangaroo
(many many others!)

7800 system
7800 joysticks

Atari 8-bit 800 with ps, dd, td, some manuals...

Depending on what you have, possibly some Lynx games! =)

Please feel free to email all wants/sell/trade to Liberator@acsplus.com
or just contact me through ICQ! ---38352629 Nexar

Thanks,

Clint T.

I also have a LOT of other stuff at:
http://underworld.fortunecity.com/minesweeper/127

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4506. Re: *RIDICULOUS* eBay BIDDING!! Look!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: javen367@aol.com
Message-ID: <19990518154502.19954.00001889@ng-ft1.aol.com>
Source record: 52316

Damn!!!.....and to think I sold my old 400 about a year ago in this newsgroup
for $20.00.
I should have waited to sell it to all those suckers on eBay. :-)

Todd

4507. Re: Question About Progra

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <927056085@stackbbs.xs4all.nl>
Source record: 52317

Original Mail Date: May 17, 1999 Time: 11:54 pm
>Loading binaries from BASIC

Mark,

There is no USR-call to do this. There are however utils that are able to
do it, but I won't discus them now.

If you're using Turbo-BASIC, you can use BRUN"D:filename.ext" or
BLOAD"D:filename.ext" to ru/load such files...

If you use standard Atari-BASIC, with the use of Sparta-Dos (2.x or up) you
can load binaries with a XIO-call.

XIO 40,#IOCB,4,X,"D:filename.ext"

IOCB=IO-channel to use. If X<128 then Dos will use Run/Init-vectors from
the binary, if >127 then it'll just load the file without running it.

I think My-Dos also has such a way to load binaries, but I'm a sparta-only
user, so...

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE, Pro-node 471

4508. Re: Percom Disk Drives ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <927056086@stackbbs.xs4all.nl>
Source record: 52318

Original Mail Date: May 18, 1999 Time: 12:17 am
>SCSI, termination. No Atari 8-bit HD-controller with parity I'm aware
of.

The CSS Black-Box cannot handle SCSI harddisk which require parity.
But...

CSS made an upgrade-PAL to add the parity-signal (the 9th bit) to the
SCSI-bus of the Black-Box. This PAL had to be mounted on top of the HCT
line-driver/buffer nearby the SCSI resitor-pack and SCSI-bus.
It's a bit expensive (12,- USD or something) but it works.

I made my own upgrade, for about 1.- USD which works exactly the same, but
only requires a few more lines to "redirect" to that same HCT i.c... :-)

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE, Pro-node 471

4509. Spartados and Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <927056087@stackbbs.xs4all.nl>
Source record: 52319

Original Mail Date: May 18, 1999 Time: 12:25 am
>SpartaPhiles, break out your emulators...

Technoid:

What about using a Black-Box with direct connect harddisk, ANY version of Sparta-Dos, commandline driven partition-swapping, and the RamDisk set to D9: ???

I would rather say: break out your emulators and order a Black-Box to connect to your REAL Atari 8-Bit. 100% emulation garanteed (sp?) !

Sysop Fox-1 (fox-1 AT aq DOT nl)

(no I don't use 8-bit emulators, but I DO use A.P.E, which gives me even more harddiskspace then only the 2 times 676Mb from the Black-Box. Anyone has something to fill these up ? :-))

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE, Pro-node 471

4510. Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <927056088@stackbbs.xs4all.nl>
Source record: 52320

Original Mail Date: May 18, 1999 Time: 12:34 am
>ACTION on disk

Isaac,

Yes, a diskbase-version of ACTION! exists, but it's a non-authorized hack..

It starts up with a message, displaying: "They say it couldn't be done", so figure-out...

Don't know where it came from or who it made/modified. It was in a pile of disks I got when I bought some used Atari-stuff. I installed the file under Sparta-Dos on my harddisk, and it seems to work, but since I don't know ACTION!, I don't know anything about compatiblity or "compiling-rules" or something...

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE, Pro-node 471

4511. Re: *RIDICULOUS* eBay BIDDING!! Look!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <18051999141742174 8%savetz@northcoast.com>
Source record: 52321

In article <19990518045531.17709.00002027@ng-ba1.aol.com>, LWhite6497
<lwhite6497@aol.com> wrote:

> "New in the box" seems to put bidders
> into a frenzy. But still $232 for a 400? Wow!!

That reasonable... a $40 computer in a $192 box. :)

Kevin

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce

4512. Re: Calling FTE

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: Robert Cortese <tgg@netmagic.net>
Message-ID: <a%k03.2592$fx5.1504@news.rdc1.sfba.home.com>
Source record: 52322

> Are you listening Mike?
Who knows? I actually had the chance to meet the guy, long haired hippy type and just a littlebit scatterbrained :)

--Rob

4513. Re: *RIDICULOUS* eBay BIDDING!! Look!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <374eda83.42327897@news.freeserve.net>
Source record: 52323

The other Day javen367@aol.com (Javen367) wrote:

>Damn!!!.....and to think I sold my old 400 about a year ago in this newsgroup
>for $20.00.
>I should have waited to sell it to all those suckers on eBay. :-)
>
>Todd

Christ, if some sad pillock is going to pay 232 US for a 400 then I
think I'm heading for the bootsales this weekend.

Anyone in the UK fancy a nice 130XE for a mere 500UK :)
--
Paul..

www.dellos.freeserve.co.uk

UGVP ECTS info

ICQ 105793 Oh ya sexy bugger :)

4514. Re: *RIDICULOUS* eBay BIDDING!! Look!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990518174048.24164.00002539@ng33.aol.com>
Source record: 52324

Check this one out:

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewBids&item=103258855

I wonder if they realize it's only the manual?

Larry

4515. Boxes

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <BVl03.381$qP5.1254@news.flash.net>
Source record: 52325

I am looking for Original Atari Equipment Boxes
400,800,1200xl,600xl,800xl,65xe,130xe,1050,1027 etc...
these boxes will be returned to you undamaged
or if you would like to sell please
contact me at iwannahelp@classicomputers.com
These boxes are going to be professionally copied
onto Plastic sheets for a kiosk display at our museum
opening in January.
Thanks
Edward Williams
Arkansas Museum of Computing

4516. Re: Calling FTE

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <3742218F.5764B5BA@worldnet.att.net>
Source record: 52326

Alan Sharkis wrote:
>
> Larry, (and Curt)
>
> I hope your messages get more of a response than a message from Jeff Potter,
> although it would be good to see Jeff here again!

Hi guys! Still lurking.

No, haven't heard from Mike.

Jeff

4517. Embarrassing question

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: "David A. Elliott" <delliott@nac.net>
Message-ID: <cmp03.69$kn3.2561@nntp1>
Source record: 52327
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy

Hello all,
I have made the plunge into my newly acquired 800XL and want to learn to program on it and I have a VERY embarrassing question.
How to I save and load from my 1050 floppy drive?
I have a book on game programming that came with a disk. I typed CLOAD and it started to load, but then I realized that there are most likely more than 1 program on the disk. The disk isn't labeled so I need to know what is on it. How do I find out the names of the files on the disk and how do I load those files (I assume CLOAD then the name of the program)? I assume saving a program is similar.
I am too used to DOS and Windows...
Please e-mail me at delliott@nac.net and don't be too hard on me.
Thanks,
David
PS I'm sure the same holds true for my 410 program recorder too...

4518. Re: *RIDICULOUS* eBay BIDDING!! Look!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <YZ303.47$Z.2502@newse3.tampabay.rr.com>
Source record: 52328

THIS LINK is better...
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=102676458

Bowling wrote in message ...
>I think I'll just go jump in the pond after seeing this one...
>

4519. *RIDICULOUS* eBay BIDDING!! Look!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <jY303.46$Z.2488@newse3.tampabay.rr.com>
Source record: 52329

I think I'll just go jump in the pond after seeing this one...

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewBids&item=102676458

4520. FS: WARGAME CONSTRUCTION $10

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: markreed@ptd.net
Message-ID: <w5403.522$ea.62981@nnrp1.ptd.net>
Source record: 52330

I have one copy (5.25 disk) in original box with manual of Strategic
Simulations, Inc. "Wargame Construction Set". 48K req. Also includes
Scenario disk. For sale only $10.00 plud 3.00 shipping. If interested,
contact me at : markreed@postoffice.ptd.net
Thank you, Mark.

4521. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: nomail@none.com
Message-ID: <3740f067.5832322@news.west.net>
Source record: 52331

Hi Isaac,

I see nothing wrong with your request for the Action Cart. I myself have made Action, Mac65, BasicXL, and BasicXE run from a single cartridge.

I 'purchased' all 4 OSS programming carts back in 1988 and had a very well known atarian show me how to open each OSS cart shell and remove the chips from each one and burn files from them. Each rom chip is 16k, and all I had to do was purchase a 64k eprom and burn/append each OSS rom into that 64k eprom. Then with a set of 3 micro toggle switches and several wires soldered to the appropiate legs of the 64k eprom made it a bank select switching cartridge. You just flipped the toggle switches in a certain position and you'd have the OSS cart of your choice in an instant. And no I didn't need a special bank select cartridge either, I just used a normal 16k OSS cart board, plugged in the 64k eprom, and mounted the 3 toggle micro switches on top of the plastic shell. It worked out very nice.

I didn't infringe on any copyrights because I legally purchased the OSS cartridges, and made the 4-in-1 cart just for MY use only and never would sell it. It's kind of like buying a software program and making a backup of it for your own protection.

The one thing I wanted to try but never got around to it was I wondered if I could of removed the BASIC chip from inside my 130XE and replaced it with that 64k eprom and mounted the toggle switches on top of the 130XE casing, and thus I would always have all 4 OSS roms available at anytime without needing to insert any cartridges?

If anyone knows if the BASIC chip inside the Atari can be replaced with an OSS chip I would like to know.

On Sun, 16 May 1999 00:36:05 GMT, Isaac Davis <idavis@my-dejanews.com> wrote:

>First thing, I do not want to start a huge copyright war again. That is
>why the first thing I asked was "Who owns it." Since you have given me
>a name, that's exactly what I was asking. I know for a fact that Best
>Electronics has acquired the rights to some things and started making
>cartridges. I was wondering if that was even feasible, otherwise why
>even bother tracking down the owner. If you can't make the cartridges
>to begin with, why spin your wheels looking for the owner.

4522. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37420390.12313299@news.earthlink.net>
Source record: 52332

On Tue, 18 May 1999 05:15:07 GMT, nomail@none.com (VB) wrote:

>Hi Isaac,
>
>I see nothing wrong with your request for the Action Cart. I myself
>have made Action, Mac65, BasicXL, and BasicXE run from a single
>cartridge.
>
>I 'purchased' all 4 OSS programming carts back in 1988 and had a
>very well known atarian show me how to open each OSS cart shell
>and remove the chips from each one and burn files from them. Each
>rom chip is 16k, and all I had to do was purchase a 64k eprom and
>burn/append each OSS rom into that 64k eprom. Then with a set
>of 3 micro toggle switches and several wires soldered to the
>appropiate legs of the 64k eprom made it a bank select switching
>cartridge. You just flipped the toggle switches in a certain position
>and you'd have the OSS cart of your choice in an instant. And no
>I didn't need a special bank select cartridge either, I just used a
>normal 16k OSS cart board, plugged in the 64k eprom, and mounted
>the 3 toggle micro switches on top of the plastic shell. It worked out
>very nice.
>
>I didn't infringe on any copyrights because I legally purchased the
>OSS cartridges, and made the 4-in-1 cart just for MY use only and
>never would sell it. It's kind of like buying a software program and
>making a backup of it for your own protection.
>
>The one thing I wanted to try but never got around to it was I
>wondered if I could of removed the BASIC chip from inside my 130XE and
>replaced it with that 64k eprom and mounted the toggle switches on top
>of the 130XE casing, and thus I would always have all 4 OSS roms
>available at anytime without needing to insert any cartridges?
>
>If anyone knows if the BASIC chip inside the Atari can be replaced
>with an OSS chip I would like to know.

No, because OSS carts ARE SPECIAL BANK-SWITCHING carts! I don't mean
your bank switching. For example, Action! is more than 16K. It is
more like at least 24K or something like that. Only part of that is
mapped into the addressing spacing at any one time. If you only have
16K worth of Action! in your big 64K EPROM, then you aint' got all of
Action! in there my friend.

4523. Re: *RIDICULOUS* eBay BIDDING!! Look!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990518045531.17709.00002027@ng-ba1.aol.com>
Source record: 52333

>I think I'll just go jump in the pond after seeing this one...

"New in the box" seems to put bidders
into a frenzy. But still $232 for a 400? Wow!!

...Just wish I'd had room to keep more of the
boxes!

Larry White

4524. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-zJGG8tRur1Sd@localhost>
Source record: 52334

On Tue, 18 May 1999 06:10:47, ssilicon@earthlink.net (Jon Melbo)
wrote:
>
> No, because OSS carts ARE SPECIAL BANK-SWITCHING carts! I don't mean
> your bank switching. For example, Action! is more than 16K. It is
> more like at least 24K or something like that. Only part of that is
> mapped into the addressing spacing at any one time. If you only have
> 16K worth of Action! in your big 64K EPROM, then you aint' got all of
> Action! in there my friend.
>
I also have action and it is only 16k. If it was anything else, it
would not work in MY special cart that has the 4 oss languages in it.
Basic XE with it's extentions loaded from disk is 24k or more.

The bank switching works something like this.
rom address $0000 $0FFF, cart address $B000, $BFFF
The rest is switched into the lower 4K of cart space.

James.

4525. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990518051224.17709.00002028@ng-ba1.aol.com>
Source record: 52335

>For example, Action! is more than 16K. It is
>more like at least 24K or something like that.

I don't think so. All my original (orange)
carts had 2 ea. 2764 Eproms. These were
shown on the papers covering the "window"
of the Eprom as "H" and "L". The black
carts were cheaper to produce (only 1 Rom
instead of 2). I'm quite sure that the way that
some of these get to be more than 16K
is whent the toolkits are loaded.
Incidently, I have both the "orange" and
"black" Action! carts & manuals, and there
certainly isn't anything in the newer (skinny,
small type) manual that says it is an different
from the old cart.
Larry

4526. Calling FTE

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990518055358.17709.00002031@ng-ba1.aol.com>
Source record: 52336

Hi Mike-
(And everyone else that reads this.)
I have been told by a couple of people that
you read CSA8 sometimes, so hopefully
you will read this. It is said that you are
still interested in Atari's, and perhaps are
still working on some of the FTE products.

If you are still interested, could you post
an update to the Atari community that
tells where you stand now with respect
to the FTE/ICD/OSS and other products
that you own the rights to? You could
send this for reposting by someone that
you trust, or you could post it
anonymously by using an email remailer.
At least we would know what your
thoughts/plans are, and perhaps it might
even lead to a meaningful dialogue.

To me the whole issue boils down to this:
"Are the remaining Atari users better off
with or without FTE and its products?"
My answer is obvious from this post -
we need Mike Hohman's talents and FTE's
products.

I hope you'll take me up on this.

Regards,
Larry White
LWhite6497@aol.com

4527. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-18 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <ZWc03.139$qP5.297@news.flash.net>
Source record: 52337

Action is on a 27128 Eprom a Single one in the Black Carts
and a 27128 is 16K from what I can tell the Bank select selects the 16K
in 8K Chunks 2 of them mapped into The LEFT Slot =)
Thanks
Edward
P.S.
Some one correct me if I'm wrong

In article <19990518051224.17709.00002028@ng-ba1.aol.com>,
lwhite6497@aol.com (LWhite6497) wrote:

>
>>For example, Action! is more than 16K. It is
>>more like at least 24K or something like that.
>
> I don't think so. All my original (orange)
> carts had 2 ea. 2764 Eproms. These were
> shown on the papers covering the "window"
> of the Eprom as "H" and "L". The black
> carts were cheaper to produce (only 1 Rom
> instead of 2). I'm quite sure that the way that
> some of these get to be more than 16K
> is whent the toolkits are loaded.
> Incidently, I have both the "orange" and
> "black" Action! carts & manuals, and there
> certainly isn't anything in the newer (skinny,
> small type) manual that says it is an different
> from the old cart.
> Larry

4528. Help: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: Jordi <jorcecor@euitiv.upv.es>
Message-ID: <7ht13p$7aj$1@polaris.cc.upv.es>
Source record: 52244

Some years ago I bought an Atari Portfolio but in that moment I considered
too expensive the cable and the program that conects it to the PC.

Can anybody tell me how can I get it or haw can I make the cable

Thank you very much

Jordi

4529. Re: *RIDICULOUS* eBay BIDDING!! Look!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <374411b1.101920033@news.erols.com>
Source record: 52245

On 18 May 1999 21:40:48 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>Check this one out:
>
>http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewBids&item=103258855
>
>I wonder if they realize it's only the manual?
>
>Larry

The guy who just bid $31.00 for a manual. He is the same person who
bid $105.00 for an ATARI 1030 - 300 baud modem.

4530. Re: Embarrassing question

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <37452926.107925148@news.erols.com>
Source record: 52246
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy

On Tue, 18 May 1999 22:35:12 -0400, "David A. Elliott"
<delliott@nac.net> wrote:

>Hello all,
> I have made the plunge into my newly acquired 800XL and want to learn to
>program on it and I have a VERY embarrassing question.
> How to I save and load from my 1050 floppy drive?
> I have a book on game programming that came with a disk. I typed CLOAD
>and it started to load, but then I realized that there are most likely more
>than 1 program on the disk. The disk isn't labeled so I need to know what
>is on it. How do I find out the names of the files on the disk and how do I
>load those files (I assume CLOAD then the name of the program)? I assume
>saving a program is similar.
> I am too used to DOS and Windows...
> Please e-mail me at delliott@nac.net and don't be too hard on me.
> Thanks,
> David
>PS I'm sure the same holds true for my 410 program recorder too...
>
The commands in ATARI BASIC is as follows:

LOAD "D:FILENAME.BAS" - D is for disk drive, if you have more than one
disk drive then you can use LOAD "D2:FILENAME.BAS" this will load the
program FILENAME.BAS from the second disk drive.

To save a file it is pretty much the same SAVE "D:FILENAME.BAS" etc..

You can also load then run a file by RUN "D:FILENAME.BAS"

By typing DOS you can get a menu of DOS options.

Filenames have the same rules as MS-DOS on a PC, including wildcards.

Disk directory can only be seen by going into the DOS menu and
selecting A.

Hope this answers you questions.

4531. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3747484d.95458944@news.earthlink.net>
Source record: 52247

On Tue, 18 May 1999 09:06:20 GMT, sup8pdct@mail.cth.com.au wrote:

>On Tue, 18 May 1999 06:10:47, ssilicon@earthlink.net (Jon Melbo)
>wrote:
>>
>> No, because OSS carts ARE SPECIAL BANK-SWITCHING carts! I don't mean
>> your bank switching. For example, Action! is more than 16K. It is
>> more like at least 24K or something like that. Only part of that is
>> mapped into the addressing spacing at any one time. If you only have
>> 16K worth of Action! in your big 64K EPROM, then you aint' got all of
>> Action! in there my friend.
>>
>I also have action and it is only 16k. If it was anything else, it
>would not work in MY special cart that has the 4 oss languages in it.
>Basic XE with it's extentions loaded from disk is 24k or more.
>
>The bank switching works something like this.
>rom address $0000 $0FFF, cart address $B000, $BFFF
>The rest is switched into the lower 4K of cart space.

Then I must be mistaken. Hmm.

4532. Re: Embarrassing question

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-KKlMH28JJdHr@localhost>
Source record: 52248
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

On Wed, 19 May 1999 02:35:12, "David A. Elliott" <delliott@nac.net>
wrote:

> Hello all,
> I have made the plunge into my newly acquired 800XL and want to learn to
> program on it and I have a VERY embarrassing question.
> How to I save and load from my 1050 floppy drive?
> I have a book on game programming that came with a disk. I typed CLOAD
> and it started to load, but then I realized that there are most likely more
> than 1 program on the disk. The disk isn't labeled so I need to know what
> is on it. How do I find out the names of the files on the disk and how do I
> load those files (I assume CLOAD then the name of the program)? I assume
> saving a program is similar.
> I am too used to DOS and Windows...
> Please e-mail me at delliott@nac.net and don't be too hard on me.
> Thanks,
> David

There are no embarrassing questions. We all had to start somewhere.

Firstly. is DOS loaded???
To load dos, turn on drive, instert the disk, close door then turn on
the computer.
you should hear a series of beeps comming from the speaker thenthe
ready prompt.
Anything else like errors or no loading at all means something is not
working.

From basic, enter DOS for the dos menu.
From dos, B to enter cartridge (basic).
From basic LOAD"D:program.ext. where program.ext is the name of the
program you wish to load.
SAVE"D:program.ext saves your program.
LIST"D:program.ext Lists the program to disk.
ENTER"D:program.ext Enters a listed program from disk.

The last two instructions do have a use but are not mandtory.
They are used to clear out the vairable table of unused vairables
because Atari basic can only have 128 vairables.

CLOAD and CSAVE are used for the 410 only.

James.

4533. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-vZ0wnP62t3Lj@localhost>
Source record: 52249

On Tue, 18 May 1999 12:21:13, "Edward Williams" <tchermok@flash.net>
wrote:

> Action is on a 27128 Eprom a Single one in the Black Carts
> and a 27128 is 16K from what I can tell the Bank select selects the 16K
> in 8K Chunks 2 of them mapped into The LEFT Slot =)

No. The first 4k of rom is at address $B000, $BFFF
The other 12K Is split into 3 4K blocks and switched in the $A000,
$AFFF cart space.
The cart also has the ability to be turned off under software control.
Of course, the cart doesn,t turn it self off.

Both versions work the same.

James.

4534. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-ZHMnME62wwwd@localhost>
Source record: 52250

```
> Incidently, I have both the "orange" and
> "black" Action! carts & manuals, and there
> certainly isn't anything in the newer (skinny,
> small type) manual that says it is an different
> from the old cart.
> Larry

The Action program itself would be different versions from the orange
to the black.
A few bugs fixed I would say. A recompile would be needed anyway for
the change of cart style because the bank switching is slightly
different form one style to another.

James.
```

4535. Re: *RIDICULOUS* eBay BIDDING!! Look!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <FBz7sq.Lsv@cix.compulink.co.uk>
Source record: 52251

In article <374eda83.42327897@news.freeserve.net>,
mclane@dellos.freeserve.co.uk (Paul "Mclane" Irvine) wrote:

> Christ, if some sad pillock is going to pay 232 US for a 400 then I
> think I'm heading for the bootsales this weekend.
All my local boot sales have bugger-all Atari 8bit stuff and believe me,
I've looked! I dream of finding a nice 800 or disk drive somewhere local..

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

4536. Re: Embarrassing question

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: "David A. Elliott" <delliott@nac.net>
Message-ID: <XOw03.75$kn3.3987@nntp1>
Source record: 52252
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy

BTW... I have no Atari DOS loaded on here... just the pre-loaded BASIC and I also have the Atari Assembler Editor cart. I have no way of knowing the filenames on the one floppy disk I have.
David A. Elliott <delliott@nac.net> wrote in message news:cmp03.69$kn3.2561@nntp1...
> Hello all,
> I have made the plunge into my newly acquired 800XL and want to learn to
> program on it and I have a VERY embarrassing question.
> How to I save and load from my 1050 floppy drive?
> I have a book on game programming that came with a disk. I typed CLOAD
> and it started to load, but then I realized that there are most likely more
> than 1 program on the disk. The disk isn't labeled so I need to know what
> is on it. How do I find out the names of the files on the disk and how do I
> load those files (I assume CLOAD then the name of the program)? I assume
> saving a program is similar.
> I am too used to DOS and Windows...
> Please e-mail me at delliott@nac.net and don't be too hard on me.
> Thanks,
> David
> PS I'm sure the same holds true for my 410 program recorder too...
>
>

4537. Re: *RIDICULOUS* eBay BIDDING!! Look!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <927118780mnewsX_velcro_X@netunlimited.net>
Source record: 52253

someone wrote:

> The guy who just bid $31.00 for a manual. He is the same person who
> bid $105.00 for an ATARI 1030 - 300 baud modem.

Maybe it is some really rich person like Steve Jobs, or maybe John Tramiel who just wants to assemble a collection of primo 8bit stuff, and not sweat the prices...

It is definitely nice to have the boxes and original packing. That $232.00 Atari 400 was described as new-in-box.

vs

To email me just remove the X's and underline marks from my address.

4538. FT: XL/XE games

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: dalibor5561@my-dejanews.com
Message-ID: <7huaot$tv1$1@nnrp1.deja.com>
Source record: 52254

I have any XL/XE cassette tapes for trade.
No manuals.

Star Wars (Zeppelin Games version)
The Extirpator
Hacker
Loco
Orc Attack
Biodefense
Alf

... if anybody interested, let know...

(I'm looking just for another tapes or carts ... no disks)

Dalibor

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4539. Re: Embarrassing question

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: dalibor5561@my-dejanews.com
Message-ID: <7hubshuoe1@nnrp1.deja.com>
Source record: 52255
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy

> >Hello all,
> > I have made the plunge into my newly acquired 800XL and want to
learn to
> >program on it and I have a VERY embarrassing question.
> > How to I save and load from my 1050 floppy drive?
> > I have a book on game programming that came with a disk. I typed
CLOAD
> >and it started to load, but then I realized that there are most
likely more
> >than 1 program on the disk. The disk isn't labeled so I need to know
what
> >is on it. How do I find out the names of the files on the disk and
how do I
> >load those files (I assume CLOAD then the name of the program)? I
assume
> >saving a program is similar.
> > I am too used to DOS and Windows...
> > Please e-mail me at delliott@nac.net and don't be too hard on me.
> > Thanks,
> > David
> >PS I'm sure the same holds true for my 410 program recorder too...
> >
> The commands in ATARI BASIC is as follows:
>
> LOAD "D:FILENAME.BAS" - D is for disk drive, if you have more than one
> disk drive then you can use LOAD "D2:FILENAME.BAS" this will load the
> program FILENAME.BAS from the second disk drive.
>
> To save a file it is pretty much the same SAVE "D:FILENAME.BAS" etc..
>
> You can also load then run a file by RUN "D:FILENAME.BAS"
>
> By typing DOS you can get a menu of DOS options.
>
> Filenames have the same rules as MS-DOS on a PC, including wildcards.
>
> Disk directory can only be seen by going into the DOS menu and
> selecting A.
>
> Hope this answers you questions.

Right....

the same for LIST and ENTER commands also...

Dalibor

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4540. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: witchy@work
Message-ID: <3742a917.183744260@news.demon.co.uk>
Source record: 52256

mclane@dellos.freeserve.co.uk (Paul "Mclane" Irvine) drained the
contents of the glass. On the bottom was written:

>Before you start swapping chips I would suggest pushing all the socketed
>chips down. With time and buffeting they can work loose or the legs get
>oxidised.
>
>Pushing them down will cure either...
>
>If not then play chip swapping...

Righto then, once this bloody flu goes away :o(

4541. Re: *RIDICULOUS* eBay BIDDING!! Look!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <3744a368.1556676@news.freeserve.net>
Source record: 52257

The other Day ilaskey@cix.compulink.co.uk ("Iain Laskey") wrote:

>In article <374eda83.42327897@news.freeserve.net>,
>mclane@dellos.freeserve.co.uk (Paul "Mclane" Irvine) wrote:
>
>> Christ, if some sad pillock is going to pay 232 US for a 400 then I
>> think I'm heading for the bootsales this weekend.

>All my local boot sales have bugger-all Atari 8bit stuff and believe me,
>I've looked! I dream of finding a nice 800 or disk drive somewhere local..

And what a nice dream too :)

That would be excellent to find a mint condition 800...

All I ever find are dodgy old Amstrads or a 600XL that looks like its
been to hell and back.
--
Paul..

www.dellos.freeserve.co.uk

UGVP ECTS info

ICQ 105793 Oh ya sexy bugger :)

4542. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990519083226.13211.00002698@ng-fk1.aol.com>
Source record: 52258

>The Action program itself would be different versions from the orange
>to the black.
>A few bugs fixed I would say.

Sure. I meant like the old was 16K (2X8K)
and the new was not 24K (which was where
this particular thread got going).

Larry

4543. Re: *RIDICULOUS* eBay BIDDING!! Look!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7hubpdaiv1@autumn.news.rcn.net>
Source record: 52259

velcro_spy <X_velcro_X@netunlimited.net> wrote in message > someone wrote:
>
> >
Etc., etc., etc!

This is turning into a most active thread!

I never looked at eBay. I have no reason to do so. But tell me, please,
those of you who do frequent the site, if the same thing is happening with
other old 8-bit machines?

What price can someone put on nostalgia, anyway?

4544. Re: *RIDICULOUS* eBay BIDDING!! Look!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <FBzH39.L6F@cix.compulink.co.uk>
Source record: 52260

In article <3744a368.1556676@news.freeserve.net>,
mclane@dellos.freeserve.co.uk (Paul "Mclane" Irvine) wrote:

> All I ever find are dodgy old Amstrads or a 600XL that looks like its
> been to hell and back.
Sounds like the places I go to. Saw a Dragon 32 this week complete with box and programming software. They used to have a stall that had hundreds of 2600 carts for £1 each. Needless to say I bought about 60 over a few visits.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT writer *
****

4545. Re: *RIDICULOUS* eBay BIDDING!! Look!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7hukeb$55v$1@nnrp1.deja.com>
Source record: 52261

And to think the guy didn't even so much as put a picture up! I guess
some people are still driven by blind faith..

In article <18051999914174217 48%savetz@northcoast.com>,
Kevin Savetz <savetz@northcoast.com> wrote:
> In article <19990518045531.17709.00002027@ng-ba1.aol.com>, LWhite6497
> <lwhite6497@aol.com> wrote:
>
> > "New in the box" seems to put bidders
> > into a frenzy. But still $232 for a 400? Wow!!
>
> That reasonable... a $40 computer in a $192 box. :)
>
> Kevin
>
> --
> Kevin Savetz <savetz@northcoast.com>
> Curator of the Digital Antic Project -- Classic Atari magazines on
the Web!
> http://www.atarimagazines.com
> Moderator of news:comp.sys.atari.announce
>

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4546. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7hukh4$5di$1@nnrp1.deja.com>
Source record: 52262

Doesn't the guy who wrote A-R (forgot his name) occasionally contribute
to this NG?

In article <926965194.325.71@news.remarQ.com>,
"Steve Lugovsky" <steve@hitec.com> wrote:
> Hey there!
> Anyone have some good info on any Alternate Reality sites out
there? I
> really miss that wonderful game (especially the music), and would
really
> appreciate any help in reliving these old, fond, memories...
>
> --Steve
>
>

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4547. FA - TRON Deadly Discs & Adv. of TRON 2600 Games - ends 5/23

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: Suz <redwood@mail.comNOSPAM>
Message-ID: <kqA03.669$Ie1.46065@news14.ispnews.com>
Source record: 52263

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=106068306

4548. Re: *RIDICULOUS* eBay BIDDING!! Look!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <3742fb25.24021904@news.freeserve.net>
Source record: 52264

The other Day ilaskey@cix.compulink.co.uk ("Iain Laskey") wrote:

>In article <3744a368.1556676@news.freeserve.net>,
>mclane@dellos.freeserve.co.uk (Paul "Mclane" Irvine) wrote:
>
>> All I ever find are dodgy old Amstrads or a 600XL that looks like its
>> been to hell and back.
>Sounds like the places I go to. Saw a Dragon 32 this week complete with
>box and programming software. They used to have a stall that had hundreds
>of 2600 carts for ?1 each. Needless to say I bought about 60 over a few
>visits.

Ian, you must have a damn big house :)
--
Paul..

www.dellos.freeserve.co.uk

UGVP ECTS info

ICQ 105793 Oh ya sexy bugger :)

4549. Re: Calling FTE

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <7hv458$hc2$1@nnrp1.deja.com>
Source record: 52265

I thought this readme file from the shareware version
of MAC/65 was appropriate for the occasion. It not
only is a great example of what Mike has done for the
Atari community in the past, but also the reference to
Star Wars is quite timely as well. Maybe Mike could start to
"make things right" by releasing more software he's purchased
rights for into the public domain. This could eventually
get people the products they paid for in the past, maybe
indirectly produced by someone else... but in any case,
it would be great to get a hold of some of these great
8-bit products again.
regards, Dan Vernon

>the word from Mike Hohman:
>
>
> 6/22/94
>
>
> Do you remember the first time
>that you saw Star Wars? Well it's
>1994, and I think that I feel the same
>way that I did back in 1977. I just
>loaded the PC Xformer 2.0 on my 486
>notebook, and I just can't get
>enough of it! The 6502 community has
>been begging for a portable computer
>for years. Commodore made an attempt
>with the SX-64, and Atari talked about
>one as well. Apple released the IIc
>and had an optional LCD screen for it,
>but nobody quite seemed to really get
>it right... Until now.
>
>The PC Xformer 2.0 has been released
>by Branch Always Software to be used
>"freely". It is an Atari 8-Bit
>Emulator that runs in the IBM (or
>compatible) environment. This letter
>is being written on a Toshiba 4700CT
>notebook using PaperClip 1.2 !!
>
>Can you imagine playing Zork, editing
>a letter with PaperClip, or creating

>6502 assembly language code at Dennys?
>
>Pretty cool stuff if you ask me. <g>
>
> Darek Mihocka has really gone
>to great lengths to support the Atari
>6502 and 68000 machines. Xformer 2.0
>does have it's limitations, but shows
>great promise for the future. The
>amount of time that has been spent to
>develop this emulator is absolutely
>mind-boggling. I hope that everyone
>gets a chance to really sit down and
>use it, as I couldn't do without it.
>(and I've only had it for one day!)
>
>It's one of those programs that really
>change the way that we use computers.
>I hope that everyone writes to Darek
>and let's him know what a great job
>he's done, what you would like to see
>in Ver 3.0, and that you will SUPPORT
>it when he does release it.
>
>With the same spirit of keeping the
>Atari 8-Bits alive and well, FTe has
>decided to release the DISK-BASED
>version of MAC/65 (ver 4.20) to be
>used exclusively with the PC Xformer
>as SHAREWARE. The only fee that we
>request is to purchase the commercial
>version of PC Xformer 3.0 when it's
>released, and to write to us (or call
>the BBS), and let us know how you are
>using the Atari Emulator. (especially
>"what works" or "what doesn't")
>
>Yes, 1994 has been an interesting year
>for us 8-Bitters... I can visualize
>all of my friends who SOLD their Atari
>computers to buy IBM's, calling me up
>now for a few of the "old" programs...
>
>
> Fine Tooned Engineering
> PO Box 66109
> Scotts Valley, CA
> 95067
>
>

> BBS/Fax # (408)438-6775
>
>
> Thanks for your support!
>
> Mike
>
>
>P.S. Don't forget to support other
> SHAREWARE authors, such as Nick
> Kennedy, Bob Puff, Ronnie Riche,
> Tom Hunt, Alfred, etc. etc.
>

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4550. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: nomail@none.com
Message-ID: <3744293c.18582155@news.west.net>
Source record: 52266

On Tue, 18 May 1999 06:10:47 GMT, ssilicon@earthlink.net (Jon Melbo)
wrote:

Sorry, but the BLACK Action cart uses a 16k eprom. And the OSS carts
you are speaking of that use BANK SELECT are the OLD orange carts
which used two 8k eproms, and of course the SPARTADOS X cart with the
64k bank select rom. And ALL of the Action code is there.

If you still have doubts, just ask Bob Puff about it.
>
>No, because OSS carts ARE SPECIAL BANK-SWITCHING carts! I don't mean
>your bank switching. For example, Action! is more than 16K. It is
>more like at least 24K or something like that. Only part of that is
>mapped into the addressing spacing at any one time. If you only have
>16K worth of Action! in your big 64K EPROM, then you aint' got all of
>Action! in there my friend.
>

4551. Re: Docs to repair 9volt power packs

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <374361C4.EFC4653F@cheta.net>
Source record: 52267

Oh. Thats easy. At least I have the excuse that I didn't have a drill....
Lack of tools led to the 'hot knife' method I used in 84' at age 14. For
some strange reason I had a hacksaw when I was 16....

jerry_glenwright@my-dejanews.com wrote:

> An easier (and smell-free) way to open the 9v power pack is to use an
> electric drill with a bit that's just larger than the rivets (four off,
> one in each corner). Simply drill them out -- it's very easy and
> doesn't put the innards at risk. When the rivets are drilled out the
> two halves of the pack separate (and go back together again) very
> easily.
>
> I used this method when repairing a 'buzzer' -- when the pack
> oscillates wildly, increasing all the time until it seems it's likely
> to explode! OPen it up and reposition thr 'works' slightly and the
> buzzing is cured forever.
>
> Best wishes
> Jerry
>
> --== Sent via Deja.com http://www.deja.com/ ==--
> ---Share what you know. Learn what you don't.---

4552. Atari items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-19 00:00:00 UTC
From: Gene Ehrich <gene@ehrich.com>
Message-ID: <WTJ03.102$X77.13966@news2.voicenet.com>
Source record: 52268
Cross-posted to: alt.atari.2600vcs,alt.games.atari,comp.sys.atari.8bit,rec.games.video.atari

Lots of Atari 2600/5200/7800 400/800 items for sale on my web site listed
below:

--

http://www.voicenet.com/~generic
gene@ehrich.com
On-Line Computer & Video Game Garage Sale

4553. Re: Embarrassing question

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-20 00:00:00 UTC
From: seagtgruff@aol.com
Message-ID: <19990519204345.00975.00003303@ng-cc1.aol.com>
Source record: 52269

David Elliott wrote:

> BTW... I have no Atari DOS loaded on here... just the
> pre-loaded BASIC and I also have the Atari Assembler
> Editor cart. I have no way of knowing the filenames on the
> one floppy disk I have.

Hopefully, *some* sort of DOS is on the disk. Type "DOS"
at the "READY" prompt and see what happens. If there's no
DOS on the disk, then you'll need to get a copy of DOS from
somewhere.

Michael Rideout

4554. Re: Docs to repair 9volt power packs

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-20 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <0mK03.798$yw1.1501@news.flash.net>
Source record: 52270

well not all of us had those neat tools in my day all i had
was to slam the power supply really hard onto the side walk to
crack it open Muhahahhahahaha
and after i replaced the fuse it worked just fine =)

In article <374361C4.EFC4653F@cheta.net>, Technoid Mutant
<Technoid@cheta.net> wrote:

> Oh. Thats easy. At least I have the excuse that I didn't have a drill....
> Lack of tools led to the 'hot knife' method I used in 84' at age 14. For
> some strange reason I had a hacksaw when I was 16....
>
>
> jerry_glenwright@my-dejanews.com wrote:
>
>> An easier (and smell-free) way to open the 9v power pack is to use an
>> electric drill with a bit that's just larger than the rivets (four off,
>> one in each corner). Simply drill them out -- it's very easy and
>> doesn't put the innards at risk. When the rivets are drilled out the
>> two halves of the pack separate (and go back together again) very
>> easily.
>>
>> I used this method when repairing a 'buzzer' -- when the pack
>> oscillates wildly, increasing all the time until it seems it's likely
>> to explode! OPen it up and reposition thr 'works' slightly and the
>> buzzing is cured forever.
>>
>> Best wishes
>> Jerry
>>
>> --== Sent via Deja.com http://www.deja.com/ ==--
>> ---Share what you know. Learn what you don't.---
>
>
>

4555. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-20 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3743acdd.186752776@news.earthlink.net>
Source record: 52271

On Wed, 19 May 1999 21:25:39 GMT, nomail@none.com (VB) wrote:

>On Tue, 18 May 1999 06:10:47 GMT, ssilicon@earthlink.net (Jon Melbo)
>wrote:
>
>Sorry, but the BLACK Action cart uses a 16k eprom. And the OSS carts
>you are speaking of that use BANK SELECT are the OLD orange carts
>which used two 8k eproms, and of course the SPARTADOS X cart with the
>64k bank select rom. And ALL of the Action code is there.
>
>If you still have doubts, just ask Bob Puff about it.
>>
>>No, because OSS carts ARE SPECIAL BANK-SWITCHING carts! I don't mean
>>your bank switching. For example, Action! is more than 16K. It is
>>more like at least 24K or something like that. Only part of that is
>>mapped into the addressing spacing at any one time. If you only have
>>16K worth of Action! in your big 64K EPROM, then you aint' got all of
>>Action! in there my friend.
>>
Okay Action! is 16K, but... does it map all 16K in at once or does it
do some bank switching? All I have ever heard of is it bank
switching.

4556. Re: Embarrassing question

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-20 00:00:00 UTC
From: dalibor5561@my-dejanews.com
Message-ID: <7i0fvnghe1@nnrp1.deja.com>
Source record: 52272

In article <19990519204345.00975.00003303@ng-cc1.aol.com>,
seagtgruff@aol.com (SeaGtGruff) wrote:
> David Elliott wrote:
>
> > BTW... I have no Atari DOS loaded on here... just the
> > pre-loaded BASIC and I also have the Atari Assembler
> > Editor cart. I have no way of knowing the filenames on the
> > one floppy disk I have.
>
> Hopefully, *some* sort of DOS is on the disk. Type "DOS"
> at the "READY" prompt and see what happens. If there's no
> DOS on the disk, then you'll need to get a copy of DOS from
> somewhere.
>
> Michael Rideout

You wrote about BASIC, so try to use it through XIO commands...

XIO a,#b,c,d,e$ General I/O call. This a little complicated and
may be expanded upon in a future revision. Just be aware of the
following:
a - command
b - channel to use (usually must be free)
c - auxillary mode 1
d - auxillary mode 2
e$ - file or device to act upon
Examples:
XIO 32,#1,0,0,"D:FILE,OLDFILE" - renames file
XIO 33,#1,0,0,"D:OLDFILE" - DELETES file
XIO 34,#1,0,0,"D:GAMES" - creates a directory in My- &
Sparta-DOS
XIO 35,#1,0,0,"D:NEWFILE" - locks a file from over-write and
deletion
XIO 36,#1,0,0,"D:NEWFILE" - UNlocks a locked file
XIO 40,#1,4,0,"D:PROG.OBJ" - loads and runs a binary file
(like "L" in Atari and MyDOS)
XIO 40,#1,5,0,"D:PROG.OBJ" - loads a binary file
(like "L" in Atari and MyDOS with the "/N" option)
XIO 41,#1,0,0,"D:GAMES" - changes default directory that
drive/subdirectory (all calls to "D:" will now occur within
that drive/directory)
XIO 254,#1,0,0,"D2:" - FORMAT a disk (in Atari DOS 2.5, this
is
format 'enhanced', to format 'single' density, use XIO 253)
(in MyDOS, this is format, but not 'enhanced', use

XIO 253,#<channel>,1,0,"D<drive>:" for format a drive in
enhanced
mode).
NOTE: 39 and 40 are the same. Also note the useage of AUX1 in
the
"XIO 40" example.

Dalibor

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4557. Genie program

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-20 00:00:00 UTC
From: ed_shep@hotmail.com
Message-ID: <7i0to2$p8d$1@nnrp1.deja.com>
Source record: 52273

Hello! I was given a ton of software w/o manuals or
documentation.One that seems interesting is called Genie.
It appears to be like an ST desk accessory or MS-Dos TSR,
that is it loads and then disappears.I have some ANALOG
magazines that advertize this program and they promise
to be able to do several DOS functions "at the touch of a
key" I have tried every key combination I can think of,
and darned if I can make it work.
Can any one offer an idea?
Thanks to all!

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4558. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-20 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3743FB35.75E84C6D@mail.uni-mainz.de>
Source record: 52274

Andre schrieb:
>
> Steve Lugovsky wrote:
>
> > Hey there!
> > Anyone have some good info on any Alternate Reality sites out there? I
> > really miss that wonderful game (especially the music), and would really
> > appreciate any help in reliving these old, fond, memories...
> >
> > --Steve
>
> Yes, the music of AR 1&2 is fine - does anyone know if these great tunes for
> Atari 8-Bit were ever cracked/extracted (I would like to hear some pieces of
> that music sometimes WITHOUT playing the whole game).
>
> Andre

Hello Steve & Andre,
for A.R. - the Dungeon there exists a "Dungeon Demo" that plays all
tunes from this great game, without having to walk around... Just choose
a letter from a menu and it will play any sound... Unfortunately I have
not yet seen any sound demo that does this for The City...
The "Dungeon Demo" is ofcourse a hacker demo and is now PD, avaiable at
many PD-Libraries or at least at Umich or ABBUC. Greets - Andreas

4559. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-20 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990520103310.08345.00003523@ngol02.aol.com>
Source record: 52275

Action is a 16K cart that takes up only 8K at any one time. 4K sticks the whole time the cart is active with the remaining 12K switching in as 3 more 4K banks, but only one at a time. Basic XL and Mac65 carts behave the same way. The idea was to allow a lot more space for your program. If I recall correctly, when the cart boots, the editor bank is active. When compiling, another one gets in. When a program actually runs, the library bank kicks in. I think the bank that sticks is the "monitor" bank, that control screen where one decides options and chooses to compile or go back to the editor or run a program.

badbob1952@aol.com

4560. ICD RTime8 still available

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-20 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7i19bh$8d11@news.ajou.ac.kr>
Source record: 52276

Hi Folks,

A while back I posted for sale a ICD RTime8 cartridge
with original disk and manual.

I had several interested persons. One person agreed to
purchase it, but since that time I have not heard from
that person.

So, I still have this cartridge for sale below what several
folks offered me for it.

The first person who e-mails me and offers me $25.00 plus
$3.00 for shipping gets it.

I cannot take any offers from folks outside of the USA/North America
on this item.

Also, this item has a money back guarantee, If you are not
satisfied with it after receiving it then you may return it for
a refund as long as the cartridge is not altered.

The battery in the cart has been replaced and does work.

Only folks seriously interested in purchasing it should
e-mail me.
Thanks and good luck,
phantomm@kih.net

4561. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-20 00:00:00 UTC
From: ed_shep@hotmail.com
Message-ID: <7i1ucr$io9$1@nnrp1.deja.com>
Source record: 52277

```
Try www.ksk.sala.se/~rob/alternate-reality/
Ed

>
> In article <926965194.325.71@news.remarQ.com>,
> "Steve Lugovsky" <steve@hitec.com> wrote:
> > Hey there!
> > Anyone have some good info on any Alternate Reality sites out
> there? I
> > really miss that wonderful game (especially the music), and would
> really
> > appreciate any help in reliving these old, fond, memories...
> >
> > --Steve
> >
> >
>
> --== Sent via Deja.com http://www.deja.com/ ==--
> ---Share what you know. Learn what you don't.---
>

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---
```

4562. Re: Embarrassing question

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-20 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <37447150.0@news.iglou.com>
Source record: 52278
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy

On 1999-05-19 delliott@nac.net said:
>atari.8bit:60747 comp.sys.atari.advocacy:21608 BTW... I have no
>Atari DOS loaded on here... just the pre-loaded BASIC and I also
>have the Atari Assembler Editor cart. I have no way of knowing the
>filenames on the one floppy disk I have. David A. Elliott
Without DOS you can't read a disk, but most pre-recorded disks have some
sort of DOS. First you turn on the drive and insert the disk, then turn on
the computer. If it says "BOOT ERROR", you need to get a DOS disk.
Net-Tamer V 1.08X - Test Drive

4563. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-20 00:00:00 UTC
From: atari@spam-not.ehrich.com
Message-ID: <wg013.147$_g1.17883@news3.voicenet.com>
Source record: 52279

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Ape Face Model XLP Digital Device..... $14
Atari XMM801 printer..... $15
Atari 410 Tape Deck..... $15
Atari 1020 Printer..... SOLD
Hot Stuff Joystick (rough)..... $ 4
Joysticks (square) (3)..... $ 8 each
DVE Printer Power Supply Model DV-2412A..... $ 8
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50
Orders & Questions

Diskette Software for Atari Computers
$4 each (6 for $16)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
SOLD - Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
SOLD - DeBug by Childware
SOLD - Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
SOLD - Reading Skills
Sesame Street Astro-Glover (3-6)
SOLD - Sesame Street Print Kit for Atari & Commodore
Spinnakers Alphabet Zoo (3-8)
Spinnakers Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)

Spinnakers Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
SOLD - Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)
Orders & Questions

Diskette Software for Atari Computers
$2.50 each (7 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Astro Grover
Cardware High Tech Expressions
SOLD - Compute Disk October-December 1986
SOLD - Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Match Up
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell
Moon Shuttle
My First Alphabet
Paint Master Diskette
Sea Bandit
Shape Up
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Computer Crosswords for Atari or Commodore
Orders & Questions

Antic Diskettes from Atari
$2 each (5 for $8) (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
Orders & Questions

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)

Orders & Questions

Tape Software for Atari Computers
$3 each (4 for $8) (10 for $16)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Program Exchange - Counter (3-8)
Canyon Climber for Atari 400/800 (16k)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
SOLD - Gulp!!
Hangman
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)

Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
Orders & Questions

Atari Books $5 each (6 for $20)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

4564. SIO 2 PC Help...

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-20 00:00:00 UTC
From: cryorunner@aol.com
Message-ID: <cryorunner-2005991835250001@dt086n0a.san.rr.com>
Source record: 52280

I'm trying to get my Atari stuff preserved for posterity (yea, that Defender/Berserk rip-off that I wrote half in BASIC and half in assembly).

So I built an SIO2PC cable (MAX232 and '368 tri-state, pin 6 RI), and hooked it up to my Compaq Prolinea 486/66 (my only consession to the Intel world). But I can't seem to get SIO2PC v.4 working on the thing. BUT, I can get APE 1.17 to work (two-chip mode).

Anyone out there have any experience with using an old Compaq and the SIO2PC? Are there special timing issues I need to get right? I just can't justify the price of APE, and don't really need the features. I would pay for SIO2PC v.4, but it doesn't seem to work.

The only thing I changed in the SIO2PC cable is that I used pin 4 of the SIO cable as the ground, like most other designs, instead of pin 6 like the instructions said. But I haven't tried switching this, as APE seems to work fine under the same set-up

Thanks in advance for any tips.
-Rhett

4565. Wanted: 3.5" modified XF551

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-20 00:00:00 UTC
From: Patrick Robbins <Pat42@uswest.net>
Message-ID: <TE613.456$2t2.50044@news.uswest.net>
Source record: 52281

Looking for above item. I have an Indus GT, etc. for trade also.

4566. ATARI Sales, Service & Support! Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-20 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7i2udjqcu1@user2.teleport.com>
Source record: 52282
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! And if I don't have what you want to buy or I don't know the answer to your question, I'll refer you to someone who does. That's the nice thing about the Atari community and my colleauges in the Atari business. We would rather send our business to a fellow competitor to get what they need than have someone abandon their Atari due to lack of support. For myself, I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my DeskTop Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

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Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--

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at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

4567. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-21 00:00:00 UTC
From: Graham C Thornton <graham.thornton@ln.ssw.abbott.com>
Message-ID: <7i49so$ak2@news.abbott.com>
Source record: 52188

danver@halcyon.com wrote in message <7i2ms5$3te$1@nnrp1.deja.com>...
>SO... now I finally figured out what a "boot sale" is.
>I've heard several UK dudes mentioning obtaining buggery
>Ataris at these mysterious "boot sales". Now it looks like
>its a car boot (or trunk), right? So do people just drive
>up and open their trunks in some vacant lot, and you all
>go down an buy stuff? Wow what an amazing idea... like a
>portable garage sale.

Exactly like a 'portable' garage sale - except that they are
all in one place - the same place - every week. No more driving
all over town looking for those little road-side signs misguiding
you to a garage sale that finished three hours ago. It's better for
the buyers - who can effectively hit every garage sale in town in
under two hours - and better for sellers who are far more likely
to find somebody who actually wants that aerobic step video or
Barry Manilow LP. I read somewhere the car boot sale has over taken
church as the no.1 reason the British public get out of bed on a
Sunday morning - which is probably why it stands zero chance of
ever working here in the MidWest :(

>
>P.S. I've got 2 600XLs, both obtained at Value Villages,
>and every chip is socketed. From the serial # it looks like
>they are 83s. But I've repaired a few 800XLs in the past
>by just replacing chips one by one until you find the one
>thats bad.
>

Often the bad chip is *alot* hotter than the others. That's how
I fixed my TI-99/4A when it blew the video chip a couple of years
back.

Graham

4568. boulderdash style game on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-21 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <21291-374612B4-26@newsd-172.iap.bryant.webtv.net>
Source record: 52189

announcing 3 new to cart format games,
firebug,16k classic analog game now on cart,its has boulderdash style play
dan strikes back,16k,fun platform style game
spaceball,48k,awesome 3-d pong style game,spectacular graphics
all 3 games run straight from your cart port,just plug in and play,
www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

4569. Re: Percom Disk Drives ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-21 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3745FBF2.18187BAB@sisna.com>
Source record: 52190

Ok the expitement continues, I have the XF551 3 1/2 in drive, and several 720k disks. The Drive Larry has will read the XF551 720k disks and execute files placed on it with a 551. This is done by changing the drive mech to a 3 1/2 in 720k mech. Unless you have the file on a 3 1/2 inch disk to boot the Percom you need a file to change the drive on the fly a P/D program uploaded to my old BBS a few years ago. Have it somewhere but can't remember the name of it, was written by Kenneth Burgess.

bob

4570. More Atari 8-bit Items

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-21 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3745FF16.215E8270@sisna.com>
Source record: 52191

1-Indus double density disk drive, power supply and sio cable $35.00
Shipping included.

1-XF 551 disk drive stock, power supply and sio cable, $41.00 shipping
included.

1-Atair 800 computer, basic cart, power supply included $25.00 shipping
included

1-Atari 1050 Stock Disk Drive, power supply and sio cable $20.00
Shipping included

1- Voicebox, Speech synthesizer, hardware only no docs, software $10.00
shipping included.

Public Domain CD-Rom, over 9,000 files and 200 directories,
subdirectories price $20.00
Shipping included.

bob

4571. Atari 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-21 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3745FF47.841ACFAD@sisna.com>
Source record: 52192

```
1 Atari 850 Interface, comes with power supply and SIO cable no docs
$25.00 shipping influded.
bob
```

4572. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-21 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <7i2ms5$3te$1@nnrp1.deja.com>
Source record: 52283

SO... now I finally figured out what a "boot sale" is.
I've heard several UK dudes mentioning obtaining buggery
Ataris at these mysterious "boot sales". Now it looks like
its a car boot (or trunk), right? So do people just drive
up and open their trunks in some vacant lot, and you all
go down an buy stuff? Wow what an amazing idea... like a
portable garage sale.

P.S. I've got 2 600XLs, both obtained at Value Villages,
and every chip is socketed. From the serial # it looks like
they are 83s. But I've repaired a few 800XLs in the past
by just replacing chips one by one until you find the one
thats bad.

see ya,
Dan

In article <7hq834akd1@news6.svr.pol.co.uk>,
"Peter Pachla" <my.name@vectrex.freeserve.co.uk> wrote:
> I've no idea when my 800XLs were made (I have 5 or 6 knocking around
the
> place), I bought them all second hand or at car boot sales - first
one in '85.
>
> They're all PAL machines, obviously since I live in the UK...

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4573. Jumpers

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-21 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990521020222.09180.00003639@ng35.aol.com>
Source record: 52284

I just purchased a couple of new Toshiba 360K
floppies, and as delivered, they would not respond
in my XF551. I played with the jumpers and
got it working, but there are 9 jumpers in the
jumper block. Does anyone know what the
"?" designations mean?

LI = ? (Could be L1)
LD = ? (Could be L0)
DS3
2
1
0 (Double Sided Unit #0 - 3)
TERM = Termination
DKC = ?
RY = ?

These are nice drives; now if I can
only find out what all the jumper
markings mean!

Thanks,
Larry White

4574. Re: SIO 2 PC Help...

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-21 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7i3n63peg1@autumn.news.rcn.net>
Source record: 52285

Rhett James Barnes <cryorunner@aol.com> wrote in message
news:cryorunner-2005991835250001@dt086n0a.san.rr.com...
> I'm trying to get my Atari stuff preserved for posterity (yea, that
> Defender/Berserk rip-off that I wrote half in BASIC and half in assembly).
>
> So I built an SIO2PC cable (MAX232 and '368 tri-state, pin 6 RI), and
> hooked it up to my Compaq Prolinea 486/66 (my only consession to the Intel
> world). But I can't seem to get SIO2PC v.4 working on the thing. BUT, I
> can get APE 1.17 to work (two-chip mode).
>
> Anyone out there have any experience with using an old Compaq and the
> SIO2PC? Are there special timing issues I need to get right? I just
> can't justify the price of APE, and don't really need the features. I
> would pay for SIO2PC v.4, but it doesn't seem to work.
>
> The only thing I changed in the SIO2PC cable is that I used pin 4 of the
> SIO cable as the ground, like most other designs, instead of pin 6 like
> the instructions said. But I haven't tried switching this, as APE seems
> to work fine under the same set-up
>
> Thanks in advance for any tips.
> -Rhett

If you're using a two-chip design, you have to modify the SIO2PC software to accept the two-chip. There is a procedure in the docs for using DOS's debug to do this. Basically you have to change the "sense" of one of the lines while in debug and then write the revised program back to disk. After doing it, the virus checksum will be off, but you can then save the new one.

I wish I could be more specific, but the last time I did this was several years ago.

Good luck.

Alan

4575. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-21 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <374a4bc8.2213371@news.freeserve.net>
Source record: 52286

The other Day danver@halcyon.com wrote:

>SO... now I finally figured out what a "boot sale" is.
>I've heard several UK dudes mentioning obtaining buggery
>Ataris at these mysterious "boot sales".

Us UK Atari er 'dudes' normally just go looking for the Atari's and
forget about the buggery. Either that or the US folk got a strange
upgrade that us UK peeps didn't :)

>Now it looks like its a car boot (or trunk), right?
>So do people just drive up and open their trunks in
>some vacant lot, and you all go down an buy stuff?
>Wow what an amazing idea... like a portable garage sale.

Similar idea, it did start out as an open area with cars and people
buying from the 'trunk' as you would say. Now its more of a fair type
thing with tables rather than cars.

What we don't get so much in the UK are the Atari's in the 'thrift'
stores as you call them. I did look every time I went to Florida just
incase I saw some good bits but I never saw 1 single item!
--
Paul..

www.dellos.freeserve.co.uk

UGVP ECTS info

ICQ 105793 Oh ya sexy bugger :)

4576. Re: ICD RTime8 still available

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-21 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <927316082mnewsX_velcro_X@netunlimited.net>
Source record: 52287

Phantom wrote:

> A while back I posted for sale a ICD RTime8 cartridge
> with original disk and manual.
>
> The first person who e-mails me and offers me $25.00 plus
> $3.00 for shipping gets it.

What is it exactly?

vs

To email me just remove the X's and underline marks from my address.

4577. Re: Action, Mac65, BasicXE & XL on EBAY

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-22 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <7i5fiv$14v$1@nnrp1.deja.com>
Source record: 52193

In article <37415be0.106539209@news.earthlink.net>,
ssilicon@earthlink.net (Jon Melbo) wrote:
> On 15 May 1999 16:24:08 GMT, jeking@NOSPAM.COM wrote:
>
> >Collection of development carts up for auction on Ebay, visit:
> >
> >cgi.ebay.com/aw<cgi/ebayISAPI.dll?ViewItem&item=104393892
>
> Don't take this wrong. I don't care what you ask for your stuff and I
> wish you the best, but I think you will have a hard time selling that
> stuff for that high of a price. You might do better individually.
> $150 is a lot especially if you only need one or two of the carts to
> fill your collection.
>

Well, I guess you never know these days Jon. It ain't the 80s no
more, and these awesome carts are **nowhere** to be found. You might
want to check out how this auction ended up.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&tc=ps&item=104393892

One thing I would say is that at least its less expensive than
Microsoft's Visual Studio, while being certainly more fun to use, and
very probably better written software overall.

best regards,
Dan Vernon

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4578. Re: Genie program

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-22 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <37462b70.1742459@news.unired.net.pe>
Source record: 52194

On Thu, 20 May 1999 12:04:19 GMT, ed_shep@hotmail.com wrote:

>Hello! I was given a ton of software w/o manuals or
>documentation.One that seems interesting is called Genie.
>It appears to be like an ST desk accessory or MS-Dos TSR,
>that is it loads and then disappears.I have some ANALOG
>magazines that advertize this program and they promise
>to be able to do several DOS functions "at the touch of a
>key" I have tried every key combination I can think of,
>and darned if I can make it work.
>Can any one offer an idea?
>Thanks to all!
>
>
>--== Sent via Deja.com http://www.deja.com/ ==--
>---Share what you know. Learn what you don't.---

I think it was SHIFT+CONTROL+ESC... if that dosen't make it,
try pressing TAB too... (I don't remeber exactly because it
was a friend who had it, not me)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

4579. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-22 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <374633C6.CCA8B8DD@classic-games.com>
Source record: 52195

Isaac Davis wrote:
> cartridge. I can't justify it to my wife and kids. I really want one,
> and I know I am not alone. I have people from Austin to Los Angeles
> keeping an eye out for me, and have posted in this group before looking
> for one. I think 25-30 is a fair price, but since the owner of the
> rights is gone, and there are a limited supply then I am not going to
> get one for what I think is fair. I will go further and say that $25 is
> fair to me because as much as I want one, I will live without it. I am

Just have patience... I bought mine with the manual, binder, toolkit
disk, etc. for $25 on eBay. More copies will turn up there, you just
have to wait it out.

--
http://www.classic-games.com/
President Clinton was acquitted; then again, so was O. J. Simpson.
*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***

4580. Re: Question About Progra

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-22 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <374635C7.80E760BB@classic-games.com>
Source record: 52196

Sysop Fox-1 wrote:
> If you use standard Atari-BASIC, with the use of Sparta-Dos (2.x or up) you
> can load binaries with a XIO-call.
>
> XIO 40,#IOCB,4,X,"D:filename.ext"

With DOS 3.0 you can, as I recall, use:

XIO 41,#IOCB,0,0,"D:filename.ext"

One of many reasons I prefer 3.0 over 2.x
--
http://www.classic-games.com/
President Clinton was acquitted; then again, so was O. J. Simpson.
*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***

4581. Re: Action, Mac65, BasicXE & XL on EBAY

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-22 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <374650cf.818122@news.earthlink.net>
Source record: 52197

On Sat, 22 May 1999 05:33:18 GMT, danver@halcyon.com wrote:

>In article <37415be0.106539209@news.earthlink.net>,
> ssilicon@earthlink.net (Jon Melbo) wrote:
>> On 15 May 1999 16:24:08 GMT, jeking@NOSPAM.COM wrote:
>>
>> >Collection of development carts up for auction on Ebay, visit:
>> >
>> >cgi.ebay.com/aw<cgi/ebayISAPI.dll?ViewItem&item=104393892
>>
>> Don't take this wrong. I don't care what you ask for your stuff and I
>> wish you the best, but I think you will have a hard time selling that
>> stuff for that high of a price. You might do better individually.
>> $150 is a lot especially if you only need one or two of the carts to
>> fill your collection.
>>
>
>Well, I guess you never know these days Jon. It ain't the 80s no
>more, and these awesome carts are **nowhere** to be found. You might
>want to check out how this auction ended up.
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&tc=ps&item=104393892
>
>One thing I would say is that at least its less expensive than
>Microsoft's Visual Studio, while being certainly more fun to use, and
>very probably better written software overall.

Hehe. Holy shit. I have all of those except BasicXE. Is that for
real Dan? You didn't have friends pump up the bidding? Holy smokes.
I am in a state of disbelief. Congratulations. My jaw is still
hanging slack.

4582. Re: *RIDICULOUS* eBay BIDDING!! Look! (perspective)

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-22 00:00:00 UTC
From: cryorunner@aol.com
Message-ID: <cryorunner-2205990344420001@dt086n0a.san.rr.com>
Source record: 52198

[re: $232 Atari 400]
OK, I guess that's what I'd expect from E-Bay (and auctions in general).

BUT... when I started to think about it, I realized that it's a lot less than it cost in the first place. I remember my original 400, with 8k, a tape drive, and a couple of cartridges cost at least $500 US. And this was in '79 dollars. Kind of puts things in perspective.

In article <jY303.46$Z.2488@newse3.tampabay.rr.com>, "Bowling" <mbowlin1@tampabay.rr.com> wrote:

> I think I'll just go jump in the pond after seeing this one...
>
> http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewBids&item=102676458

4583. Atari 8-Bit Hardware For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-22 00:00:00 UTC
From: Colin Clifford <cwc@dircon.co.uk>
Message-ID: <37468a9c@newsread3.dircon.co.uk>
Source record: 52199

For Sale - Any Offers?

I would ideally like offers for 'the lot', but I will consider splitting.

Colin Clifford
cwc@dircon.co.uk

Atari 8-Bit Hardware

Atari 400 (32K) with Power Supply
Atari 800XL - Needs new RF Modulator, otherwise fine with Power Supply
Atari 1050 Disk Drive with US Doubler enhancement and write protect switch - Boxed, with DOS disks / Atari Corp. Diskette Pack, Power Supply and SIO Cable
Atari 850 Interface with Photocopied Instruction Manual
Atari XC12 Program Recorder - Mint and Boxed with instructions
3 x Atari 1027 Printer Ink Rollers
SIO to Midi Cable (Cable Only - No Software)

Atari 8-Bit Diskettes - With Full Packaging and Instructions

Atariwriter Plus - Atari Corp.
The Living Daylights - Domark
Gemstone Warrior - SSI / US Gold
Spitfire 40 - Mirrorsoft
Greatest Hits Vol .1 - Databyte (2 copies)
Mercenary - Novagen
Beach Head II - Access / US Gold
D-Bug - Electronic Arts
Music Construction Set - Electronic Arts
Sidewinder - Futureware
Silent Service - Microprose / US Gold
Pooyan - DataSoft

Atari 8-Bit Cartridges - With Full Packaging and Instructions

Defender - Atari Corp.
Computer War - Thorn EMI
Track & Field with Arcade Controller - Atari Corp.

Atari 8-Bit Cartridges - Loose

Miner 2049er - Big Five Software
Astrochase - Bare Board (no case) - Databyte

Atari 8-Bit Cassettes - With Full Packaging and Instructions

Space Shuttle - Activision
Milk Race - Mastertronic
Ballblazer - Lucasfilm Games / Activision
Tapper - SEGA / US Gold
International Karate - System 3
Superman - First Star / Prism
Kenny Dalglish Soccer Manager - Cognito
Kick Off - Anco
Plastron - Harlequin
Feud - Bulldog / Mastertronic
Panther - Mastertronic
BMX Simulator - Code Masters
Mirax Force - Zeppelin Games
Tank Commander - Sparklers
Talladega - Top Ten
Molecule Man - Mastertronic
Cosmic Pirate - Byte Back
Ace of Aces - Kixx
Micro Rhythm - Firebird
Winter Wally - Alternative
Ninja Master - Firebird
Tanium - Players
Fantastic Soccer - Zeppelin
Stack Up - Zeppelin
Collapse - Firebird
Bruce Lee - Datasoft / US Gold

4584. Re: Action, Mac65, BasicXE & XL on EBAY

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-22 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <7i6c75$ip0$1@nnrp1.deja.com>
Source record: 52200

```
In article <374650cf.818122@news.earthlink.net>,
ssilicon@earthlink.net (Jon Melbo) wrote:
> On Sat, 22 May 1999 05:33:18 GMT, danver@halcyon.com wrote:
>
> >In article <37415be0.106539209@news.earthlink.net>,
> > ssilicon@earthlink.net (Jon Melbo) wrote:
> >> On 15 May 1999 16:24:08 GMT, jeking@NOSPAM.COM wrote:
> >>
> >> >Collection of development carts up for auction on Ebay, visit:
> >> >
> >> >cgi.ebay.com/aw<cgi/ebayISAPI.dll?ViewItem&item=104393892
> >>
> >> Don't take this wrong. I don't care what you ask for your stuff
and I
> >> wish you the best, but I think you will have a hard time selling
that
> >> stuff for that high of a price. You might do better individually.
> >> $150 is a lot especially if you only need one or two of the carts
to
> >> fill your collection.
> >>
> >
> >Well, I guess you never know these days Jon. It ain't the 80s no
> >more, and these awesome carts are **nowhere** to be found. You might
> >want to check out how this auction ended up.
> >
> >http://cgi.ebay.com/aw-
cgi/eBayISAPI.dll?ViewItem&tc=ps&item=104393892
> >
> >One thing I would say is that at least its less expensive than
> >Microsoft's Visual Studio, while being certainly more fun to use, and
> >very probably better written software overall.
>
> Hehe. Holy shit. I have all of those except BasicXE. Is that for
> real Dan? You didn't have friends pump up the bidding? Holy smokes.
> I am in a state of disbelief. Congratulations. My jaw is still
> hanging slack.
>

Honestly, I'm really amazed too. And I think the congrats is due
to James King as its his auction. I was just one of the bidders,
and not the winning one.
I felt my bidding was a bit on the outrageous side, yes... but
the Commodore items I've been getting rid of on ebay have been doing
```

quite well, and I just wanted to splurge a bit. Also, I guess I'm hoping that demand like this will spur someone on to re-release these products to all us 8-bitters out here (of course the software rights need to be worked out).

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4585. Re: Percom Disk Drives ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-22 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990522072506.04492.00003670@ng-fa1.aol.com>
Source record: 52201

>Unless you have the file on a 3 1/2
>inch disk to boot the Percom you need a file to change the drive on the
>fly a P/D program uploaded to my old BBS a few years ago.

Hi Bob-
I'm sorry, but I'm not following you here.
Are you saying that you need a configuration
changing program, since the Percom don't
automatically change density? (I.e. send
a new "Percom Block" to the drive?)
Larry

4586. Re: SIO 2 PC Help...

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-22 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990522082054.04492.00003687@ng-fa1.aol.com>
Source record: 52202

> So I built an SIO2PC cable (MAX232 and '368 tri-state, pin 6 RI)

Does SIO2PC work with a 1489 cable?

I know that APE does, but don't know about
SIO2PC.

Larry

4587. Re: SIO 2 PC Help...

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-22 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7i69ef$7vf$1@autumn.news.rcn.net>
Source record: 52203

LWhite6497 <lwhite6497@aol.com> wrote in message
news:19990522082054.04492.00003687@ng-fa1.aol.com...
> > So I built an SIO2PC cable (MAX232 and '368 tri-state, pin 6 RI)
>
> Does SIO2PC work with a 1489 cable?
>
> I know that APE does, but don't know about
> SIO2PC.

Larry, as far as I know it's supposed to work. I haven't tried it because I have an old, two-chip sio2pc interface that I got when Nick was still assembling them.

Run the program and look at the version number at the top of the screen. If the version number has an "i" in it, it's set for a two-chip cable. If that's the case, there's a procedure outlined in the docs for changing it. It would be the opposite of the procedure I gave the last guy a couple of days ago. You have to change the "sense" of one of the lines while running debug, resave the program, and then tell it to accept the new virus checksum when you exit the program.

APE makes the change from its menu, but I believe that the same thing happens.

4588. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-22 00:00:00 UTC
From: dethnite <csa_deathknight@excite.com>
Message-ID: <dPy13.25334$5e2.481936@news2.giganews.com>
Source record: 52204

And in the mean time, all (us waiting it out) can do is RE-read the
actref.doc and actman.doc over and over and over...

Greg Miller wrote in message <374633C6.CCA8B8DD@classic-games.com>...
>Isaac Davis wrote:
>> cartridge. I can't justify it to my wife and kids. I really want one,
>> and I know I am not alone. I have people from Austin to Los Angeles
>> keeping an eye out for me, and have posted in this group before looking
>> for one. I think 25-30 is a fair price, but since the owner of the
>> rights is gone, and there are a limited supply then I am not going to
>> get one for what I think is fair. I will go further and say that $25 is
>> fair to me because as much as I want one, I will live without it. I am
>
>Just have patience... I bought mine with the manual, binder, toolkit
>disk, etc. for $25 on eBay. More copies will turn up there, you just
>have to wait it out.
>
>--
>http://www.classic-games.com/
>President Clinton was acquitted; then again, so was O. J. Simpson.
>*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***

4589. Modem connects for the old atari..

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-22 00:00:00 UTC
From: Gareee&#65533; <gareee@worldnet.att.net>
Message-ID: <7i6gmg$p8h$1@bgtnsc02.worldnet.att.net>
Source record: 52205

Ok I used to use an 850 to hook a modem up to my old ataris.. but it's come to my attention, that there aren't even any of those slow modems out anymore!

what would I need to hook up my Atari to the PC to transfer files? I think I have alot of things that I haven't seen posted anywhere...

Also, is there a easy way to transfer a whole disk image to the PC?

--
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html
(REMOVE NOSPAM to reply)

4590. Atari Books, Software, Manuals and Controllers

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-22 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <7i6pcmemq1@ramp2.tir.com>
Source record: 52206

All prices are reasonable, but negotiable.

Manuals & Books

Atari Astroids Cart. Manual $3.00
Atari AtariWriter Cart. Manual & Quick Reference Card $5.00
Atari Basic Quick Reference Guide by John Wiley & Sons $3.00
Atari DOS 3 Intro & Ref. Manuals $5.00
Compute!'s First Book of Atari $3.00

Joysticks

4-Button Joystick $2.00
Atari Keyboard Controllers Set (w/box) $3.00
SVI Quickshot I Joystick $3.00

Software

Analog Movie Themes Cassette (requires Atari Music Composer) $2.00
APX Three Holiday Games Cassette (w/manual) $3.50
Atari BASIC Cart. $2.00
Atari Bug Hunt Cart. $3.00
Atari Bug Hunt Cart. (w/o case) $1.00
Atari Centipede Cart. $3.00
Atari Defender Cart. (w/manual) $5.00
Atari Dig Dug Cart. $3.00
Atari E.T. Phone Home Cart. (unopened) $4.00
Atari Eastern Front (1941) Cart. $3.00
Atari Flight Simulator II Cart. $5.00
Atari Football Cart. $4.00
Atari Graph It Cassettes (w/manual) $5.00
Atari Logo Computing Language Cart. (w/manual, graphics manual & ref. guide)
$12.00
Atari Missile Command Cart. (w/manual) $5.00
Atari Music Composer Cart. (w/manual) $5.00
Atari Pac-Man Cart. $3.00
Atari Pilot Computing Language Cart. (w/manual, ref. guide & ref. card)
$12.00
Atari Star Raiders Cart. $3.00
Atari Star Raiders Cart. (w/box & manual) $5.50
Atari Star Raiders Cart. (w/manual) $5.00
Atari Super Breakout Cart. $3.00
Atari Super Breakout Cart. (w/manual) $5.00
EA One On One Cart. $5.00
EA One On One Disk (w/manual) $7.00

Sublogic Flight Simulator II Disk (w/manuals & box) $10.00
Synapse Protector II Cassette (w/manual & package artwork) $5.00

Buyer pays shipping costs.
--
The Collectaholic's Page - http://www.tir.com/~mkusz/
Sports Memorabilia, Non-Sports Cards & Other Collectibles

4591. Re: Modem connects for the old atari..

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-22 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7i76vh$g3a$1@autumn.news.rcn.net>
Source record: 52207

Gareee&#65533; <gareee@worldnet.att.net> wrote in message
news:7i6gmg$p8h$1@bgtnsc02.worldnet.att.net...
> Ok I used to use an 850 to hook a modem up to my old ataris.. but it's
come
> to my attention, that there aren't even any of those slow modems out
> anymore!
>
> what would I need to hook up my Atari to the PC to transfer files? I think
I
> have alot of things that I haven't seen posted anywhere...

You could use a null modem connection to move files from the Atari to the PC, but that assumes that you have an interface on the Atari that would allow such a cable to be connected. The 850, the P: R: Connection, the MIO and the Black Box could all do it. An R-Vertor cable could also be used. You'd need a null-modem converter in any case, and, except for the R-Vertor, you'd need an Atari-specific modem cable. You'd also need a terminal program running on the PC and another one (BobTerm, for example) running on the Atari.

> Also, is there a easy way to transfer a whole disk image to the PC?

No problem! Build an SIO2PC device and run either SIO2PC or APE software on the PC.

Alan

4592. Re: Modem connects for the old atari..

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-22 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7i7ahj$dc6@freenet-news.carleton.ca>
Source record: 52208

"Gareee" (gareee@worldnet.att.net) writes:
> Ok I used to use an 850 to hook a modem up to my old ataris.. but it's come
> to my attention, that there aren't even any of those slow modems out
> anymore!
>
> what would I need to hook up my Atari to the PC to transfer files? I think I
> have alot of things that I haven't seen posted anywhere...
>
> Also, is there a easy way to transfer a whole disk image to the PC?

Yes APE/ProSystem and SIO2PC are designed specifically for that, and more
depending on which program you use.

You can get APE at the URL below. SIO2PC can be found at the various
Atari archives. You will need a special cable to use either. Plans
are available in either the APE or SIO2PC archive.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4593. Re: Action, Mac65, BasicXE & XL on EBAY

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-22 00:00:00 UTC
From: ryanr@shell.one.net
Message-ID: <37475242@news1.one.net>
Source record: 52209

[snip]

: > >
: > >Well, I guess you never know these days Jon. It ain't the 80s no
: > >more, and these awesome carts are **nowhere** to be found. You might
: > >want to check out how this auction ended up.
: > >
: > >http://cgi.ebay.com/aw-
: cgi/eBayISAPI.dll?ViewItem&tc=ps&item=104393892
: > >

[snip]

: > Hehe. Holy shit. I have all of those except BasicXE. Is that for
: > real Dan? You didn't have friends pump up the bidding? Holy smokes.
: > I am in a state of disbelief. Congratulations. My jaw is still
: > hanging slack.
: >

I find it interesting the winner of the programming carts auction is currently the high bidder on
these two items (ATR8000s):

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=104884889

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=105760900

I wonder what's fueling his/her desires?

-Bob

4594. hey,its made by atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-22 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <21993-37475A4B-39@newsd-173.iap.bryant.webtv.net>
Source record: 52210

view this for a rare cart,
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=107511691

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

4595. Atari Logo Programing Cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-22 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37473A4D.B2959A31@sisna.com>
Source record: 52211

I have several of these with 2 manuals. Atari Logo Inetroductgon to programing throuth Turtle Programing Garaprhics, and Atari Logo Reference Manual. Price shipped $8.00 each.

bob

4596. Atari Software

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-22 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37473AEA.6919F8B5@sisna.com>
Source record: 52212

Mr. Robot and his Robot Factory, disk format with box and docs, $8.00 shipped.

bob

4597. infocom

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-22 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <21993-37475E5C-43@newsd-173.iap.bryant.webtv.net>
Source record: 52213

view these infocom items,plus click on our other auctions for more
infocon stuff,
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=107702757

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

4598. Atari 8-Bit Printer

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-22 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37473BAF.FDB90895@sisna.com>
Source record: 52214

Direct connect printer, Put our by Aximon, has replacable ribbon, direct connects to the Atari Computer. In excellant condition, conects through the SIO port. $25.00 Shipping included.
bob

4599. Re: Modem connects for the old atari..

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-22 00:00:00 UTC
From: Gareee&#65533; <gareee@worldnet.att.net>
Message-ID: <7i7rka$e6m$1@bgtnsc01.worldnet.att.net>
Source record: 52215

I'm gonna get a 850 from bob klaas here, and he said he'll do a term disk for me.. hopefully, I'll have some new goodies to share with you guys in the upcoming month or so....

I'll probably add an Atari page on my homepage, and add the new Atari stuff there...

--
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html
(REMOVE NOSPAM to reply)
Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote in message news:7i7ahj$dc6@freenet-news.carleton.ca...
>
> "Gareee&#65533;" (gareee@worldnet.att.net) writes:
> > Ok I used to use an 850 to hook a modem up to my old ataris.. but it's come
> > to my attention, that there aren't even any of those slow modems out
> > anymore!
> >
> > what would I need to hook up my Atari to the PC to transfer files? I think I
> > have alot of things that I haven't seen posted anywhere...
> >
> > Also, is there a easy way to transfer a whole disk image to the PC?
>
> Yes APE/ProSystem and SIO2PC are designed specifically for that, and more
> depending on which program you use.
>
> You can get APE at the URL below. SIO2PC can be found at the various
> Atari archives. You will need a special cable to use either. Plans
> are available in either the APE or SIO2PC archive.
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
> * * * Turn your 8-bit Atari into a powerhouse with APE! * *
*

> * * * Ape Homepage: http://www.nacs.net/~classics * *
*
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+
Lines !!

4600. Re: Action, Mac65, BasicXE & XL on EBAY

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-23 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <7i7r0mgvp1@nnrp1.deja.com>
Source record: 52216

> I find it interesting the winner of the programming carts auction is
currently the high bidder on
> these two items (ATR8000s):
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=104884889
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=105760900
>
> I wonder what's fueling his/her desires?
>

Yeah Bob, I wondered that too. Then I did a bidder search including
all completed auctions. It looks like since 4/27/99, the guy
has been buying Atari stuff like a maniac. Probably has spent
thousands in just a few weeks.
Who knows... I'd probably do the same myself if money and cubic
feet were no object.

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4601. 1090XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-23 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-kOZdKx1UIu4q@di12-ks.cth.com.au>
Source record: 52217

look at what I have. Got this from a newsgroup somewhere at some time.
Check it out.

James.

Date: 7 Apr 91 04:56:43 GMT
From:
dimacs.rutgers.edu!aramis.rutgers.edu!remus.rutgers.edu!utopia.rutgers
edu!wilmott@seismo.css.gov (Ray Wilmott)
Subject: 1090xl expansion module
To: Info-Atari8@naucse.cse.nau.edu

Just thought I'd pass along some old Atari vaporware tech notes
I happened to come across recently...

HARDWARE DESCRIPTION OF THE EXPANSION BOX

The box consists of two main elements, the Buffer Box and the
Expansion Box Chassis. This document will concern itself with
the
hardware inside the Expansion Box Chassis as the Buffer Box is a
simple
signal buffer unit. The Expansion Chassis contains a backplane,
for
option connection, a power supply and I/O channels.

The I/O channels consist of two serial RS232C channels and one
Centronics type parallel output port. These functions are
created by
two 68B50 ACIAs, one 68B21 PIA, and a BR1943 baud rate generator.
Figure 1 shows the locations of the devices in the memory map.
All the
devices respond to Parallel Bus Device #6.

Location	Device
D100H	68B50 Channel A
D104H	68B50 Channel B
D108H	68B21
D110H	1943

Figure 1

Parallel Channel Description

The Parallel channel uses a 68B21 PIA. There are 11 signals implemented in the Centronics Interface. These signals are D0-D7, Data Strobe, Busy, and Fault. The data lines use port A in the PIA and are output only. Data Strobe is an output line from port B bit 4 which is used to strobe data to the printer. This signal should be active after data is stable and the printer is not busy. Busy is an input line of port B bit 5. This input controls the flow of data to the printer; it should be checked before next data transmission. Fault is an input of port B bit 6. This input indicates if the printer had a fault (ie. paper out) and should always be checked. Figure 2 shows the port assignments for the PIA. The register types and control bits are the same as the standard Atari PIA used in current computers.

Port	Direction	Description
A0	Output	Data Bit 0
A1	Output	Data Bit 1
A2	Output	Data Bit 2
A3	Output	Data Bit 3
A4	Output	Data Bit 4
A5	Output	Data Bit 5
A6	Output	Data Bit 6
A7	Output	Data Bit 7
B0	Input	DSR' Channel A
B1	Output	DTR' Channel A
B2	Output	DTR' Channel B
B3	Input	DSR' Channel B
B4	Output	Data Strobe'
B5	Input	Busy'
B6	Input	Fault'
B7	Not Used	Not Used

Figure 2

Baud Rate Selection

The baud rate for the two serial channels is created by a BR1943 baud rate generator. This device creates two different baud rates using one write only register. The upper four bits of this register controls the

baud rate for Channel B, the lower four bits control Channel A.
Figure
3 shows the four bit combinations for the 16 different baud
rates.

Sel Value	Baud Rate
0000	50
0001	75
0010	110
0011	134.5
0100	150
0101	200
0110	300
0111	600
1000	1200
1001	1800
1010	2400
1011	3600
1100	4800
1101	7200
1110	9600
1111	19200

Figure 3

Serial Channels
The two serial channels are a full RS-232C type. These
channels use
the baud rates from above, handshake internal to the ACIA as well
as
extra handshake lines from the PIA. The ACIA operation is
described
below as well as register locations. The software should provide
correct operation of the extra handshake lines for full modem
control.

ACIA REGISTERS DESCRIPTION

The ACIA has internal registers on the chip that are used for
the
status, control, receiving, and transmitting of data. The
content of
each of the registers is summarized in Table 1.

Data Bus #	Transmit Data Register	Receive Data Register	Control Register	Status Register
0	Data 0	Data 0	C D Sel 1 CRO	RDRF
1	Data 1	Data 1	C D Sel 2 CR1	TDRE

2	Data 2	Data 2	Word Sel 1 CR2	DCD'
3	Data 3	Data 3	Word Sel 2 CR3	CTS'
4	Data 4	Data 4	Word Sel 3 CR4	Frame Error
5	Data 5	Data 5	Transmit Con 1 CR5	Receiver Overrun
6	Data 6	Data 6	Transmit Con 2 CR6	Parity Error
7	Data 7	Data 7	Rec Int En CR7	Interrupt Request

Table 1
Definition of ACIA Register Contents

TRANSMIT DATA REGISTER (TDR)
Data is written in the Transmit Data Register during the negative
transition of the enable (E) when the ACIA has been addressed and RS .
R/W is selected. Writing data into the register causes the Transmit
Data Register Empty bit in the Status Register to go low. Data can
then be transmitted. If the transmitter is idling and no character is
being transmitted, then the transfer will take place within one bit
time of the trailing edge of the Write command. If a character is
being transmitted, the new data character will commence as soon as the
previous character is complete. The transfer of data causes the
Transmit Data Register Empty (TDRE) bit to indicate empty.

RECEIVE DATA REGISTER (RDR)

Data is automatically transferred to the empty Receive Data Register
(RDR) from the receiver deserializer (a shift register) upon receiving
a complete character. This event causes the Receive Data Register Full
bit (RDRF) in the status buffer to go high (full). Data may then be
read through the bus by addressing the ACIA and selecting the Receive
Data Register with RS and R/W high when the ACIA is enabled. The
non-destructive read cycle causes the RDRF bit to be cleared to empty
although the data is retained in the RDR. The status is maintained by
RDRF as to whether or not the data is current. When the Receive Data
Register is full, the automatic transfer of data from the Receiver

Shift Register to the Data Register is inhibited and the RDR contents
remain valid with its current status stored in the Status register.

CONTROL REGISTER
The ACIA Control Register consists of eight bits of write-only buffer
that are selected when RS and R/W are low. This register controls the
function of the receiver, transmitter, interrupt enables, and the
Request-to-Send peripheral/modem control output.
Counter Divide Select Bits (CR0 and CR1) - The counter Divide Select
Bits (CR0 and CR1) determine the divide ratios utilized in both the
transmitter and receiver sections of the ACIA. Additionally, these
bits are used to provide a master reset for the ACIA which clears the
Status Register (except for external conditions on CTS and DCD) and
initializes both the receiver and transmitter. Master reset does not
affect other Control Register bits. Note that after power-on or a
power fail/restart, these bits must be set high to reset the ACIA.
After resetting, the clock divide ratio may be selected. These counter
select bits provide for the following clock divide ratios:

CR1	CR0	Function
0	0	Divide by 1
0	1	Divide by 16
1	0	Divide by 64
1	1	Master Reset

Word Select Bits (CR2, CR3, and CR4) - The Word Select bits are used
to select word length, parity, and the number of stop bits. The
encoding format is as follows:

CR4	CR3	CR2	Function
0	0	0	7 Bits Even Parity 2 Stop Bits
0	0	1	7 Bits Odd Parity 2 Stop Bits

0	1	0	7 Bits Even Parity 1 Stop Bit
0	1	1	7 Bits Odd Parity 1 Stop Bit
1	0	0	8 Bits 2 Stop Bits
1	0	1	8 Bits 1 Stop Bit
1	1	0	8 Bits Even Parity 1 Stop Bit
1	1	1	8 Bits Odd Parity 1 Stop Bit

Word length, Parity Select, and Stop Bit changes are not buffered and
therefore become effective immediately.

Transmitter Control Bits (CR5 and CR6) - Two Transmitter Control bits
provide for the control of the interrupt from the Transmit data
Register Empty condition, the Request-to-Send (RTS) output, and the
transmission of a Break level (space). The following encoding format
is used:

|CR6|CR5|Function |

0	0	RTS'=LOW Trans INT Disabled
0	1	RTS'=LOW Trans INT Enabled
1	0	RTS'=HIGH Trans INT Disabled
1	1	RTS'=LOW Trans a BREAK CHAR

Receive Interrupt Enable Bit (CR7) - The following interrupts will be
enabled by a high level in bit position 7 of the Control Register
(CR7): Receive Data Register Full, Overrun, or a low to high
transition on the Data Carrier Detect (DCD) signal line.

STATUS REGISTER
Information on the status of the ACIA is available to the MPU by
reading the ACIA Status Register. This read-only register is selected
when RS is low and R/W is high. Information stored in this register
indicates the status of the Transmit Data Register, the Receive Data
Register and error logic, and the peripheral/modem status inputs of the
ACIA.

Receive Data Register Full (RDRF), Bit 0 - Receive Data Register Full
indicates that received data has been transferred to the Receive

Data
Register. RDRF is cleared after an MPU read of the Receive Data
Register or by a master reset. The cleared or empty state
indicates
that the contents of the Receive Data Register are not current.
Data
Carrier Detect being high also causes RDRF to indicate empty.
Transmit Data Register Empty (TDRE), Bit 1 - The Transmit Data
Register Empty bit being set high indicates that the Transmit
Data
Register contents have been transferred and that new data may be
entered. The low state indicates that the register is full and
that
transmission of a new character has not begun since the last
write data
command.
Data Carrier Detect (DCD), Bit 2 - The Data Carrier Detect bit
will
be high when the DCD input from a modem has gone high to indicate
that
a carrier is not present. This bit going high causes an
Interrupt
Request to be generated when the Receive Interrupt Enable is set.
It
remains high after the DCD input is returned low until cleared by
first
reading the Status Register and then the Data Register or until a
master reset occurs. If the DCD input remains high after read
status
and read data or master reset has occured, the interrupt is
cleared,
the DCD status bit remains high and will follow the DCD input.
Clear-to-Send (CTS), Bit 3 - The Clear-to-Send bit indicates
the
state of the Clear-to-Send input from a modem. A low CTS
indicates
that there is a Clear-to-Send from the modem. In the high state,
the
Transmit Data Register Empty bit is inhibited and the
Clear-to-Send
status bit will be high. Master reset does not affect the
Clear-to-Send Status bit.
Framing Error (FE), Bit 4 - Framing error indicates that the
received
character is improperly framed by a start and a stop bit and is
detected by the absence of the 1st stop bit. This error
indicates a
synchronization error, faulty transmission, or a break condition.
The
framing error flag is set or reset during the receive data

transfer
time. Therefore, this error indicator is present throughout the
time
that the associated character is available.
Receiver Overrun (OVRN), Bit 5 - Overrun is an error flag that
indicates that one or more characters in the data stream were
lost.
That is, a character or a number of characters were received but
not
read from the Receive Data Register (RDR) prior to subsequent
characters being received. The overrun condition begins at the
midpoint of the last bit of the second character received in
succession
without a read of the RDR having occurred. The Overrun does not
occur
in the Status Register until the valid character prior to Overrun
has
been read. The RDRF bit remains set until the Overrun is reset.
Character synchronization is maintained during the Overrun
condition.
The Overrun indication is reset after the reading of data from
the
Receive Data Register or by a Master Reset.

Parity Error (PE), Bit 6 - The parity error flag indicates that
the
number of highs (ones) in the character does not agree with the
preselected odd or even parity. Odd parity is defined to be when
the
total number of ones is odd. The parity error indication will be
present as long as the data character is in the RDR. If no
parity is
selected, then both the transmitter parity generator output and
the
receiver parity check results are inhibited.
Interrupt Request (IRQ), Bit 7 - The IRQ bit indicates the
state of
the IRQ output. Any interrupt condition with its applicable
enable
will be indicated in this status bit. Anytime the IRQ output is
low
the IRQ bit will be high to indicate the interrupt or service
request
status. IRQ is cleared by a read operation to the Receive Data
Register or a write operation to the Transmit Data Register.

Expansion Box Specifications
7/27/83

1.0 Introduction
The Expansion Box will be a buffered extension of the Parallel

Bus
Interface (P.B.I.) allowing system expansion and enhancement.
The bus
will enable the consumer to connect a variety of different
devices to
the Parallel Bus Interface. Some future devices are listed
below.
1) Disk Drive Controller-*
2) Votrax-
3) Modem (300 and/or 1200)-*
4) Touch Tone Decoder-
5) EPROM Programmer-
6) B.S.R. Controller Interface-
7) Relay Switch Card-
8) IEEE 488 Control Card-*
9) Real Time Clock-
10) 80 Column Display-*
11) Printer Spooler/Buffer-
12) APPLE Card-*
13) VCS Adapter Card-*
14) A/D Converter Card-*
15) Infra Red Interface-*
16) Hard Disk Interface-*
17) Music Card-
18) Speech Recognition-*
19) Ram Disk-*
20) Battery Back-up CMOS RAM-
21) Corvus Interface-*
22) Ethernet Interface-*
* indicates a smart device.

1.1 Product Objectives
A. To provide future system expansion.
B. To provide multiple device access to the P.B.I.
C. To provide an interface standard to envoke interest from
peripheral manufacturers in developing P.B.I. Devices.

1.2 References
Sweet 16 Expansion Box Specification, A. Chopra
P.B.I. Specification, S. Miller
SURELY O.S. Rom Specification, S. Scheiman R. Nordin
Software Implementation of Parallel Devices, R. Nordin

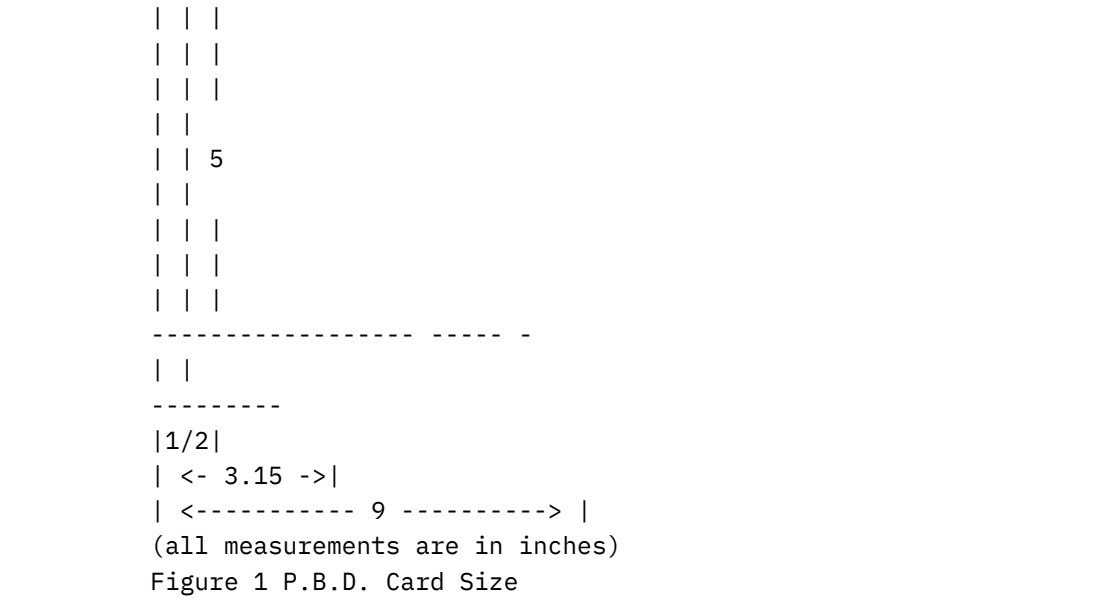
2.0 Product Description
The Expansion Box will provide two RS-232C Serial Channels and
one
Centronics type Parallel Output Port in addition to eight (8)
expansion
slots. The connection to the XL-Series computer is made through
the
Parallel Bus Interface. Devices that plug into the P.B.I. are

called
Parallel Bus Devices (P.B.D.). The Expansion Box is a P.B.D..
The
Interface in the Expansion Box to the expansion devices is called
the
Expansion Box Interface (E.B.I.). Modules that plug into the
expansion
slots will be called Expansion Box Devices (E.B.D.).

2.1 Mechanical

2.1.1 Appearance
The Expansion Box should match the styling of the current XL
product
line. The Box should have all connections from devices, power,
and bus
signals in the rear of the box. The power switch and power
indicator
light should be placed on the front panel.

2.2.2 Design Concepts
The Expansion Box should not require more than one square foot
of
table space. It should also be able to support a 13 inch color
television. The top must be easily removable so the user can
access
the option cards, but not be able to access the power supply or
come in
contact with the Line Voltage. The Box will support eight 9 by 5
inch
option cards (see figure 1).



(all measurements are in inches)
Figure 1 P.B.D. Card Size

2.2 Electrical

2.2.1 Expansion Box Interface
The E.B.I. contains all the signals in the P.B.I. plus power for the
E.B.D.. The description of the E.B.I. in this document is similar to
that of the P.B.I. but note the differences in timing and loading.

2.2.1.1 Connector
The Expansion Box Interface signals will be accessible through a
50-pin connector. This connector is an AMP type 67987-4. It will mate
to a standard card edge with gold plated fingers at .100 inch centers.

```
--------
EXTSEL' |2 1| GND
A1 |4 3| A0
A3 |6 5| A2
A5 |8 7| A4
GND |10 9| A6
A8 |12 11| A7
A10 |14 13| A9
A12 |16 15| A11
A14 |18 17| A13
A15 |20 19| GND
D1 |22 21| D0
D3 |24 23| D2
D5 |26 25| D4
D7 |28 27| D6
GND |30 29| GND
GND |32 31| B02
RST' |34 33| +5 VDC
RDY |36 35| IRQ'
EXTENB' |38 37| -12 VDC
REF' |40 39| +12 VDC
GND |42 41| CAS'
RAS' |44 43| MPD'
LR/W' |46 45| GND
+5 VDC |48 47| +5 VDC
GND |50 49| AUDIO
--------
```

Figure 2 Expansion Socket

2.2.1.2 Signals
Shown in Figure 2 is the pin-out of the connector looking into the
expansion box. The signal pin numbers and signal names are described
below.

Pin 2 EXTSEL' External Select (Input) ==> This open
collector
line is generated internally by the Expansion Box Device
(E.B.D.).
This signal should be active low whenever EXTENB is active and
the
E.B.D. is selected and there is a valid E.B.D. address on the
bus.
EXTSEL' causes a CAS' inhibit on the main board allowing a
remapping
process. Although an E.B.D. can be mapped in any VALID RAM
location,
these devices should follow the ATARI guidelines for E.B.D.
locations
so future ATARI devices can be used. The drive device should be
capable of sinking 10mA.
Pin 3 A0 Address Line 0 (Output) ==> Address line 0 is a
buffered
output from the microprocessor.
Pin 4 A1 Address Line 1. Same as above.
Pin 5 A2 Address Line 2. Same as above.
Pin 6 A3 Address Line 3. Same as above.
Pin 7 A4 Address Line 4. Same as above.
Pin 8 A5 Address Line 5. Same as above.
Pin 9 A6 Address Line 6. Same as above.
Pin 11 A7 Address Line 7. Same as above.
Pin 12 A8 Address Line 8. Same as above.
Pin 13 A9 Address Line 9. Same as above.
Pin 14 A10 Address Line 10. Same as above.
Pin 15 A11 Address Line 11. Same as above.
Pin 16 A12 Address Line 12. Same as above.
Pin 17 A13 Address Line 13. Same as above.
Pin 18 A14 Address Line 14. Same as above.
Pin 20 A15 Address Line 15. Same as above.
Pin 21 D0 Data Line 0 (Bi-directional) ==> Data line 0 is a
buffered bi-directional data line.
Pin 22 D1 Data Line 1. Same as above.
Pin 23 D2 Data Line 2. Same as above.
Pin 24 D3 Data Line 3. Same as above.

Pin 25 D4 Data Line 4. Same as above.
Pin 26 D5 Data Line 5. Same as above.
Pin 27 D6 Data Line 6. same as above.
Pin 28 D7 Data Line 7. Same as above.
Pin 31 B02 Buffered Phase 2 Clock (Output) ==> This clock
output
line is a buffered phase 2 clock from the processor.
Pin 34 RST' Reset (Output) ==> Reset is an active low signal
which
occurs either on power-up or by depressing the reset key on the
computer.

Pin 35 IRQ' Interrupt Request (Input) ==> This open
collector line
creates an interrupt on the microprocessor. The interrupt can
then
invoke the handler ROM or other service routines for the E.B.D..
The
driving device should be capable of sinking 10mA.
Pin 36 RDY Ready (Input) ==> This open collector input
signal
allows the E.B.D. to halt the microprocessor ONLY during read
cycles.
This will extend the read cycle for slow peripherals. The
driving
device should be capable of sinking 10mA.
Pin 38 EXTENB External Decoder Enable (Output) ==> This
output
goes high when there is a valid ram access. Any E.B.D. can map
during
a valid EXTENB but the E.B.D. should only map in according to
ATARI
specified address locations.
Pin 40 REF' Refresh (Output) ==> This output can be for
refresh
timing on volatile memories connected to the E.B.I..
Pin 41 CAS' Column Address Strobe (Output) ==> This output
can be
used for access of DRAM external to the computer. Due to timing
restrictions caution should be taken when using this signal in
the
expansion box.
Pin 43 MPD' Math Pack Disable (Input) ==> This open
collector
input is used to disable the math pack section of the OS ROM
(D800H-DFFFH). This should be done when the E.B.D. is selected
and has
a handler resident. The driving device should be capable of
sinking
10mA.
Pin 44 RAS' Row Address Strobe (Output) ==> This output can
be
used for access of DRAM external to the computer. Due to timing
restrictions caution should be taken when using this signal in
the
expansion box.
Pin 46 LR/W' Latched Read Write (Output) ==> This output is
active
high for a read cycle and active low for a write cycle.

Pin 49 AUDIO Audio In (Input) ==> This line is tied directly
to

the audio summation network of the computer. The audio signal
input is
100 mV peak to peak with 4.7K ohm source impedance.
Pins 1,10,19,29,30,32,42,45,50 are Ground (GND).
Pins 33,47,48 are +5 Volts.
Pin 37 is -12 Volts.
Pin 39 is +12 Volts.

2.2.1.3 Interface Requirements
For peripherals to interface through the E.B.I. to the computer
the
following requirements must be followed.

2.2.1.3.1 D.C. Characteristics
All E.B.I. outputs from the Buffer Box have the capability of
driving
TTL load.
All E.B.I. open collector input lines must be able to sink 10mA
(min)
at .4V (max).
All E.B.I. non-open collector input lines except AUDIO must
have the
drive capability of 48mA at logic 0 (Iol) and -15mA at logic 1
(Ioh).
All E.B.I. signals except AUDIO will be at standard TTL logic
levels.
The AUDIO input line must drive a 4.7K Ohm source impedance
with a
100mV peak to peak signal.

2.2.1.4 Hardware Device Protocol
The E.B.I. is designed to support two types of devices. The
first is
an Expansion Box Peripheral (E.B.P.) and the second is an
External
Application Cartridge (E.A.C.).

2.2.1.4.1 Expansion Bus Peripherals (E.B.P.)
The E.B.P.s have the following characteristics:
1. The interface between the E.B.P. and the CPU is defined
through
the handler/OS resident in the OS ROM. The OS can support 8
devices at
one time with only one enabled during any given interval.

2. Every E.B.P. has a unique handler that resides in the CPU
memory
from D800H-DFFFH. The ROMS containing the code for these
handlers are
physically resident on the respective E.B.P.s. To access this
handler,
the math pack must be disabled with MPD'. When the math pack is

disabled (this should happen whenever the E.B.P. is selected and has an
external handler) the computer will generate EXTENB for the math pack
area. The E.B.P. must generate the correct EXTENB/EXTSEL' protocol.
If the device does not generate EXTSEL' the CPU will access (in the 64K
computers) an unused area of ram. This area should not be used since
all computers of this series do not have that area of ram.
3. The location D1FFH in the CPU memory map is reserved for passing
control information between the CPU and the E.B.P.s. The CPU selects
one of the E.B.P. devices by writing a "1" into the desired bit in
location D1FFH. The device can be deselected by writing a "0" into the
desired bit.

7	6	5	4	3	2	1	0
D7	D6	D5	D4	D3	D2	D1	D0

Therefore the CPU can then access 8 devices, one at a time. If the
IRQ' line is pulled "low" the CPU can read the status for location
D1FFH and locate the requesting E.B.P.. A "1" in a bit Ix (where x=0
to 7) corresponds to an interrupt in E.B.P. x. If the bit is a "0"
then the device has not caused the interrupt. The E.B.P. must clear
the interrupt flag when the interrupt is being serviced.

7	6	5	4	3	2	1	0
I7	I6	I5	I4	I3	I2	I1	I0

4. An E.B.P. should assert MPD' only when it is selected. An E.B.P.
should assert EXTSEL' only when it is selected and if EXTENB' is
asserted.
5. An E.B.P. may respond to any selects D0 through D7. It is
recommended that the E.B.P.s have configuration switches to allow them
to respond to any one of the selects. Some of the computer systems use
the E.B.I. to support internal devices therefore the user should

check
each manual for device locations. If the system has devices in
specific locations, those are reserved in that computer.
6. An E.B.P. handler may respond to addresses in the region
D800H-DFFFH only when it is selected.
7. A peripheral may respond to addresses in the region D100H
to
D1FEH only when selected.
8. The E.B.P.s will have software priority over the SIO
peripheral
when they are addressed generically.

9. Data transfer between the CPU and the E.B.P. is under the
control
of the peripheral handler for the E.B.P.s. The peripheral
handler may
or may not be in the E.B.P. Data transfer is handled by a
combination
of code in the O.S. and the E.B.P.
10. The E.B.P.s shall work if a cartridge is present in the
cartridge slot.
11. The CPU address space from D600H to D7FFH is reserved for
E.B.I.
devices as follows:

Device	Range	Size
D0	D600H-D61FH	32 Bytes
D1	D620H-D63FH	32 Bytes
D2	D640H-D65FH	32 Bytes
D3	D660H-D67FH	32 Bytes
D4	D680H-D69FH	32 Bytes
D5	D6A0H-D6BFH	32 Bytes
D6	D6C0H-D6DFH	32 Bytes
D7	D6E0H-D6FFH	32 Bytes

The region from D700H to D7FFH is reserved for use by ATARI.
The CPU
address space from D600H to D7FFH is always mapped to the E.B.I.
and
does not require the EXTENB/EXTSEL' protocol. Some units may
have
devices mapped on the E.B.I.; these devices are only active when
selected but care must be taken when using a unit with onboard
devices.

2.2.1.4.2 External Application Cartridges
The "External Application Cartridge" (EAC) is a generalization
of the
E.B.P.. They have the following characteristics:
1. An EAC can reside at any or all of the locations in the
region

0000H to BFFFH for which the EXTENB is generated. They may
respond to
these addresses only when "opened".
2. The EACs must be opened by the protocol given for the
E.B.P.s.
3. The EACs must conform to the EXTENB/EXTSEL' protocol.
4. The EACs must have a handler (resident at location
D800H-DFFFH)
that controls their operation. The EACs must conform to
conditions (4)
through (11) of section III. B. above.
5. The EACs will work if a cartridge is present in the
internal
cartridge slot.

2.2.2 I/O Channels
The expansion box contains two RS-232C serial channels and one
Centronics type parallel printer channel. Both the serial and
parallel
channels are preset to device #6. This device cannot be used in
the
Expansion Box.

2.2.2.1 Serial Channel Description
The Expansion Box will have two RS-232C Asynchronous serial
channels
capable of simultaneous two way communication. Both channels
should be
addressable through software via CIO using the same format as the
serial channels in the ATARI 850. The baud rate will be software
selectable from 16 baud rates (see Table 1). The baud rates of
the two
channels are to be independent of each other.

Sel Value	Baud Rate
0000	50
0001	75
0010	110
0011	134.5
0100	150
0101	200
0110	300
0111	600
1000	1200
1001	1800
1010	2400
1011	3600
1100	4800
1101	7200
1110	9600

| 1111 | 19200 |

Table 1 Baud Rate Selection Chart

2.2.2.2 Parallel Channel Description
The basic Parallel Channel is to support a Centronics type parallel
printer. To do this the following signals are supported.
D0-D7 Data Lines
DS' Data Strobe
BUSY Busy Input
FA' Fault Input

2.2.3 Buffer Box
To allow connection to the XL-series computer, the Expansion Box will
use a buffer box connected to the back of the computer. This Buffer
Box will be able to drive a 3 foot long cable and the Expansion Box.
The power used by the Buffer Box will be supplied by the Expansion Box
on the Reserved Pins of the cable. The connectors used will be the
standard 50 pin P.B.I. connectors.

2.2.4 Power Supply
The Expansion Box power supply will have sufficient output to drive
each slot with .75 Amps at +5 VDC, .1 Amps at +12 VDC, and .1 Amps at
-12 VDC. Table 2 shows max operating current limits of the supply. A
fan might be necessary to provide cooling in the Expansion Box.

+5 VDC 6.75 Amps
+12 VDC 1.0 Amps
-12 VDC 1.0 Amps
Table 2

2.3 Software

2.3.1 Expansion Bus Protocol
The Software handlers and application programs written for use
with/in the Expansion Box must follow standard Protocol defined by "The
Software Implementation of Parallel Device Handlers and Drivers" by
Rick Nordin. A Designers guide to interfacing devices to the PBI and
Expansion Box will also contain the required documentation concerning

the protocol.

2.3.2 I/O Channel Handlers
The handler used in the Expansion Box I/O channel will conform to the
above specifications as well as providing support for the printer as a
standard CIO device call.

2.4 Product Performance
This section will specify the projected performance of the Expansion
Box. The environmental and reliability information that is included is
targeted from the Sweet 16 specification.

2.4.1 Environmental

Operating Environment
Temperature =
Maximum: 45 degrees C
Minimum: 10 degrees C
Humidity =
Maximum: 90% R.H. (Non Condensing)
Minimum: 15% R.H.
Altitude =
Maximum: 3000 Meters (9840 feet) (720 millibars)
Minimum: -60 Meters (-197 feet) below sea level

Non-Operating Environment
Temperature =
Maximum: 60 degrees C
Minimum: -30 degrees C
Humidity =
Maximum: 90% R.H.
Minimum: 0% R.H.
Should condensing occur, unit must be dried off before operation.
Altitude = Same as operating

2.4.2 Endurance Levels

ESD Susceptibility
No product damage or data loss with 10 KV to 20 KV discharge at any
point accessible to the user except the connectors.

Vibration
Operation: .1g +- 10% 5 to 500Hz
Resonance Search: Sine scan 5-100 Hz dwell on resonances
1.0g for 10 minutes.

Transportation: 100 to 300 cycles per minute 2 directions 90
degrees apart, 30 minutes; each frequency to be such as to raise
package from the table 0.06 in., acceleration to be 1.0g (min)
No
Damage should result.

Impact Test: Free fall distance of 24 in. on corner,
edge, and
all 6 faces. No damage should occur to a packed unit.

Random Vibration: 0.04g 2Hz 15 minutes; 10 to 1000Hz 6.3g RMS

Thermal Shock: 10 degrees C for 3 hours power on raise
temperature, 5 degrees per minute to 45 degrees C for 5 hours
power off
drop temperature 5 degrees C per minute to 10 degrees C. Repeat
cycle
5 times no damage

2.4.3 MTBF & MTTR
The targeted MTBF for the Expansion Box is 8000 hours
continuous
power-on at 25 degrees C.
The targeted MTTR for the unit is 5 minutes.

2.4.4 Compliances
UL 114 & UL 94HB
CSA C22.2 No. 154
FCC Docket 20780, Part 15, Subpart J, Class B

Expansion Box Specifications
10/14/83

Below are the changes to the document of the same name dated
7/27/83.

1.2 Assumptions

1.2.1 Product Reasoning
This product is intended to add a strategic marketing dimension
to
the Atari home computer line by providing expansion capability.

1.2.2 Manufacturing
It is assumed that the Expansion Box will be manufactured by
some, as
yet unspecified, overseas vendor.

1.2.3 Strategic Fit
This product is intended to broaden Atari's image as a complete
computer supplier. This is done by offering an expansion path
for
computer users to grow with their systems. A line of option
cards will
allow even the most sophisticated users to advance to an advanced

system.

1.2.4 Product History
As of the date of this document the expansion box has been redefined
as a smart device rather than an extension of the Parallel Interface
Bus. This was done to facilitate third party vendors in the
implementation of option cards. This will also allow for easy
interfacing of the Expansion Box to the current 400/800 installed base.
This choice should create added sales of this device as well as showing
the public Atari will not leave current users unsupported! In addition
to the above features, a RFI problem is also reduced creating a faster
path to bring the product to market.

1.3 References
Sweet 16 Expansion Box Specification, A. Chopra
P.B.I. Specification, S. Miller
SURELY O.S. Rom Specification, S. Scheiman, R. Nordin
Software Implementation of Parallel Devices, R. Nordin
Sweetpea Product Specification, D. Lang
JULIE FIFO Specification, S. Miller

2.2.2.4 Hardware Device Protocol
The hardware protocol for the Expansion Box is similar to the
Expansion Bus Interface on the computer in that each card is selected
through a common register. There will also be device handlers on each
card in a fixed location of memory. The bus timing is configured so
any type of device can be easily interfaced to the Expansion Box. For
complete interfacing requirements a third party vendor document will be
created with examples of interfacing methods.

2.2.3 Processor Card

2.2.3.1 CPU
The CPU for the Expansion Box will use a 6502 operating at 1 MHz.
This is done for software compatibility with current developmental
tools. The placement of the CPU on a card allows the user to swap
other CPU cards for the 6502 card.

2.2.3.2 ROM
There is provision for 8 K Bytes of monitor Rom on the
processor
card. This ROM can also be disabled by asserting ROMDIS' line on
the
bus. The ROM will be located at E000H-FFFFH.

2.2.3.3 RAM
There is provision for 2 K Bytes of general purpose RAM on the
processor card. The RAM can be disabled by asserting RAMDIS'
line.
This will allow for remapping of page 0 and 1 to swap tasks in
and out
without moving large areas of memory. The RAM will be located at
the
bottom of the memory space.

2.2.3.4 Serial Channel Description
The processor card will have two RS-232C asynchronous serial
channels, capable of simultaneous two way communication. Both
channels
are addressable through the CIO in the operating system of the
Atari
computer. The baud rates for the channels are found in table 1.
Both
channels have independent transmit and receive baud rates. One
of the
two serial ports will be jumperable to allow operation as a SIO
port
for operation with current Atari 400/800 units.

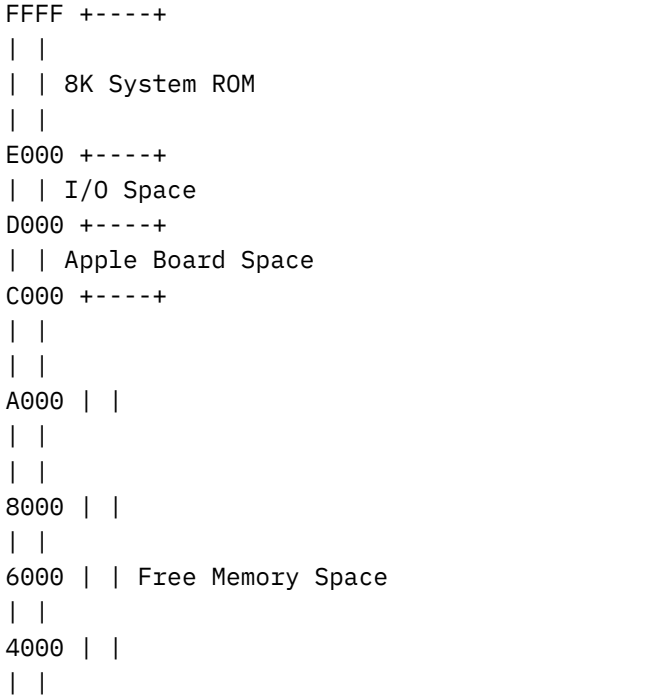
BAUD RATES
50
75
110
134.5
150
200
300
600
1050
1200
1800
2000
2400
4800
7200
9600
19200
38400
Table 1

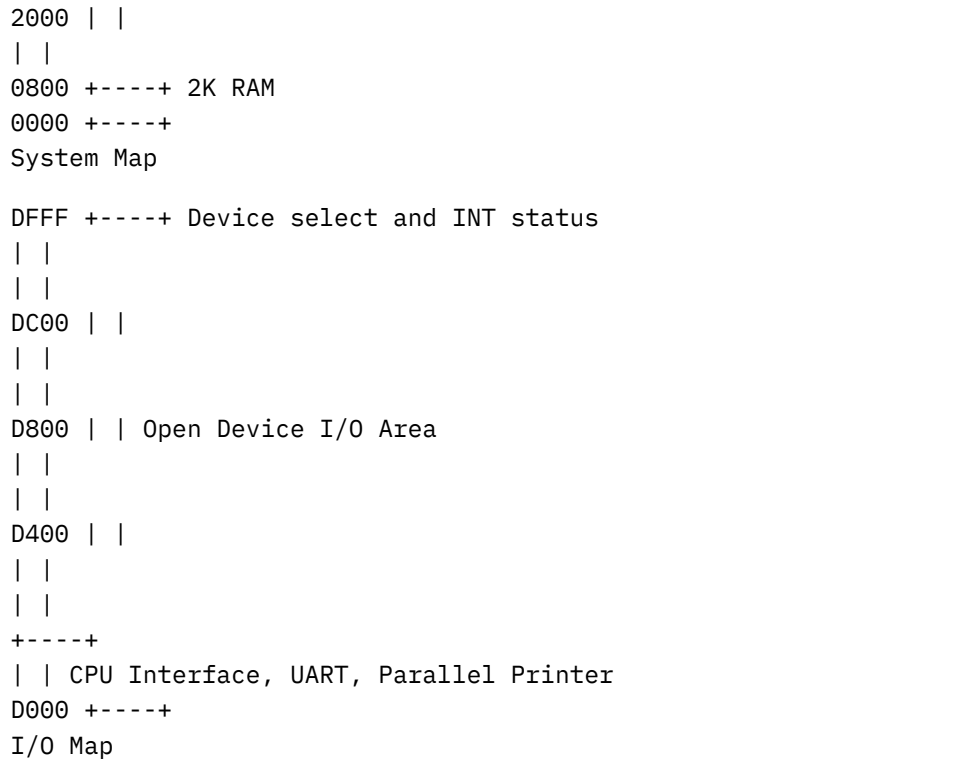
2.2.3.6 Bus Interface
The Bus Interface for the processor card will support the load requirements of the Expansion Bus and follow the protocol of the Bus
timing.

2.2.4 Computer Interface
The Expansion Box will interface with the Atari XL product line through an interface unit connected to the Parallel Expansion Bus. The
interface unit will contain a JULIE FIFO interface chip designed to
allow communications between the XL computers and the Expansion Box.
In addition the interface unit will have a 2K handler rom for the P.B.I. and one LS-TTL decoder chip. Power for the interface unit will
be provided by the expansion box. The Interface will be connected to
the Expansion Box via a 26 conductor double shielded cable. The cable
is to be 3 feet in total length.

2.2.5 Power Supply
Shown below are the total power requirements.
+5 VDC 4.5 Amps
+12 VDC 0.5 Amps
-12 VDC 0.5 Amps
+9 VDC 0.2 Amps unregulated

2.2.6 Memory Map





System Map

I/O Map

3.0 Future Enhancements
The future enhancements include a SIO card to allow operation with the current Atari 400/800 line as well as the option cards stated in the introduction. As of this document no option cards are defined.

4.0 Cost Targets
The targeted standard cost for this unit is $125. This cost will include the processor card with 2 serial channels and the interface to the current XL product line.

5.0 Packaging

5.1 Inner Packing
The inner packing must protect the Expansion Box and accessories from 10 drops from 24 inches on any of six surfaces, three edges radiating from one corner without any internal damage. The inner packing must also protect the Expansion Box and accessories from vibrations of 30 minutes each, 2 directions 90 degrees apart, 100-300 cycles per minute.
Packing must leave the surface 0.06 inches at some time, again

leaving
no damage.

5.2 Display Carton
The display carton should be a six sided 24 pt. SBS (white
chipboard)
folding carton, printed in 4 colors plus PMS877 silver, with UV
or
other abrasion resistance coating. All graphics will be
specified by
Atari.

5.3 Shrink Wrap
The fully packaged product will be shrink wrapped to prevent
damage
and pilferage.

5.4 Shipping Carton
The weight and type of corrugate as well as the number of
products
per shipping carton are to be specified by Atari.

5.5 Carton Contents
* Expansion Box Unit
* Interface Unit for XL computers
* Interface Cable
* 2 RS-232C Cables
* Processor Card
* Owners Manual and Warranty card
* Atari products catalog

5.6 Product Name
The proposed official name is "Atari Expansion Box".

6.0 Manual Requirements
The unit will include an owners manual to be specified by
Atari.

Expansion Box Specifications
5/11/84

Below are the changes to the documents of the same name
dated 7/27/83 and 10/14/83 respectively.

1.0 Introduction
The Expansion Box is an extension device providing support
of expansion cards for the Atari Computer line. This device
provides Atari systems with expansion and enhancement. The
bus enables the consumer to connect a variety of different
devices to the Expansion Box Interface (E.B.I.). Some
devices are listed below.
1) RAM EXPANSION
2) SERIAL/PARALLEL INTERFACE

3) Z-80 PROCESSOR
4) 80-COLUMN VIDEO MONITOR INTERFACE
5) HOBBYIST PROTOTYPING CARD

2.1.1 Appearance
The Expansion Box matches the styling of the current XL product line. The Box has all connections to devices and power in the rear of the box. A flat cable (connected to the
front of the box) connects the Expansion Box to all PBI-equipped computers.

2.1.2 Design Concepts
The Expansion Box requires less than one square foot of table space. The top is easily removable so the user can access the option cards. The Box supports five 9 by 5 inch option cards. To remove the top of the box, the AC adaptor must be unplugged from the box.

2.2.1 Architectural Overview
The expansion box contains a triple-output power supply providing regulated +12 volts and -12 volts and +10 volts unregulated. Also provided is a half-wave rectified AC waveform (for power-line frequency reference only) and +5 volts (for reference only).
The address bus, data bus and control lines are buffered by
the expansion box and bussed to the five edge connectors provided.

2.2.2.1 Connector
The Expansion Box Interface signals are accessible through a 50-pin connector. This connector is an AMP type 2-530843-9. It mates to a standard card edge with gold plated fingers at .100 inch centers.

2.2.2.3.1 D.C. Characteristics
All E.B.I. outputs have the drive capability of 24mA at logic 0 (Iol) and -6mA at logic 1 (Ioh).
All E.B.I. open collector input lines must be able to sink 10mA (min) at .4V (max).
All E.B.I. non-open collecotr input lines except AUDIO must
have the drive capability of 24mA at logic 0 (Iol) and -6mA at logic 1 (Ioh).
All E.B.I. signals except AUDIO will be at standard TTL logic levels.
The AUDIO input line must drive a 4.7KOhm source impedance with a 100mV peak to peak signal.
Each expansion box card should not load any E.B.I. output line with more than three standard TTL loads.

2.2.2.3.2 A.C. Characteristics
All specifications are referenced to the standard 2 MHz
6502 specifications.
The signal PHASE2 is the 6502 clock at the processor.

2.2.2.3.3 Materials Requirements
Contact fingers shall be plated with nickel of the
low-stress type, Class II per federal specification
QQ-N290A.
Nickel plate thickness shall be 100 +/- 25 microinches. The
nickel plating shall be overplated with gold type II (23+
karat), 15 microinches minimum (130-200 knoop hardness) or
10
microinches minimum (201 or over knoop hardness).
Impurities
shall not exceed .1%, not including metallic hardeners.
Roughness shall be less than 50 microinches.

2.2.3 Power Supply
The power supply is comprised of an external AC adaptor
capable of providing 40VA at 9.5 vAC to the Expansion Box
and
an internal rectifier/filter/regulator system. This system
provides:
+10 vDC UNREGULATED (+40% or -15%) at .5A per card slot.
+12 vDC REGULATED (+ or - 4%) at 30mA per card slot.
-12 vDC REGULATED (+ or - 4%) at 30mA per card slot.
+5 VREF REGULATED (+ or - 4%) as a reference only.
AC - a 60 Hz reference only.
Total supply current capacity is five times the per card
slot amounts.
It is recommended that the Expansion Box NOT be operated
with the cover removed for safety reasons and to comply with
radiated emissions standards.

3.0 Notes

3.1 RAM 64KMR
The RAM 64KMR module is designed to be used in the
expansion box. However, it does not completely adhere to
the
E.B.I. protocol since it will allow RAM to be selected in
lieu of the O/S (when used in the "1064 mode".)

3.2 RESERVED MEMORY LOCATIONS
The memory space from D100H to D1AFH is available for use
by most applications. This space should be used by a device
with the device select bit enabling its use. If the device
select bit is not used, there is potential bus conflict
between E.B.D.s. The remainder of the I/O space between
D1B0H and D1FFH is mapped as follows:
D1B0H - D1C7H Speech/Modem/Disk Registers
D1C8H - D1CEH Atari Reserved

D1CFH Alternate Interrupt Register (1450 only)
D1D0H - D1DFH Audio Registers
D1E0H - D1E7H Atari Reserved
D1E8H - D1EFH Parallel/Serial Registers
D1F0H - D1F7H Alternate CPU Registers
D1F8H - D1FDH 80 Column Video Registers
D1FEH RAM Bank Select Register
D1FFH E.B.D. Select/Interrupt Register

PARALLEL BUS INTERFACE SPECIFICATIONS

1.0 Introduction:
The Parallel Bus Interface (PBI) is provided on the S-16 to support
high speed peripherals, communication devices and cartridges.
The objective of the PBI is two-fold:
(1) To provide for future system improvement and expansion of the
S-16.
(2) To provide a simplified interface standard that will envoke
interest from peripheral manufacturers in making peripherals for the
S-16.
The physical connection of the peripherals to the S-16 is conceived
of being through a unit called the "Expansion Box". Roughly, the
"Expansion Box" provides a low cost, easy-to-use multiple access
mechanism to the PBI. It consists of electronics necessary to
implement the interface protocol between the CPU and the Parallel Bus
peripherals. Further details of the Expansion box are TBD.
This document gives a logical definition of the pins on the PBI. It
defines the characteristics of devices that can be supported on the
PBI.
The electrical specifications of the PBI signals and the details of
the PBI protocol are in the S-16 Product Specification.

2.0 THE PARALLEL BUS INTERFACE
The Parallel Bus Interface Connector is a 50 pin connector (See
figure 5.2.9) with the following signals.
PIN 3 through PIN 18 are A0 through A15 respectively. These are the
CPU address lines. The CPU addresses the Parallel Bus Interface
devices using these lines.
PIN 19 through PIN 26 are D0 through D7 respectively. These are the
processor data lines. The CPU transmits and receives data and

control
information from the Parallel Bus Interface devices on these
lines.
PINS 35, 36, and 37: are COMM A, COMM B, and COMM C select
lines
respectively. The Parallel Bus Interface devices lie in the CPU
memory
map. Three 256 byte segments of the CPU memory map are reserved
for
control of the parallel bus devices. COMM A selects the segment
from
D600 to D6FF. COMM B selects the segment from D700 to D7FF.
COMM C
selects the segment from D100 to D1FF. COMM A, COMM B, and COMM
C are
low when active.

PIN 31 is for the Buffered Phase 2 Clock (B02) Output to the
Parallel
Bus Interface devices.
PINS 2, 44, 45, and 46 are not connected.
PIN 29 is the IRQ (Interrupt Request) input from the Parallel
Bus
Interface devices. A PBI device can pull this input low to
invoke the
device handler that services the parallel bus device. This input
is
"open drain".
PIN 32 is the Read/Write (R/W) Output to the Parallel Bus
Interface
devices. This line is "high" for a read cycle. It is low for a
write
cycle.
PIN 34 is the PoWeR ON (PWRON) Input from the Parallel Bus
Interface
devices. This input will allow the implementation of the
"auto-wakeup"
feature in future enhancements of the S-16. This signal is "low"
when
active.
PIN 38 is reserved for future expansion.
PIN 33 is Power on Reset (POR) ouput to the Parallel Bus
Interface
devices. This output resets any device so designed on power up
and
when the RESET key on the S-16 keyboard is hit.
PIN 49 is audio in and out signal from/to the Parallel Bus
devices.
This line is connected directly to the audio summation network of
the

S-16. This audio signal is a 1 volt peak to peak.
PIN 39 is the MODSEN (Module Sense) input from the Parallel Bus Interface Modules. This input is pulled low whenever a Parallel Bus
Interface module is connected to the PBI.
PINS 47 and 48 are GROUND.
PIN 28 is External Decoder Enable (EXTENB) Output. This output goes
high when an address on the CPU bus is an allowed address for a PBI
device. The S-16 generates the EXTENB signal for all segments of the
CPU memory map except:
(a) The Active segments of the O.S. ROM. Any disabled segments of
the O.S. ROM generate the EXTENB signal when addressed.
(b) The region occupied by the internal cartridge (if present).
PIN 27 is the External Select (EXTSEL) Input. This input is generated by the (external) decoder resident in the PBI device. This
signal should go low whenever the EXTENB is enabled and the PBI device
uses the address generated on the CPU Bus. This input is used to disable the S-16 decoder for the duration of the current bus cycle.

PIN 30 is the RDY input to the S-16. A slow PBI device can extend
the CPU bus cycle by pulling this line low when it is addressed.
PIN 40 is the Refresh (REF) output. This output may be used for the
refresh timing of volitile memories connected to the PBI.
PIN 1 and PIN 50 are shield grounds.
PIN 41 is Auto-run Present (ARP) pin. This pin goes high whenever an
auto-run cartridge is present at the PBI. All auto-run cartridges
should pull this line to the "high" state internally.
PIN 42 is Auto-run Disable (ARD) pin. This pin goes high whenever a
cartridge is present in the internal cartridge slot. The Auto-run
cartridge should disable their decoder whenever this line is in the
"high" state.
PIN 43 is Math Pak Disable (MPD) input from the PBI devices. This
input is pulled to the "low" state whenever a Parallel Bus Peripheral

is selected by the CPU (the enable bit in location D1FDH is set).

```
----------
SHIELD GND |-1 2-| N/C
A0 |-3 4-| A1
A2 |-5 6-| A3
A4 |-7 8-| A5
A6 |-9 10-| A7
A8 |-11 12-| A9
A10 |-13 14-| A11
A12 |-15 16-| A13
A14 |-17 18-| A15
D0 |-19 20-| D1
D2 |-21 22-| D3
D4 |-23 24-| D5
D6 |-25 26-| D7
EXTSEL |-27 28-| EXTENB
IRQ |-29 30-| RDY
B02 |-31 32-| R/W
POR |-33 34-| PWRON
COMM A |-35 36-| COMM B
COMM C |-37 38-| P0
MODSEN |-39 40-| REF
ARP |-41 42-| ARD
MPD |-43 44-| N/C
N/C |-45 46-| N/C
GND |-47 48-| GND
AUDIO |-49 50-| SHIELD GND
----------
```

FIGURE 5.2.9 PBI Connector

3.0 Parallel Bus Devices
The Parallel bus will support 3 types of devices:

3.1 Auto-Run Cartridges:
These cartridges are functionally identical to those that plug into
the cartridge slot of the S-16 except that they can be up to 32K Bytes
in size (in 4K Byte increments). The top address for these cartridges
must be BFFFH and they must assert the "AUTO-RUN PRESENT" line when
inserted into the expansion box. The auto-run cartridges work under
the following constraints:
(a) Only one such cartridge will work at a time.
(b) If a cartridge is present in the internal cartridge slot, the
auto-run cartridge is ignored by the S-16.
(c) If no cartridge is present in the internal cartridge slot

the
auto-run cartridges operate in a manner identical to the
cartridge slot
cartridges. No additional handlers or O.S. changes are needed.
(d) If an auto-run cartridge is present in the expansion slot,
any
"External Application" cartridges (See Sec. 3.3) plugged into the
Expansion box will be disabled.
(e) The Auto-run cartridges conform to the EXTSEL/EXTENB
protocol
(have their own decoder).
(f) The Auto-run cartridges must disable their decoder if the
"Auto-run Disable" output of the S-16 is active.

3.2 Parallel Bus Peripherals (PBPs)
The PBPs have the following characteristics:
(a) They interface to the S-16 through a well defined
handler/O.S.
interface. The code for this interface is resident in CPU memory
location D600H to D7FFH (COMM A & COMM B areas). The ROM
containing
this code is physically located on the expansion box.
The S-16 O.S. can support up to 8 PBPs.
(b) Each PBP has a unique handler that resides in the CPU
memory
space at locations D800H to DFFFH. The ROM(s) containing the
code for
these handlers are physically resident on the respective
peripheral
boards (The memory space occupied by the handlers actually
contains the
Math-pak within the S-16. The Math-pak is disabled whenever any
PBP is
enabled. (See (c) below).

(c) Locations D1FDH thru D1FFH (in COMM C space) in the CPU
memory
map are reserved for passing control information between the S-16
and
the PBPs.
Location D1FDH is Slot-Select location with the following bit
assignments:
7 6 5 4 3 2 1 0

| X | X | X | X | E | I | I | I |

E = Enable bit. The S-16 sets this bit to logic 1 whenever the
O.S.
wishes to communicate with a device in the slot whose I.D. is
specified
by III. When the Enable bit is set to logic 1 the S-16 disables

the
Math-pak and maps the region from D800H to DFFFH to the expansion
box.
The Enable bit is latched in the expansion box and it must be set
to
logic "0" to disable the PBPs.
III = SLOT I.D. The S-16 O.S. can support a maximum of 8 PBPs.
The
slot I.D. is latched in the expansion box and a slot remains
selected
till a different slot I.D. is generated or the enable bit is set
to
logic 0.
X = Don't Care.
The Slot I.D. decoder is physically located on the expansion
box.
location D1FEH is Interrupt vector location with the following
bit
assignments:
7 6 5 4 3 2 1 0

| X | X | X | X | IR | I | I | I |

IR = Interrupt Request. This bit, when logic 1, indicates to
the
S-16 O.S. that a device in the Expansion box has interrupted. When
this bit is logic 0, no device in the expansion box has
interrupt.
III = is the slot I.D. of the highest priority slot that
generates
the interrupt. The S-16 O.S. assumes that the slots have fixed
priority. The slot with an I.D. of 7 has the highest priority.
X = Don't Care.
The priority encoder is physically located on the expansion
box.
Location D1FFH is un-encoded interrupt location with the
following bit
assignments:
7 6 5 4 3 2 1 0

| I7 | I6 | I5 | I4 | I3 | I2 | I1 | I0 |

IX (X = 0 to 7): This bit is set to logic 1 whenever a device
in
slot X generates an interrupt. This bit is cleared by the
interrupt
servicing routine for the device in slot X.
The un-encoded interrupt location allows an application program
to

mask the interrupts from the specific slots. With the masking arrangement, an application program may ignore the fixed priority by
slots and implement its own priority scheme.
(d) A peripheral handler may respond to address in the region D800H-DFFFH only when the slot in which it resides is selected. Location D800H contains the device I.D. of a PBP. If a slot that contains no peripheral is selected, address D800H should return FFH as
data.
The peripheral handlers must conform to the EXTSEL/EXTENB protocol as
specified in the S-16 Product Specifications.
(e) A peripheral may respond to address in the region D100H to D1FCH
only when the slot in which it resides is selected.
(f) The PBPs will have priority over the SIO peripheral when they are
addressed generically.
(g) The data between the S-16 and a PBP is passed under control of
the peripheral handler for the PBPs.
(h) The PBPs will work if an auto-run cartridge or an internal cartridge is present in the system.

3.3 "External Application" Cartridges:
The External Application Cartridge are a generalization of the auto-run cartridges and the PBPs. They have the following characteristics:
(a) An "External Applications" Cartridge (EAC) can reside at any or
all of the address in the region 4000H to BFFFH. They may respond to
these addresses only when "opened".
(b) The EACs must be "opened" by the S-16 through the slot select
location in the same way as the PBPs.
(c) The EACs must conform to the EXTENB/EXTSEL protocol.
(d) The EACs must have a "handler" (resident in locations D800H to
DFFFH) that controls their operation. The EACs must conform to conditions (d) and (e) of section 3.2 above.
(e) The EACs will work only if no auto-run cartridge is enabled in
the expansion box. The EACs must input the AUTO-RUN DISABLE line to
ascertain that the Auto-run cartridge is disabled before asserting
themselves on the Expansion Bus.

(f) The EACs may work even if a cartridge is present in the internal
cartridge slot.

4.0 assumptions
(a) The above description of the PBI devices assumes that there is a
mechanism in the Expansion Box that prevents more than one auto-run
cartridge from being turned on at a time on the PBI. This mechanism
may be a daisy chain priority scheme by slots or the auto-run
cartridges may be specified to work in only one of the 8 possible
slots.
(b) The above description also assumes that there is a power shut-off
interlock switch on the internal cartridge door.

4602. Re: Percom Disk Drives ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-23 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <37477E18.724D7DCD@cheta.net>
Source record: 52218

The program is called "config" and was written for 'density-dumb' drives and included in the DOSXL kit. It is a binary executeable.

The other is called 'drivezap' at least by me and is a basic/ml program to manually modify the control block. Though you can configure for all kinds of wierd formats, only the ones supported by the drive will work:

ss/sd-ds/sd-35,40, 77, and 80 track.

77 track drives were double-density with 26 sectors per track yielding 1.0mb on the Atari.

LWhite6497 wrote:

> >Unless you have the file on a 3 1/2
> >inch disk to boot the Percom you need a file to change the drive on the
> >fly a P/D program uploaded to my old BBS a few years ago.
>
> Hi Bob-
> I'm sorry, but I'm not following you here.
> Are you saying that you need a configuration
> changing program, since the Percom don't
> automatically change density? (I.e. send
> a new "Percom Block" to the drive?)
> Larry

4603. Re: Percom Disk Drives ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-23 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <374781AC.4A64B73E@cheta.net>
Source record: 52219

Here is the readme on CONFIG.COM:

" This command is intended for use with the PERCOM or other
"non-intelligent" disk drives.
These drives do not switch density or recognize double sided diskettes
automatically when a new disk is inserted in the drive.

In order to use these drives, simply type the command "CONFIG". This will
patch into the SIO of SpartaDOS and detect errors when trying to read from
the drive. If an error occrs, the drive is then automatically configured to
the correct density.

This should also correct any problems you may have using 80 track drives
with the ATR 8000 interface."

End Quote

I think this file may have come in the original 1.1 (Brown paper-bag
packaged) version of Spartados. Maybe with the Spartados Construction Kit
as well? I don't THINK this program is spartados-specific as I recall it
shipping with dosxl and know it works with dosxl. As Dosxl is just a
replacement Dup.sys (and not bad for all that), it should work well with
Ataridos and clones.

BobKlaas wrote:

> Ok the expitement continues, I have the XF551 3 1/2 in drive, and
> several 720k disks. The Drive Larry has will read the XF551 720k disks
> and execute files placed on it with a 551. This is done by changing the
> drive mech to a 3 1/2 in 720k mech. Unless you have the file on a 3 1/2
> inch disk to boot the Percom you need a file to change the drive on the
> fly a P/D program uploaded to my old BBS a few years ago. Have it
> somewhere but can't remember the name of it, was written by Kenneth
> Burgess.
>
> bob

4604. Re: 8-bit programming

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-23 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <7i90js$b3l$1@newsread.f.de.uu.net>
Source record: 52220

Peter Pachla <my.name@vectrex.freeserve.co.uk> schrieb in im Newsbeitrag:
7go07q$o8d$1@news4.svr.pol.co.uk...
> So, having gotten the bug again after a few years away from the 8-bit
Atari I
> fancy doing a bit of programming.
>
> What's the best way of coding for the Atari these days; years ago I used
> "MAC/65" and "Action!" on my 400 and 800XL, but let's face it, I really
don't
> want to go back to a 40 column screen and my 810/1050 floppy drives.

well... as i am still coding on 8bit for some time i suggest the
following...

i use my pentium-notebook and win800 a good atari 8bit-emulator which can
handle sound
and atr/xfd/dcm/harddisk-partitions... and xe-rambank-handling

assembler:

i would prefer our taquart-xasm-package for msdos...

check it out!

the atari-emulator has a build-in-debugger...

http://www.s-direktnet.de/homepages/k_nadj/main.html

papa, heaven/taquart

>
> Anyone recommend a good cross assembler for the PC and a way of dumping
the
> assembled code to my Atari (or some way of running said code under an
> emulator - converting to ".ATR" files etc is just going to drive me up the
wall
> so I really don't want to go down THAT route if at all possible (I'd
rather use
> the 800XL/1050!!)).
>
> Suggestions?
>
>
> TTFN - Pete.
>
> --
> Spam deflector in effect - it's obvious!

>
> Hardware & Software Engineer. Sound Engineer.
> Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp
DEC)
>
> ICQ# 12560790
> --
>
>
>

4605. xasm-package

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-23 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <7i90t7$c0s$1@newsread.f.de.uu.net>
Source record: 52221

hi guys!

check my site for crossassembler and other coding informations...

http://www.s-direktnet.de/homepages/k_nadj/main.html

bye, heaven, one coder in taquart, atari 8bit demo-crew

4606. FA: Atari 800 / ATR 8000 bundle

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-23 00:00:00 UTC
From: r0et@yahoo.com
Message-ID: <r0et-2305990857310001@ip222.chicago3.il.pub-ip.psi.net>
Source record: 52222

Vintage Atari hardware/software bundle for auction on eBay. Includes...

Atari 800 computer with manual, power supply, Koala Pad, various memory expansion modules installed.

SWP Microcomputer Products ATR 8000 Atari interface unit, doubles as 64k CP/M computer. (!) Includes one 5.25" floppy drive, manuals, disks, various cables, book "Mastering CP/M" by Alan R. Miller (SYBEX, 1983)

Dozens of assorted 5.25" floppies. Assorted software manuals.

Check it out at...

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=104884889

Auction ends: 05/26/99, 02:02:54 PDT

4607. Re: hey,its made by atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-23 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990523103107.23853.00002805@ng25.aol.com>
Source record: 52223

Hi Lance-
I knew that Atari made a very good version
of BattleZone for the C64, but I never knew
that they made it for the VIC. BattleZone
was interesting for the Atari, since it was
evidently planned to be released early -
maybe 1983, but for whatever variety of
reasons, didn't make it out until they did
the XE game machine and released a bunch
of new/converted cartridges. Unlike many
of the prototype carts, though, I never heard
of any "pre-release" versions in circulation.
Larry

4608. Config command in dos/xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-23 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <374812D6.DC43DA11@cheta.net>
Source record: 52224

I just checked out my dosxl manual and it did indeed ship with A config command. I say A config command as dosxl's and the one I described in my previos message are different. The DOSXL Config command is a manual utility which is not memory resident.

If someone can tell me an easy way to browse my 16mb spartados format .ATR images so I can pull programs to attach, I will include them here in my messages if they are not too large (sic).

I can run sparta off these .atr drives useing xformer, but don't know an easy way to get information 'out' of them and 'into' my pc's hard disk.

** TNM **

4609. Re: Percom Disk Drives ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-23 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990523112449.23853.00002829@ng25.aol.com>
Source record: 52225

I've been playing with the Percom a little.
The Percom that I bought from Bob Klaas
is a AT88-SPD. It has a Tandon full-height
DS/DD drive in it. It works
well, and it reads and writes
fine. It has a 1795 FDC and the usual 6809
CPU. It has a full length board,
and the Rom version is 1.21, dated 4-84.
This seems pretty late in the game for Percom.
Most Rom versions that I have read about
were from 1983. Anyone seen any later versions for the AT series than this?
Does anyone have both an AT (DD) like
this and an RFD series, and if you have both, can you tell any differences in
their
performance? Hopefully, Percom made improvements over time. Oh, yes, I have
to mention the power supply transformer - must weigh close to 5 lbs. by itself.
It's BIG.

This drive has only one unusual thing that I have found, so far. If I format
a disk in single density on another drive, the Percom reads it very fast -
faster (subjectively)
than any other stock (non-Ultra Speed, no track buffering- type) drive I own.
But if I format a disk on the Percom, and then read it back, it "stutters".
Just like it's missing sectors and having
to wait for the disk to spin around. It is very consistent, not like it is
unable to read the sector, just missing it at the appropriate time on the disk
rotation. In DD, it does something similar, but not quite the same.
Naturally, in DD, it the SIO pulses are "slower" (although reading more bytes).
But it reads about 6 sectors in a row, then pauses for maybe a couple of
rotations, then reads
6 in a row, etc. It's like it reads directly as many as it can until it fills
it's buffer, then flushes the buffer, then goes back for another group. This
seems plausible, although there may be something else happening.
I certainly have more experimenting to do, but it is a very interesting drive.

Unlike the my AT88-S1 (single density drive),
this doesn't have any visible place to connect
add-on drives. The printer port has a 34 pin
connector, so maybe they can be connected there. (?) Unfortunately, my manual
is only for the AT88-S1. The drive connector itself poses a problem for adding
drives. It is a
34 trace, card edge connector, but with a
very short cable, and it is attached to the PCB with an IDC, which I am very
reluctant to remove, for fear of pulling out the "teeth" in the IDC which is
soldered to the PCB.

My best bet is to find a male-male card edge connector. They used to be very common, but hard to find anymore.
I can't seem to find any way to alter the drive speed from 300. I did want to try slowing it down a little to see if it would affect the "stuttering" in S/D. There is a POT
on the drive's motor control board that looks like it should change the speed, but it seems to have no effect. Has anyone found a way to vary the speed?
Larry

4610. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-23 00:00:00 UTC
From: adrian@home.ta
Message-ID: <374859b9.4113550@news.demon.co.uk>
Source record: 52226

You are in an empty room with "Graham C Thornton"
<graham.thornton@ln.ssw.abbott.com>. There's a rock in the middle with
"Y2" written on. A hollow voice says:

>to find somebody who actually wants that aerobic step video or
>Barry Manilow LP. I read somewhere the car boot sale has over taken
>church as the no.1 reason the British public get out of bed on a
>Sunday morning - which is probably why it stands zero chance of
>ever working here in the MidWest :(

You're right about the same time same place, and as far as I'm
concerned you're right about the getting out of bed, but the sellers
change a lot. There's always the core of the van sellers who are there
every week (and who know me by now since I'm always there looking at
ANY dusty old bit of electronics they've found that week) but
sometimes there's the gem of a householder who just wants to junk the
contents of their loft, and that's where I step in. The last 600XL I
got was from just a family, and it's in such good nick I've just GOT
to get it working :o)

>Often the bad chip is *alot* hotter than the others. That's how
>I fixed my TI-99/4A when it blew the video chip a couple of years
>back.

Fortunately my TI-99/4A worked when I got it out of the box.......and
someone at work even has game cartridges for the thing somewhere up in
HIS loft........

--
Adrian/Witchfinder/Workshy Fop - take yer pick
I'm not schizophrenic, honest Nurse.
adrian@vorbis.MAINS.demon.co.uk
Disconnect mains before replying if you can be arsed.

4611. Re: hey,its made by atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-23 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <24248-37486BB0-29@newsd-173.iap.bryant.webtv.net>
Source record: 52227

we found this in our warehouse with a bunch of other commodore software,its mint,i do not remember it either,but i have one,its a vic20 cart,which i think has only 3k,i wonder what it looks like on the vic20,would it be as good as the 2600 version?

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

4612. monitor help needed

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-23 00:00:00 UTC
From: Bruce Rogovin <brogovin@fuse.net>
Message-ID: <230519992209022646%brogovin@fuse.net>
Source record: 52228

I have an old Atatri 800 and want to hook it up to some kind of color monitor without using the rf out. What are my options? And how inexpensively can this be done?

Thanks.

Bruce

4613. Re: Percom Disk Drives ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-23 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <3748CB4B.732CF236@cheta.net>
Source record: 52229

As far as I am aware, there were not percom drives produced with a printer port. The card edge connection you are looking at IS the slave drive connector. Remove the terminator chip from the drive mech inside the Percom enclosure, connect a cable to the card edge connector and connect a terminated drive to the end of this cable.

LWhite6497 wrote:

> I've been playing with the Percom a little.
> The Percom that I bought from Bob Klaas
> is a AT88-SPD. It has a Tandon full-height
> DS/DD drive in it. It works
> well, and it reads and writes
> fine. It has a 1795 FDC and the usual 6809
> CPU. It has a full length board,
> and the Rom version is 1.21, dated 4-84.
> This seems pretty late in the game for Percom.
> Most Rom versions that I have read about
> were from 1983. Anyone seen any later versions for the AT series than this?
> Does anyone have both an AT (DD) like
> this and an RFD series, and if you have both, can you tell any differences in
> their
> performance? Hopefully, Percom made improvements over time. Oh, yes, I have
> to mention the power supply transformer - must weigh close to 5 lbs. by itself.
> It's BIG.
>
> This drive has only one unusual thing that I have found, so far. If I format
> a disk in single density on another drive, the Percom reads it very fast -
> faster (subjectively)
> than any other stock (non-Ultra Speed, no track buffering- type) drive I own.
> But if I format a disk on the Percom, and then read it back, it "stutters".
> Just like it's missing sectors and having
> to wait for the disk to spin around. It is very consistent, not like it is
> unable to read the sector, just missing it at the appropriate time on the disk
> rotation. In DD, it does something similar, but not quite the same.
> Naturally, in DD, it the SIO pulses are "slower" (although reading more bytes).
> But it reads about 6 sectors in a row, then pauses for maybe a couple of
> rotations, then reads
> 6 in a row, etc. It's like it reads directly as many as it can until it fills
> it's buffer, then flushes the buffer, then goes back for another group. This
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> I certainly have more experimenting to do, but it is a very interesting drive.
>
> Unlike the my AT88-S1 (single density drive),
> this doesn't have any visible place to connect

> add-on drives. The printer port has a 34 pin
> connector, so maybe they can be connected there. (?) Unfortunately, my manual
> is only for the AT88-S1. The drive connector itself poses a problem for adding
> drives. It is a
> 34 trace, card edge connector, but with a
> very short cable, and it is attached to the PCB with an IDC, which I am very
> reluctant to remove, for fear of pulling out the "teeth" in the IDC which is
> soldered to the PCB.
> My best bet is to find a male-male card edge connector. They used to be very
> common, but hard to find anymore.
> I can't seem to find any way to alter the drive speed from 300. I did want to
> try slowing it down a little to see if it would affect the "stuttering" in S/D.
> There is a POT
> on the drive's motor control board that looks like it should change the speed,
> but it seems to have no effect. Has anyone found a way to vary the speed?
> Larry

4614. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-23 00:00:00 UTC
From: "Craig S. Thom" <craig@thom.org>
Message-ID: <7iai4m$9kd$1@usenet44.supernews.com>
Source record: 52230

Isaac Davis <idavis@my-dejanews.com> wrote in message
news:7hl3tmqhk1@nnrp1.deja.com...
> last 2 years, that has happened 0 times for me. I think I am in a group
> of people who would like to get one, but don't have $50 to spend on one
> cartridge. I can't justify it to my wife and kids. I really want one,

Some of us paid $50 for it in less-valuable 1985 dollars.

4615. Re: Atari 8-Bit Printer

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-24 00:00:00 UTC
From: admnelson@my-dejanews.com
Message-ID: <7ibqde$359$1@nnrp1.deja.com>
Source record: 52138

In article <37473BAF.FDB90895@sisna.com>,
bobkla19@sisna.com wrote:
> Direct connect printer, Put our by Aximon, has replacable ribbon, direct
> connects to the Atari Computer. In excellant condition, conects through
> the SIO port. $25.00 Shipping included.
> bob
>
Hello Bob! I have two of these printers,but no dos.
Could you please send me the printer control sequences
from the manual so I can write a printer driver for it.
I'll send you a copy when I do. BTW..you can use the
Radio Shack LP-VII ribbon for a replacement. :)
Thanks.....Ed

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4616. FS: USA: OSS Basic XL Cartridge and Manual_

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-24 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7ibn79$cp41@news.ajou.ac.kr>
Source record: 52139

Hi Folks,

I have for sale a OSS Basic XL Cartridge and Original Manual.
The Manual is the NoteBook type which contains the Basic XL
Reference manual and 30 Days to Understanding Basic XL.
There is over 300 pages in the manual.

The first person to e-mail me and offer $25.00 plus $3.00
shipping gets it.

This item is only for sale in the USA/North America. I cannot
take any overseas offers on this item.

If you are seriously interested in purchasing then e-mail me
at the address below.

Thanks and Good Luck,
phantomm@kih.net

4617. FS: USA: MicroSoft Basic II Cartridge and Manual

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-24 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7ibn7e$cp42@news.ajou.ac.kr>
Source record: 52140

Hi Folks,

I have for sale a MicroSoft Basic II Cartridge, extension
disk and manuals for the Atari 8-bit computers.

Everything in this package is original and is very
good condition.

The first person to e-mail me and offer $25.00 plus
$3.00 for shipping gets it.

This item is only for sale in the USA/North America.
I cannot take overseas offers on this item.

If you are seriously interested in purchasing it,
then e-mail me at the address below.

Thanks and Good Luck,
phantomm@kih.net

4618. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-24 00:00:00 UTC
From: Isaac Davis <idavis@my-dejanews.com>
Message-ID: <7ic12t$8g1$1@nnrp1.deja.com>
Source record: 52141

In article <7iai4m$9kd$1@usenet44.supernews.com>,
"Craig S. Thom" <craig@thom.org> wrote:
> Isaac Davis <idavis@my-dejanews.com> wrote in message
> news:7hl3tmqhk1@nnrp1.deja.com...
> > last 2 years, that has happened 0 times for me. I think I am in a
group
> > of people who would like to get one, but don't have $50 to spend on
one
> > cartridge. I can't justify it to my wife and kids. I really want
one,
>
> Some of us paid $50 for it in less-valuable 1985 dollars.
>
>
That was about the same time I was spending $500 for a 810 disk drive.
If I put an 810 for sale at $500 I would be stoned.. I don't think what
it was worth back then has any bearing now.

--
isaac davis
indavis@juno.com

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4619. Re: hey,its made by atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-24 00:00:00 UTC
From: Graham C Thornton <graham.thornton@ln.ssw.abbott.com>
Message-ID: <7ic555$ao2@news.abbott.com>
Source record: 52142

Lance Ringquist wrote in message
<24248-37486BB0-29@newsd-173.iap.bryant.webtv.net>...
we found this in our warehouse with a bunch of other commodore
software,its mint,i do not remember it either,but i have one,its a vic20
cart,which i think has only 3k,i wonder what it looks like on the
vic20,would it be as good as the 2600 version?

Hey! - the VIC-20 had 5k (FIVE!) kilobytes of RAM. It might just be 2K
to you, but it's a big deal to a VIC-20 :-)

The Atari carts were either 8K or 16K ROM carts (I think Battlezone was
a 16K cart) and were mostly very good implementations of the classic
Atari games - Robotron 2084 in particular was really cool on the VIC,
although Pac-Man was total crap.

Havn't seen a 2600 is such a long time I cannot compare the games, but
the VIC had very limited graphics (176*184 in 16 colours, no bitmap
mode or sprites but those could be emulated in software, and rather
limited sound. I doubt many Atari owners would be impressed, but
for those of us who started out with with them, they still occupy
a special place - and Hellgate, Matrix or Jelly Monsters are still
awesome games today!)

Good luch with your auction.

Graham

4620. Re: Modem connects for the old atari..

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-24 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <37499A5F.FDCA2987@holyoak.com>
Source record: 52143

What is the upper bps limit that an 850 will support? You should be able
to connect with a newer modem at speeds as low as 300 baud, but if you
just want to use it for file conversion, the other solutions recommended
would probably be better.
I am curious about a speed limit on the 850, though, if anyone knows.
Thanks,
Trevor

"Gareeeï¿½" wrote:
>
> Ok I used to use an 850 to hook a modem up to my old ataris.. but it's come
> to my attention, that there aren't even any of those slow modems out
> anymore!
>
> what would I need to hook up my Atari to the PC to transfer files? I think I
> have alot of things that I haven't seen posted anywhere...
>
> Also, is there a easy way to transfer a whole disk image to the PC?
>
> --
> Gary Tabar Jr,
> @ Da Mouzzz...
> EMAIL: gareeeNOSPAM@worldnet.att.net
> INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
> HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
> Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
> http://www.fortunecity.com/tattooine/ellison/86/index.html
> (REMOVE NOSPAM to reply)

4621. Re: Help: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-24 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <37499C3B.8C9DD383@holyoak.com>
Source record: 52144

You need a parallel or serial interface for it. You can then use a
standard PC cable to connect to your PC and use a terminal program on
both ends. I've seen both type of interfaces on Ebay
(http://www.ebay.com) lately.

- Trevor

Jordi wrote:
>
> Some years ago I bought an Atari Portfolio but in that moment I considered
> too expensive the cable and the program that conects it to the PC.
>
> Can anybody tell me how can I get it or haw can I make the cable
>
> Thank you very much
>
> Jordi

4622. Re: Modem connects for the old atari..

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-24 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7icem6ltg1@autumn.news.rcn.net>
Source record: 52145

Trevor Holyoak <trevor@holyoak.com> wrote in message
news:37499A5F.FDCA2987@holyoak.com...
> What is the upper bps limit that an 850 will support? You should be able
> to connect with a newer modem at speeds as low as 300 baud, but if you
> just want to use it for file conversion, the other solutions recommended
> would probably be better.
> I am curious about a speed limit on the 850, though, if anyone knows.
> Thanks,
> Trevor
>
An 850 interface is advertised to go to 9600 bps. IIRC, there's a program
or command in the manual that will take it to 19.2Kbps, but that would not
include hardware control.

4623. Re: hey,its made by atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <%uj23.699$Wh1.2641@news1.online.no>
Source record: 52146

> Hey! - the VIC-20 had 5k (FIVE!) kilobytes of RAM. It might just be 2K
> to you, but it's a big deal to a VIC-20 :-)

Are you sure ? Euro Vic-20's had 3,5K with 3K, 8K and 16K expansion packs to be bought separately.

4624. Re: bugger! (was: Bad luck with Atari XL's!)

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-24 00:00:00 UTC
From: adrian@home.ta
Message-ID: <3749ceb3.946706@news.demon.co.uk>
Source record: 52147

You are in an empty room with adrian@home.ta (Witchfinder). There's a
rock in the middle with "Y2" written on. A hollow voice says:

Thanks to all who replied......unfortunately my 600XL WAS socketed, so
I removed and reseated all the chips to no effect, and my 800XL is
soldered so no luck there :o(

Still, it's an English bank holiday this weekend, so if we end up
doing nothing there will be severe car bootage going on.......

It's sad really, but I'm addicted........is there a Car Boot Sales
Anonymous? <grin>
--
Adrian/Witchfinder/Workshy Fop - take yer pick
I'm not schizophrenic, honest Nurse.
adrian@vorbis.MAINS.demon.co.uk
Disconnect mains before replying if you can be arsed.

4625. Re: Percom Disk Drives ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-24 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7icjck$ofl@freenet-news.carleton.ca>
Source record: 52148

Technoid Mutant (Technoid@cheta.net) writes:
> As far as I am aware, there were not percom drives produced with a printer port.
> The card edge connection you are looking at IS the slave drive connector. Remove
> the terminator chip from the drive mech inside the Percom enclosure, connect a
> cable to the card edge connector and connect a terminated drive to the end of this
> cable.

While I have never seen one myself, it has been posted a few times that
the +P models do contain a printer interface.

As for the slave drive connector on the percom, here is what you do
with it.

Remove the header cable from the socket on the main board, unscrew the
mounts that hold the edge connector on, then cut the big ground wire.

throw in trash.

Get a straight-through 34-pin floppy cable, and connect whatever type of
drive you want. It will work fine for 5.25" and 3.5" drives as high
as 720k, depending on the controller and drive model, as discussed here
perviously.

Working with external drives and power supplies is a pain in the *ss,
expecially when you can easily fit 4 3.5" drives inside the percom case,
and power them off its power supply. Not to mention all the edge->idc
adapters and other nonsense you would have to get involved with.

I ran 4 720k drives off the big tansformer in the RFD series drives for
years without it so much as overheating. 4 modern 3.5" drives hardly
draw the current of the original FH 5.25" mech.

One tip, if you your RFD series drive has those funky regulator sockets
in it, remove them and solder in new regulators, the drive will last
much longer and perform better.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4626. Re: Modem connects for the old atari..

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-24 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7icjou$oj3@freenet-news.carleton.ca>
Source record: 52149

Trevor Holyoak (trevor@holyoak.com) writes:
> What is the upper bps limit that an 850 will support? You should be able
> to connect with a newer modem at speeds as low as 300 baud, but if you
> just want to use it for file conversion, the other solutions recommended
> would probably be better.
> I am curious about a speed limit on the 850, though, if anyone knows.

The 850 interface will do 9600 bps. There is a setting for 19.2k in
the driver, but it actually is 9600 as well, regardless of what your
terminal program tells you.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4627. Re: Modem connects for the old atari..

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-24 00:00:00 UTC
From: Gareee
Message-ID: <7icn9q$69v$1@bgtnsc01.worldnet.att.net>
Source record: 52150

If I'm using a null modem cable, I won't need the modem, right?

I'll see what older goodies like pics, and such I can dredge back up..

I compiled MANY of the basic games from compute, motorcycle maze rider, and such, as well as doing a compiler version of escape from epsilon, and Galaxy defender, the space zap clone by amulet games (I did the graphics for them)

I also had piles of menu based disks I want to transfer over, since some of those titles haven't shown up anywhere..

be nice to save some of them...

--
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html
(REMOVE NOSPAM to reply)

Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote in message news:7icjou$oj3@freenet-news.carleton.ca...
>
> Trevor Holyoak (trevor@holyoak.com) writes:
> > What is the upper bps limit that an 850 will support? You should be able
> > to connect with a newer modem at speeds as low as 300 baud, but if you
> > just want to use it for file conversion, the other solutions recommended
> > would probably be better.
> > I am curious about a speed limit on the 850, though, if anyone knows.
>
> The 850 interface will do 9600 bps. There is a setting for 19.2k in
> the driver, but it actually is 9600 as well, regardless of what your
> terminal program tells you.
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
> * * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
> * * * Ape Homepage: http://www.nacs.net/~classics * *
*
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+

```
Lines !!
```

4628. FA: Atari 2600 Challenge Cartridge (Rare Zellers edition)

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-24 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <_Fo23.47005$134.383334@tor-nn1.netcom.ca>
Source record: 52151

Atari 2600 Challenge cartridge. This is a rare un-authorised cartridge that
was sold by Zellers. Cartridge only, no box or manual.

The Ebay auction can be found at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=108777232

Thanks,

Richard.

4629. Re: recommendations, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-24 00:00:00 UTC
From: Gareee&#65533; <gareee@worldnet.att.net>
Message-ID: <7id5e8qjm1@bgtnsc02.worldnet.att.net>
Source record: 52152

While I think a cartridge version might be more durable, I think producing cartridges for the old Atari days are long past.. maybe a web page completely commented, or something along those lines, but there's just not alot of real interest anymore..

If it's a labor of love, I'd say do it! If you're hopping to recoup the costs on sales, I'd say forget it...

Just my .02....

--
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@worldnet.att.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info):
http://www.fortunecity.com/tattooine/ellison/86/index.html
(REMOVE NOSPAM to reply)

Andrew Davie <adavie@mad.scientist.com> wrote in message news:3749efe3.0@nexus.comcen.com.au...
> As some may know, I'm the author of an Atari program "Qb", recently
> rediscovered (see http://homepages.ihug.co.nz/~aaronat/qb.html). I'm
> currently considering the possibility of converting this program to
> cartridge format, and producing commented source-code listings.
>
> To this end (although I have the source code on disk), I'd like to
> disassemble the .OBJ file and produce a brand-new source code listing.
> Simply because I was forced (due to disk space limitations) to use NO
> comments, single-letter labels, and single-spaces when I originally wrote
> the code. Anything that could save a byte of source code space was done.
> So, it made for a very hard to read program (but then again, I kept it all
> in my head anyway, as we all did back then).
>
> So, does anybody in the group have any recommendations for a disassembler?
>
> Problems I expect to face (converting to cartridge) are the large size of
> the program, the possibly hardwired run-address, and (gasp) the likelyhood
> that I used self-modifying code. Well, it was 1984... self modifying code
> was "in". ;) There might also be PAL/NTSC issues which I could resolve
in
> cart format.
>
> Anyone wanting a cartridge and commented source code listing

> (obligation-free, I'm just gathering numbers) please drop me an email at
> adavie@mad.scientist.com
>
> Thanks
> A
>
>
>

4630. FA: New/Sealed Atari 7800 Games

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-24 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <wVo23.47032$134.383492@tor-nn1.netcom.ca>
Source record: 52153

I have the following atari 7800 games on auction on Ebay:

Ballblazer http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=108714187

Choplifter http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=108718529

Hat Trick http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=108720421

Karateka http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=108716759

One-on-One Basketball
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=108710400

4631. Atari 2600 games wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-24 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <7iam20hnf1@msunews.cl.msu.edu>
Source record: 52231
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I am looking for any Atari 2600 games especially prototypes (even if they
were released) not on my list at

http://www.msu.edu/user/reicher6/2600.txt

I am willing to buy games but....
I have lots of stuff to trade, just send me a list of what you want and I'll
see what I can do. I may also trade things from the above list, just ask.

I also have a some 5200 games for trade at
http://www.msu.edu/user/reicher6/5200.htm

Temepst
reicher6@pilot.msu.edu

4632. Boxed Odyessy 2 for trade

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-24 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <7iamd7$ii0$1@msunews.cl.msu.edu>
Source record: 52232
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

I have a boxed Odyessy 2 for trade it comes with 2 working joysticks, power supply and they following games

Cosmic Conflict (Boxed with instructions)
Speedway/Spinout/Cryptologic (Boxed with instructions)
K.C. Munchkin (Boxed with instructions)
Pick Axe Pete
Alien Invaders Plus

I am looking for any Atari 2600 games not on my list at

http://www.msu.edu/user/reicher6/2600.txt

Tempest
reicher6@pilot.msu.edu

4633. TV Color Adjustment S/W from APX

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-24 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7ibdh1$q8f$1@nnrp1.deja.com>
Source record: 52233

Having just got a new motherboard for my 1200XL, I tried hooking it up to a TV that I hadn't previously used for computer display. Having done this, I was shocked at how bad the picture really is on this TV! It jogged my memory about a program sold through APX a long time ago called "TV Color Adjuster" or something like that. Does anybody have this? Is it as useful as it sounds? How would I go about getting a copy of this, with the docs?

As an aside, is the RF modulator circuit accurate enough in the Atari to make precise TV adjustments? Is one model of the 8-bit better than others for doing this?

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4634. Re: Percom Disk Drives ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-24 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990524065231.09140.00000455@ng41.aol.com>
Source record: 52234

>As far as I am aware, there were not percom >drives produced with a printer port.

Yep, there was. The last of the "AT" series was the AT88-SPD (PrinterDouble Density). Advertised in both Antic and Compute! The original (I think) cable was attached to a 34 PIN connector on the side of the board extension, complete with the Centronics male connector. No Jumpers on this model unlike the AT88-S1. But now that you mention it, It looks like I can still connect at the end of the board, although I wanted to do it internally, if possible.
Larry

4635. FS/T: Atari 8-bit computer items [05/24/1999]

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-24 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <37550362.16281296@news.nls.net>
Source record: 52235

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 05/24/1999

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection list for this system is currently on-line!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 2.50 3-D Tic-Tac-Toe
$ 2.50 Alphabet Zoo [Spinnaker] -- no label
$ 2.50 Atariwriter
$ 2.50 BASIC -- for use with Atari 400 and Atari 800
$ 2.50 Centipede

$ 2.50 Dig Dug
$ 2.50 E.T. Phone Home!
$ 3.00 Frogger [Parker Brothers]
$ 4.00 Gateway to Apshai [Epyx]
$ 1.00 Missile Command
$ 2.00 Pac-Man
$ 2.50 Qix
$ 1.00 Space Invaders
$ 2.00 Star Raiders

{1} = requires 32K.
{2} = requires 48K.
{3} = requires 48K and printer.

Used diskette(s), with box and manual:
$ 2.50 Home Filing Manager, The (Atari)
$ 2.50 Print Shop, The (Br0derbund) {3}
$ 2.50 SynFile+ (synapse) {2} -- also includes Reference Card
$ 2.50 Timewise (Atari) {1}
$ 2.50 Touchdown Football (Electronic Arts) {2}
$ 2.50 VisiCalc (VisiCorp) {1} -- also includes Pocket Reference
Guide -- $5 shipping, due to weight, counts as 1st item

Cassette with plastic storage case:
$ 1.50 Energy Czar [Atari]
$ 1.50 Hickory Dickory [Atari Program Exchange]
$ 2.00 Stellar Shuttle [Br0derbund]
$ 3.00 Touch Typing [Atari] -- two tapes, covers Beginning,
Intermediate and Advanced.
$ 1.50 Video Math Flashcards 3.1 [Atari Program Exchange]

Cassette with box, plastic storage case and manual:
$ 2.50 Biorhythm [Atari]
$ 2.50 An Invitation to Programming 1: Fundamentals of
BASIC Programming [Atari]

Accessories:
$ 0.50 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 2.50 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 8.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 4.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 4.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 6.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 4.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive does not include the power supply, or Molex connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will not boot up. Sold as non-working item, possibly repairable, for parts only!

$ 3.00

*****

LOT #2

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 8.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in

business since 09/05/93, so I have a good idea how to price
items. My personal philosophy is that something is only worth
what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order
-drawn from a U.S. bank branch-, or cash. Orders from outside
the U.S. are also accepted (also, please check out my want
lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
#1) VGA2000@io.com -- for quickest response
#2) VideoGameAdvantage@DittosRush.com -- *backup* e-mail account
#3) dw901@cleveland.freenet.edu -- *backup* e-mail account

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 5 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

4636. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-24 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_927546969@rtfm.mit.edu>
Source record: 52236
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 2, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:nbs@sonic.net
http://www.sonic.net/~nbs/atari/info/emulatorfaq.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

4637. Re: Will trade pc hardware for 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-24 00:00:00 UTC
From: Raymond Albert <yar@global2000.net>
Message-ID: <sBc23.14113$LP2.297052@news6.ispnews.com>
Source record: 52237

Have an abundance of Atari stuff,need external modem for my Atari and Scsi
Hd for my Amiga A3000,let me know what you want
Ray
yar@Global2000.net

Technoid Mutant wrote in message <373EE4D4.71CCA7CA@cheta.net>...
>Being a full-time tech makes for a bunch of leftovers. I have 33.6k
>modems, sound cards, some larger hard drives both scsi and ide.
>Controllers etc.
>
>Anyone interested in pc hardware?
>

4638. recommendations, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-25 00:00:00 UTC
From: Andrew Davie <adavie@mad.scientist.com>
Message-ID: <3749efe3.0@nexus.comcen.com.au>
Source record: 52154

As some may know, I'm the author of an Atari program "Qb", recently rediscovered (see http://homepages.ihug.co.nz/~aaronat/qb.html). I'm currently considering the possibility of converting this program to cartridge format, and producing commented source-code listings.

To this end (although I have the source code on disk), I'd like to disassemble the .OBJ file and produce a brand-new source code listing. Simply because I was forced (due to disk space limitations) to use NO comments, single-letter labels, and single-spaces when I originally wrote the code. Anything that could save a byte of source code space was done. So, it made for a very hard to read program (but then again, I kept it all in my head anyway, as we all did back then).

So, does anybody in the group have any recommendations for a disassembler?

Problems I expect to face (converting to cartridge) are the large size of the program, the possibly hardwired run-address, and (gasp) the likelyhood that I used self-modifying code. Well, it was 1984... self modifying code was "in". ;) There might also be PAL/NTSC issues which I could resolve in cart format.

Anyone wanting a cartridge and commented source code listing (obligation-free, I'm just gathering numbers) please drop me an email at adavie@mad.scientist.com

Thanks
A

4639. Re: hey,its made by atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-25 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7icrsd$q2c$3@news8.svr.pol.co.uk>
Source record: 52155

Hi,

>Are you sure ?

He's right, european VIC-20s did in fact have 5K of RAM in them. Though ISTR
that only 3K or so was available to BASIC.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

4640. Trak disk drive AT-D2

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-25 00:00:00 UTC
From: gmcclain@swbell.net
Message-ID: <374a104b.98864009@news.swbell.net>
Source record: 52156

I picked up a Trak AT-D2 drive at a local swap'n'shop but it didn't have a power supply with it, does anyone know what voltage it takes.

gmcclain@swbell.net

4641. Re: Trak disk drive AT-D2

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-25 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990524233416.13208.00004778@ng-fk1.aol.com>
Source record: 52157

>I picked up a Trak AT-D2 drive at a local swap'n'shop but it didn't
>have a power supply with it, does anyone know what voltage it takes.

I had the same situation. I run mine with
a stock Atari 9V AC (31VA) power supply
with no problems. I have a TRAK
manual, but it says nothing of the P.S.
The only "unusual" drive I've ever seen
is the Indus @ 11.5 V *DC*.
Regards,
Larry White

4642. Re: Percom Disk Drives ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-25 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990524235723.17702.00004757@ng-ba1.aol.com>
Source record: 52158

Hi Steve-
>Remove the header cable from the socket on the main board, unscrew the
> mounts that hold the edge connector on, then cut the big ground wire.
>throw in trash.

I'd love to do that, but alas, no socket. The
IDC is soldered directly to the board. When
they took $200 out of the RFD drive to get to
the AT (DD), I think a few things got "cost reduced." I don't have an RFD to
compare
it to, but I've seen the type of connector that
I think you are referring to, and this isn't
that kind.
Larry

4643. Atari Classic subscribers

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-25 00:00:00 UTC
From: "dfrancois.carrodano" <dfrancois.carrodano@wanadoo.fr>
Message-ID: <7idfv0ilr1@wanadoo.fr>
Source record: 52159

Hi everybody
How many of you are old atari classic subscribers like me?
I was too a member of the Old Hackers (NY).
My Atari 800XL is now dead and I upgraded from PC two years ago.
I am happy to see the 8bits community is still alive.
What are the true emulator now that have real capacity to work?
PC Xformer is still on the market?

--
The Mad M'Ace Club
DFC President

4644. FA: 400/800 zaxxon/Coleco handhelds

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-25 00:00:00 UTC
From: Paul-David <Pauldb@mariner.cris.com>
Message-ID: <7idjc0$33v@chronicle.concentric.net>
Source record: 52160

```
107718891: Coleco Head to Head baseball game
Bidding starts at: $9.99
Auction ends on: 05/29/99 18:48:57 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=107718891

107724151: Coleco Head to Head basketball game
Bidding starts at: $9.99
Auction ends on: 05/29/99 18:56:46 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=107724151

107772251: Zaxxon for the atari 400/800 or xe computer
Current bid: $9.99
Auction ends on: 05/29/99 20:14:00 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=107772251
```

4645. ATR -> XFD

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-25 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <374A5BE4.C46C867F@asw.cz>
Source record: 52161

Hello!

How was XFD defined? I'm asking about the situation when sector size is
$100. Are first three sectors of XFD $100 or $80 long? (First three
sectors of ATR are always $80 long).

I always thought that DD XFD image should be 720*256 = 184320 bytes
long.
DD ATR image should be (720-3)*256+384+16 = 183952 bytes long.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

4646. Re: hey,its made by atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-25 00:00:00 UTC
From: dalibor5561@my-dejanews.com
Message-ID: <7ie5dg$o7v$1@nnrp1.deja.com>
Source record: 52162

In article <19990523103107.23853.00002805@ng25.aol.com>,
lwhite6497@aol.com (LWhite6497) wrote:
> Hi Lance-
> I knew that Atari made a very good version
> of BattleZone for the C64, but I never knew
> that they made it for the VIC. BattleZone
> was interesting for the Atari, since it was
> evidently planned to be released early -
> maybe 1983, but for whatever variety of
> reasons, didn't make it out until they did
> the XE game machine and released a bunch
> of new/converted cartridges. Unlike many
> of the prototype carts, though, I never heard
> of any "pre-release" versions in circulation.
> Larry

Atari made a few of games for VIC-20 in 83-84.
Battlezone was released '83 , 16Kb version (extended memory needful) and
came under No. RX8547.

If anybody want to find more about Atari games for VIC-20 try to check

http://members.aol.com/wshrake/index.htm

maybe the best pages dedicated to VIC-20......

Dalibor
>

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4647. Re: ATR -> XFD

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-25 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7iel79$r85$1@pale-rider.INS.CWRU.Edu>
Source record: 52163

(size of dbl dens atr and xfd images)
Both atr and xfd have 128 bytes for first three sectors, then
256 for the rest. However, an actual DD disk has 256 byte
sectors for sectors 1 to 3.
Russg

4648. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-25 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7iela6quf1@news5.svr.pol.co.uk>
Source record: 52164

Hi,

>I've owned 3 800XL's, the first one was back in ummm, 84
>with the second one back in 89, and the 3rd which I recently
>acquired, all of them have been socketed...

I'm not 100% sure when I got my first 800XL, it would've been '85(ish) -
definitely no earlier than that.

It was fully soldered, I remember that because at the time I was into
re-writing the OS and ended up going to a lot of trouble to desolder the OS and
BASIC ROMs (BASIC became GALAXIAN). The other chips were also soldered, I ended
up having to solder a second 6821 on top of the existing one (to add my
homebrew printer and serial interfaces) since I couldn't desolder the existing
one to replace it with a custom PCB.

I'll have to dig out my others and find out when they were manufactured.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

4649. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-25 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7iela7quf2@news5.svr.pol.co.uk>
Source record: 52165

Hi Dennis,

> That's the opposite of my experience with the U.S. 800XL's....
>....They were all socketed except one which was a post-Tramiel
>800XL.

I suspect that's the key....POST Tramiel.

Not only did they start putting the cheaper 600XL keyboards on to save dosh but by the look of it they saved money by not socketing them (it's amazing how much money a simple change like that can save).

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

4650. Re: 8-bit programming

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-25 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7iela7quf3@news5.svr.pol.co.uk>
Source record: 52166

Hi,

>i would prefer our taquart-xasm-package for msdos...
>
>check it out!

Thanks for the suggestion, I'll take a look!

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

4651. Re: 8-bit programming

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-25 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7iela8quf4@news5.svr.pol.co.uk>
Source record: 52167

Hi Keith,

> I wrote both of those applications with my own cross assembler named
>XASM65....

Thanks, I'll email you shortly now my ISP has sorted out it's mail server!!

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

4652. Re: FA: New/Sealed Atari 7800 Games

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-25 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7iep22$7de$1@nnrp1.deja.com>
Source record: 52168

Aren't these games available from o'shea wholesalers for $0.88 each?!

In article <wVo23.47032$134.383492@tor-nn1.netcom.ca>,
"Richard Smith" <rsmith@planeteer.com> wrote:
> I have the following atari 7800 games on auction on Ebay:
>
> Ballblazer http://cgi.ebay.com/aw-
cgi/eBayISAPI.dll?ViewItem&item=108714187
>
> Choplifter http://cgi.ebay.com/aw-
cgi/eBayISAPI.dll?ViewItem&item=108718529
>
> Hat Trick http://cgi.ebay.com/aw-
cgi/eBayISAPI.dll?ViewItem&item=108720421
>
> Karateka http://cgi.ebay.com/aw-
cgi/eBayISAPI.dll?ViewItem&item=108716759
>
> One-on-One Basketball
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=108710400
>
>

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4653. Re: FA: New/Sealed Atari 7800 Games

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-25 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <7UB23.377$uN5.2570@news1.online.no>
Source record: 52169

```
> Aren't these games available from o'shea wholesalers for $0.88 each?!
Or even .80 ??? I don't think Choplifter is one of them though
>
> In article <wVo23.47032$134.383492@tor-nn1.netcom.ca>,
> "Richard Smith" <rsmith@planeteer.com> wrote:
> > I have the following atari 7800 games on auction on Ebay:
> >
> > Ballblazer http://cgi.ebay.com/aw-
> cgi/eBayISAPI.dll?ViewItem&item=108714187
> >
> > Choplifter http://cgi.ebay.com/aw-
> cgi/eBayISAPI.dll?ViewItem&item=108718529
> >
> > Hat Trick http://cgi.ebay.com/aw-
> cgi/eBayISAPI.dll?ViewItem&item=108720421
> >
> > Karateka http://cgi.ebay.com/aw-
> cgi/eBayISAPI.dll?ViewItem&item=108716759
> >
> > One-on-One Basketball
> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=108710400
> >
> >
>
>
> --== Sent via Deja.com http://www.deja.com/ ==--
> ---Share what you know. Learn what you don't.---
```

4654. Re: ATR -> XFD

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-25 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <927658360@stackbbs.xs4all.nl>
Source record: 52170

-=> Quoting Cb541@cleveland.freenet.e to All <=-

Cb>
Cb> (size of dbl dens atr and xfd images)
Cb> Both atr and xfd have 128 bytes for first three sectors, then
Cb> 256 for the rest. However, an actual DD disk has 256 byte
Cb> sectors for sectors 1 to 3.
Cb> Russg

Sorry to intrude, but sectors 1 thru 3 are ALWAYS 128 bytes!
On DD disks sectors 4 thru xxxx are 256 byte sectors.
Included in XDIR on my webpage is a pc assembler source
containing documentation about this matter, and can be downloaded from:
www.xs4all.nl/~stack/atarixle.html

Bo.
___ Blue Wave/386 v2.30

4655. Re: Trak disk drive AT-D2

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-25 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <374B01E8.2A85007D@worldnet.att.net>
Source record: 52171

The Traks all use the same power supplies as the Atari 810 disk drives.
You can pick one up from B&C Atari sales at www.myatari.com or Best
Electronics at www.best-electronics-ca.com, I'm not sure, but you can
also check Video 61 Atari sale at www.atarisales.com

Curt

Gary McClain wrote:

> I picked up a Trak AT-D2 drive at a local swap'n'shop but it didn't
> have a power supply with it, does anyone know what voltage it takes.
>
> gmcclain@swbell.net

4656. Atari 1400XL for auction on e-bay

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-25 00:00:00 UTC
From: Dan Toms <dtoms@essd.sri.com>
Message-ID: <374B0B2B.2044E9CB@essd.sri.com>
Source record: 52172

See

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=109021565

Atari 1400Xl For Sale.

This is your chance to own a rare piece of Atari
vaporware. Its called vaporware because it never
was officially for sale.

This item is rarely seen for sale, because no one
wants to give them up. I don't either, but I
need the money :).

This model comes in a genuine 1400XL case,
it does not have a 1400XL name plate.

The internal 300K baud modem has not been tested
(I don't know what software to use with it)

The voice synthesizer works great.

The PBI interface is untested(again, nothing to test with)

Everything else works great.

A 256K memory upgrade has been applied to it, raising
the total ram to 320K. It is the piggy back method.
The wiring is clean and heat-shrink wrapped. The
buyer could easily desolder the connections, if desired.

This unit comes with a modified XT type of power supply.
The 1400XL power supplies used different voltages than
the other XL lines and I was unable ever to find one,
so I built this. It works, it is not pretty.

The motherboard has 1400 printed in the lower right corner.
The back of the motherboard reads:

C061742 REV X3
ATARI COPYRIGHT 1983

PICTURES:

These pictures are rather low quality, sorry.

The top of the case, 28K, is <a
href="www.ecst.csuchico.edu/~dtoms/atari/outside.jpg
"> here

A pic of the mainboard, 59K, is <a
href="www.ecst.csuchico.edu/~dtoms/atari/inside.jpg>
" here

The blue wires are from the ram upgrade. You can see 1400 on the
mb in the lower right corner.

EXTRAS:

I am also throwing in some interesting cartridges.

1. Answering Service Cartridge 12/83

This cartridge has a handwritten label. When booted it
prints:

1400 PHONE ANSWERING SERVICE

and then sits there.

I assume it was some type of phone answering service ;)
I'm not sure what else it is supposed to do. I can't
get it to do anything.

2. Answering Service Cartridge

This one has a type written label. It doesn't boot
at all.

3. EXERDI 0.0

810 Disk Board Compatibility Test
COPYRIGHT ATARI 1981 VERSION R00.00

Not sure what this does. I don't have a 810 anymore.

4. ATARI USER DIAGNOSTIC

This doesn't boot at all.

WHAT YOU GET:

You get the 1400XL, the power supply, the cartridges, the ram-upgrade
instructions, the power supply pinouts, and a synthetic cover(made for
1200XL)

4657. Re: Modem connects for the old atari..

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-25 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <374b1ef8.68782340@news.earthlink.net>
Source record: 52173

On Mon, 24 May 1999 12:28:47 -0600, Trevor Holyoak
<trevor@holyoak.com> wrote:

>What is the upper bps limit that an 850 will support? You should be able
>to connect with a newer modem at speeds as low as 300 baud, but if you
>just want to use it for file conversion, the other solutions recommended
>would probably be better.
>I am curious about a speed limit on the 850, though, if anyone knows.

I believe 9600bps. Perhaps more but that is the rated safe speed I
think.

4658. Re: Atari Classic subscribers

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-25 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <374c20f1.69287361@news.earthlink.net>
Source record: 52174

On Tue, 25 May 1999 00:08:17 +0200, "dfrancois.carrodano"
<dfrancois.carrodano@wanadoo.fr> wrote:

>Hi everybody
>How many of you are old atari classic subscribers like me?
>I was too a member of the Old Hackers (NY).
>My Atari 800XL is now dead and I upgraded from PC two years ago.
>I am happy to see the 8bits community is still alive.
>What are the true emulator now that have real capacity to work?
>PC Xformer is still on the market?

Get Atari800Win. It's the best. If you insist on running a DOS emu,
then Atari800 or XL-it! are both great.

4659. Re: Atari Classic subscribers

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-25 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <hpdaUDX.tandrews16@delphi.com>
Source record: 52175

"dfrancois.carrodano" <dfrancois.carrodano@wanadoo.fr> writes:

>How many of you are old atari classic subscribers like me?
>I was too a member of the Old Hackers (NY).

Hi. Remember me? I had an article in the Premier issue under Ben Poehland.

TJ

4660. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990526103553.05085.00004730@ngol03.aol.com>
Source record: 52088

B&C is no longer on De La Cruz in Santa Clara. They've moved east toward the Sierra Nevada and have a web page at www.myatari.com and they still offer Action and Basic XL.

badbob1952@aol.com

4661. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: James Smith <jsmith@j-com.net>
Message-ID: <U4U23.2582$Z.45912@newse3.tampabay.rr.com>
Source record: 52089

That's because I drive all over Florida and scoop up everything I can find ATARI!!! HAHA, I have it all stored in a 40foot steel shipping container I bought in Miami. Double locked, cutter proof and sealed water-tight! mine-mine-mine argargarg!

>
>What we don't get so much in the UK are the Atari's in the 'thrift'
>stores as you call them. I did look every time I went to Florida just
>incase I saw some good bits but I never saw 1 single item!
>--
>Paul..
>
>www.dellos.freeserve.co.uk
>
> UGVP ECTS info
>
>ICQ 105793 Oh ya sexy bugger :)

4662. Atari Portfolio in Mint Condition + Goodies Auction

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: zenweb@my-deja.com
Message-ID: <7ihad7$2gt$1@nnrp1.deja.com>
Source record: 52090

An Atari Portfolio in Mint Condition with all the goodies and some
options are being auctioned on eBay at:
PORTFOLIO
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=108788533
PARALLEL INTERFACE
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=108782940

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4663. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <7ihafm$2hi$1@nnrp1.deja.com>
Source record: 52091

In article <19990526103553.05085.00004730@ngol03.aol.com>,
badbob1952@aol.comspamx (BadBob1952) wrote:
> B&C is no longer on De La Cruz in Santa Clara. They've moved east
toward the
> Sierra Nevada and have a web page at www.myatari.com and they still
offer
> Action and Basic XL.
>
> badbob1952@aol.com
>

They might have Basic XL, but no more Action.

--
isaac davis
indavis@juno.com

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4664. Re: Help: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: zenweb@my-deja.com
Message-ID: <7ihbte$3jh$1@nnrp1.deja.com>
Source record: 52092

> Jordi wrote:
> >
> > Some years ago I bought an Atari Portfolio but in that moment I
considered
> > too expensive the cable and the program that conects it to the PC.
> >
> > Can anybody tell me how can I get it or haw can I make the cable
> >
> > Thank you very much
> >
> > Jordi
>
2 AUCTIONS ON EBAY:
ATARI PORTFOLIO
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=108788533
PARALLEL INTERFACE
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=108782940

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4665. FA: PAC-MAN Record/Storybooks

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <HPV23.48870$134.388654@tor-nn1.netcom.ca>
Source record: 52093
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.nintendo

I have three PAC-MAN record/storybook combos on auction at Ebay. All are in good condition.

PAC-MAN Run for Fun
Item # 108762365
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=108762365

PAC-MAN Goes to Playland
Item # 108757032
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=108757032

PAC-MAN and the Ghost Diggers
Item # 108752950
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=108752950

4666. Re: FA: New/Sealed Atari 7800 Games

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <2435-374C2504-36@newsd-172.iap.bryant.webtv.net>
Source record: 52094

you know that i get tired of everyone comparing atari dealers to
o'shea,they are a liquidtion company that was never a real atari
dealer,they are not there to support the community,they do not even know
what this stuff is,they got it for free from atari,then way undercut
actuall dealers who paid much more for the stuff then they did(yes free
is a distinct advantage)and everyone expects us to match the price,but
what else do they carry?if you need a power supply or a joystick,or
service,are they there for you?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

4667. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37513317.22591646@news.freeserve.net>
Source record: 52095

The other Day "James Smith" <jsmith@j-com.net> wrote:

>That's because I drive all over Florida and scoop up everything I can find
>ATARI!!! HAHA, I have it all stored in a 40foot steel shipping container I
>bought in Miami. Double locked, cutter proof and sealed water-tight!
>mine-mine-mine argargarg!
>
Damn!!...I knew it was a conspiracy against me.... :-)

>>
>>What we don't get so much in the UK are the Atari's in the 'thrift'
>>stores as you call them. I did look every time I went to Florida just
>>incase I saw some good bits but I never saw 1 single item!
>>--
>>Paul..
>>
>>www.dellos.freeserve.co.uk
>>
>> UGVP ECTS info
>>
>>ICQ 105793 Oh ya sexy bugger :)
>

--
Paul..

www.dellos.freeserve.co.uk

UGVP ECTS info

ICQ 105793 Oh ya sexy bugger :)

4668. Re: ATR -> XFD

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yhfozu1mr.fsf@co.umist.ac.uk>
Source record: 52096

cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:

> (I looked at Bo S.s pc assembler, this is about how many bytes
> are actually on a Atari-8bit dbl dens disk in sectors 1 2 3.)
> I've spent hours. I'm afraid I didn't get an answer from
> quick perusal of Bo's pc XDIR code.
> I am unable to read or write to the last 128 bytes of a
> A8 formatted dbl dens disk, using the A8.
> I can read and write to those bytes using the A8 dbl
> dens disk in my pc and using ANADISK.
> ANADISK proves the bytes are there, even tho the A8
> can't see them. A part of the A8 OS, I suspect.

I'm not 100% sure about this, but I think it is the controller on the
disk drive that limits the first 3 sectors to 128 bytes rather than
the OS. That is, if it receives a read or write of sectors 1-3 it
will only send/expect 128 bytes of data on the SIO line. Any other
number and it will give an error. 'Course there's still 256 bytes in
the sector, just that an Atari drive won't actually send them to the computer.

I think that the original Atari OS was written to always try to read
128 bytes from sectors 1-3 on boot-up. Then control would be
transfered to the code just read in from sectors 1-3 and that would
continue loading in the rest of the sectors in the correct density.
So to be able to boot from a DD disk, the drive would have to return 128
bytes when sectors 1-3 were requested, any other value would give the
OS problems and it would be unable to boot from a DD disk.

I also seem to remember reading somewhere (maybe in the MyDOS docs)
that there is a bit in the configuration block for some drives to set
the first 3 sectors to be 128 or 256 bytes.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

4669. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <927747700.849.27@news.remarQ.com>
Source record: 52097

Peter Pachla <my.name@vectrex.freeserve.co.uk> wrote in message
news:7iela7quf2@news5.svr.pol.co.uk...
> Hi Dennis,
>
> > That's the opposite of my experience with the U.S. 800XL's....
> >....They were all socketed except one which was a post-Tramiel
> >800XL.
>
> I suspect that's the key....POST Tramiel.
>
> Not only did they start putting the cheaper 600XL keyboards on to save
dosh but
> by the look of it they saved money by not socketing them (it's amazing how
much
> money a simple change like that can save).
I would be amazed if the long term result was anything though. Figure a single chip failure and the cost of repair for desoldering vs pulling would be kind of high for warranty work.

I heard rumors of literally rooms full of broken XEs at Atari that were returned under warranty. They just kind of implied they had a technical service staff that would fix your computer, but all they did was toss it in a room and ship you an new one.

4670. FS: Atari 8-bit collection UPDATE!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990526160911.02753.00000656@ng-bd1.aol.com>
Source record: 52098

The response to my Atari 8-bit sale has been *overwhelming*! I've sent you people into a feeding frenzy! These things are going FAST! I'm updating my page constantly with all the items that have been sold. If you see some carts that you want, don't wait!

I'm selling my *entire* Atari 8-Bit Computer collection. It consists of well over 150 different carts, all in beautiful condition, an Atari 800 & 800XL, plus a few other odds and ends. I'm taking offers on everything over the next 2 weeks. After that, anything left is going on eBay. I have *many* rare carts, so if you're interested in any of them, make me a fair offer. You can view the entire list here:

http://members.aol.com/swozniak/page1.html

- S c o t t W o z n i a k
****
Check out my Videogame Want / Trade list here:
http://members.aol.com/swozniak/page1.html
****

4671. Re: Atari Classic subscribers

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7ihni9$hk5$1@autumn.news.rcn.net>
Source record: 52099

Jon Melbo <ssilicon@earthlink.net> wrote in message
news:374c20f1.69287361@news.earthlink.net...
> On Tue, 25 May 1999 00:08:17 +0200, "dfrancois.carrodano"
> <dfrancois.carrodano@wanadoo.fr> wrote:
>
> >Hi everybody
> >How many of you are old atari classic subscribers like me?
> >I was too a member of the Old Hackers (NY).
> >My Atari 800XL is now dead and I upgraded from PC two years ago.
> >I am happy to see the 8bits community is still alive.
> >What are the true emulator now that have real capacity to work?
> >PC Xformer is still on the market?
>
> Get Atari800Win. It's the best. If you insist on running a DOS emu,
> then Atari800 or XL-it! are both great.

****
* DITTO FROM A MEMBER (until 12/99) of OHAUG!!! *
****

Take care.

Alan Sharkis

4672. Wanted:

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <374C837E.A44F7E9@cheta.net>
Source record: 52100

Wanted:

Indus GT in working condition with power supply.

Atari 800 with 48k (or more)

Trak disk drive

Percom disk drive

Astra disk drive

Any peripheral I don't have . Any computer I don't have.

Will trade for other Atari gear I have more than none of ;-)

4673. Re: monitor help needed

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <374c879e.0@news.iglou.com>
Source record: 52101

On 1999-05-23 brogovin@fuse.net said:
>I have an old Atatri 800 and want to hook it up to some kind of
>color monitor without using the rf out. What are my options? And how
>inexpensively can this be done?
Look for a TV set with separate audio and video inputs or an S-video input.

>Thanks.
>Bruce

Net-Tamer V 1.08X - Test Drive

4674. Re: ATR -> XFD

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7ifebl$bl2$1@alexander.INS.CWRU.Edu>
Source record: 52176

(I say there are 256 bytes on a DD Atari disk, Bo Scheurers
says there ain't, and he's got pc assembler to prove it.)
I rise to the dispute.
If pushed hard enough, I'll write you a letter in the other
128 bytes of an Atari DD disk, on sectors 1 to 3, and challenge
you to read my letter.
(Hint, you could use ANADISK on the pc, which reads, writes,
edits sectors 1 to 3 just fine. Reports 256 bytes per sector, etc.)
I'm positive there are 256 bytes in sector 1 to 3, but am
having a hard time figuring how to prove it.
I'm a software man. Somebody like Rick Cortese could tell you
that the controller in a us dbl 1050, Rana, Indus, or any
dbl dens Atari-8bit drive only knows the density it is in,
single, double or that funky 1050 enhanced thingy. The
controller doesn't care if it is sector 1 or sector 360,
it is still 256 bytes per sector. I went on and on, about
what Rick Cortese would say, or Bob Woolley, about what
the drive hardware 'knows' and does.
The A8 OS, tho will read the first three sectors and only
buffer 128 bytes, or maybe buffer all 256, but only use
128.
The longer my post, the more I'm struggling here. So I'll
quit and go look at Bo's pc assembler. Is that for the
A86 assembler by Eric Isaacson?
Russg

4675. Re: Atari 1400XL for auction on e-bay

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <IPI23.814$Lc1.1323@news.flash.net>
Source record: 52177

Gee,
A 1400xl without the Name and hacked to boot
gee without the name it's of no interest to me but hey I wish y'all luck
this is one machine i'd love to have but not at any price without the name
makes me think that this is one of the ones dug outta the dumpster....
Sorry
Edward Williams
Arkansas Museum of Computing

In article <374B0B2B.2044E9CB@essd.sri.com>, Dan Toms <dtoms@essd.sri.com>
wrote:

> See
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=109021565
>
>
> Atari 1400Xl For Sale.
>
> This is your chance to own a rare piece of Atari
> vaporware. Its called vaporware because it never
> was officially for sale.
>
> This item is rarely seen for sale, because no one
> wants to give them up. I don't either, but I
> need the money :).
>
>
> This model comes in a genuine 1400XL case,
> it does not have a 1400XL name plate.
>
> The internal 300K baud modem has not been tested
> (I don't know what software to use with it)
>
> The voice synthesizer works great.
>
> The PBI interface is untested(again, nothing to test with)
>
> Everything else works great.
>
> A 256K memory upgrade has been applied to it, raising
> the total ram to 320K. It is the piggy back method.
> The wiring is clean and heat-shrink wrapped. The
> buyer could easily desolder the connections, if desired.

>
> This unit comes with a modified XT type of power supply.
> The 1400XL power supplies used different voltages than
> the other XL lines and I was unable ever to find one,
> so I built this. It works, it is not pretty.
>
> The motherboard has 1400 printed in the lower right corner.
> The back of the motherboard reads:
>
> C061742 REV X3
> ATARI COPYRIGHT 1983
>
> PICTURES:
>
> These pictures are rather low quality, sorry.
>
> The top of the case, 28K, is <a
> href="www.ecst.csuchico.edu/~dtoms/atari/outside.jpg
> "> here
>
> A pic of the mainboard, 59K, is <a
> href="www.ecst.csuchico.edu/~dtoms/atari/inside.jpg>
> " here
>
> The blue wires are from the ram upgrade. You can see 1400 on the
> mb in the lower right corner.
>
>
>
> EXTRAS:
>
> I am also throwing in some interesting cartridges.
>
>
> 1. Answering Service Cartridge 12/83
>
> This cartridge has a handwritten label. When booted it
> prints:
>
> 1400 PHONE ANSWERING SERVICE
>
> and then sits there.
>
> I assume it was some type of phone answering service ;)
> I'm not sure what else it is supposed to do. I can't
> get it to do anything.
>
> 2. Answering Service Cartridge
>
> This one has a type written label. It doesn't boot

> at all.
>
> 3. EXERDI 0.0
>
> 810 Disk Board Compatibility Test
> COPYRIGHT ATARI 1981 VERSION R00.00
>
> Not sure what this does. I don't have a 810 anymore.
>
> 4. ATARI USER DIAGNOSTIC
>
> This doesn't boot at all.
>
>
> WHAT YOU GET:
>
> You get the 1400XL, the power supply, the cartridges, the ram-upgrade
> instructions, the power supply pinouts, and a synthetic cover(made for
> 1200XL)

4676. Re: recommendations, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7ifoqq$4br$1@ultra.sonic.net>
Source record: 52178

Gareee&#65533; (gareee@worldnet.att.net) wrote:
: While I think a cartridge version might be more durable, I think producing
: cartridges for the old Atari days are long past.. maybe a web page
: completely commented, or something along those lines, but there's just not
: alot of real interest anymore..
:
:
: If it's a labor of love, I'd say do it! If you're hopping to recoup the
: costs on sales, I'd say forget it...

Actually, I think it was the guy from Video 61 (thanks again for that Solitaire cartridge!) who said that Atari 8-bitters with Internet/Web access aren't the only people who use Atari 8-bits. And some of us enjoy the instant-loading speeds of cartridges. :)

-bill!

4677. Re: ATR -> XFD

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7ifpck$78f$1@alexander.INS.CWRU.Edu>
Source record: 52179

(I looked at Bo S.s pc assembler, this is about how many bytes
are actually on a Atari-8bit dbl dens disk in sectors 1 2 3.)
I've spent hours. I'm afraid I didn't get an answer from
quick perusal of Bo's pc XDIR code.
I am unable to read or write to the last 128 bytes of a
A8 formatted dbl dens disk, using the A8.
I can read and write to those bytes using the A8 dbl
dens disk in my pc and using ANADISK.
ANADISK proves the bytes are there, even tho the A8
can't see them. A part of the A8 OS, I suspect.
So, the extra 128 bytes are on the A8 formatted dbl dens
disk, just the A8 can't do anything with them.
Russg

4678. Re: ATR -> XFD

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7ifupf$k7o@freenet-news.carleton.ca>
Source record: 52180

James R. Gilbert (cb541@cleveland.Freenet.Edu) writes:
> (I say there are 256 bytes on a DD Atari disk, Bo Scheurers
> says there ain't, and he's got pc assembler to prove it.)
> I rise to the dispute.
> If pushed hard enough, I'll write you a letter in the other
> 128 bytes of an Atari DD disk, on sectors 1 to 3, and challenge
> you to read my letter.
> (Hint, you could use ANADISK on the pc, which reads, writes,
> edits sectors 1 to 3 just fine. Reports 256 bytes per sector, etc.)
> I'm positive there are 256 bytes in sector 1 to 3, but am
> having a hard time figuring how to prove it.

This is like arguing about how much data is stored on a track. If you
can only get a drive OS to store 128 bytes of user data in sectors 1-3,
then the effective storage capacity of those sectors is 128 bytes.

If you would like to know how much data is stored on each track, including
all the soft sector formatting data, crc's, etc, its much more
than 4608 (18 * 256) bytes, but it means nothing to the Atari.

The actual disk format is not important, in fact with the Atari's
device independant I/O, it need not even be a real disk drive. :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4679. My entire A T A R I 8-Bit collection FOR SALE!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990526023138.13203.00005397@ng-fk1.aol.com>
Source record: 52181

I'm selling my *entire* Atari 8-Bit Computer collection. It consists of well over 150 different carts, all in beautiful condition, an Atari 800 & 800XL, plus a few other odds and ends. I'm taking offers on everything over the next 2 weeks. After that, anything left is going on eBay. I have *many* rare carts, so if you're interested in any of them, make me a fair offer. You can view the entire list here:

http://members.aol.com/swozniak/page1.html

Here are some of the highlights from my (all cartridge) collection:

Bounty Bob Strikes Back
Orc Attack
Powerstar
Fort Apocalypse
Boulder Dash
Crystal Castles
Track & Field w/ controller
XE Demo Cartridge
In-Store Demo Cartridge

Thanks for looking!

- S c o t t W o z n i a k
****
Check out my Videogame Want / Trade list here:
http://members.aol.com/swozniak/page1.html
****

4680. german wanted 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: Mathias <mpichotz@informatik.fh-lausitz.de>
Message-ID: <7igjc7$u1c$1@leila.fh-lausitz.de>
Source record: 52182

```
Ich suche ein 130XE.
Angebote bitte an mpichotz@fh-lausitz.de
cu matias
```

4681. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: Andre Bullock <avb6567@worldnet.att.net>
Message-ID: <374BF878.3FDCF6FB@worldnet.att.net>
Source record: 52183

I think I paid close to $100 to get a little OSS orange cartridge, 3 ring binder manual and the toolkit in 1985. I've been fascinated by ACTION! since first reading about it in Analog in Feb. 84. Truly one of the great software products of the 8 bit era.

Also up until last year you could buy a NEW (ICD black) ACTION! cart & toolkit for about $50 from B&C Comptervison in North California. I believe their site went down last December. At the time they carried stock on the BASIC XL, XE and MAC 65 at the time too.

Maybe they're still around, somewhere.

AB

"Craig S. Thom" wrote:

> Isaac Davis <idavis@my-dejanews.com> wrote in message
> news:7hl3tmqhk1@nnrp1.deja.com...
> > last 2 years, that has happened 0 times for me. I think I am in a group
> > of people who would like to get one, but don't have $50 to spend on one
> > cartridge. I can't justify it to my wife and kids. I really want one,
>
> Some of us paid $50 for it in less-valuable 1985 dollars.

4682. Re: Atari 1400XL for auction on e-bay

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <374BF859.C8407F1C@worldnet.att.net>
Source record: 52184

Hi Dan,

The Answering System software was actually a very bold and unique idea back in 1983/84. The computer would actually act as an answering machine using the cartridge. The details were sketchy in several of the internal documents, however I have spoken with a few people involved on the 1400XL project and it was a great idea, however the software from what I'm told was never completed.

Once the auction is over, I'd like to talk with the winner and see about borrowing the cartridge to make a copy of it, I'd be willing to make a copy of the Atari 1400XL Telecommunicator cartridge for the winner in return.

Curt

Dan Toms wrote:

> See
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=109021565
>
> Atari 1400Xl For Sale.
>
> This is your chance to own a rare piece of Atari
> vaporware. Its called vaporware because it never
> was officially for sale.
>
> This item is rarely seen for sale, because no one
> wants to give them up. I don't either, but I
> need the money :).
>
> This model comes in a genuine 1400XL case,
> it does not have a 1400XL name plate.
>
> The internal 300K baud modem has not been tested
> (I don't know what software to use with it)
>
> The voice synthesizer works great.
>
> The PBI interface is untested(again, nothing to test with)
>
> Everything else works great.
>
> A 256K memory upgrade has been applied to it, raising
> the total ram to 320K. It is the piggy back method.

> The wiring is clean and heat-shrink wrapped. The
> buyer could easily desolder the connections, if desired.
>
> This unit comes with a modified XT type of power supply.
> The 1400XL power supplies used different voltages than
> the other XL lines and I was unable ever to find one,
> so I built this. It works, it is not pretty.
>
> The motherboard has 1400 printed in the lower right corner.
> The back of the motherboard reads:
>
> C061742 REV X3
> ATARI COPYRIGHT 1983
>
> PICTURES:
>
> These pictures are rather low quality, sorry.
>
> The top of the case, 28K, is <a
> href="www.ecst.csuchico.edu/~dtoms/atari/outside.jpg
> "> here
>
> A pic of the mainboard, 59K, is <a
> href="www.ecst.csuchico.edu/~dtoms/atari/inside.jpg>
> " here
>
> The blue wires are from the ram upgrade. You can see 1400 on the
> mb in the lower right corner.
>
> EXTRAS:
>
> I am also throwing in some interesting cartridges.
>
> 1. Answering Service Cartridge 12/83
>
> This cartridge has a handwritten label. When booted it
> prints:
>
> 1400 PHONE ANSWERING SERVICE
>
> and then sits there.
>
> I assume it was some type of phone answering service ;)
> I'm not sure what else it is supposed to do. I can't
> get it to do anything.
>
> 2. Answering Service Cartridge
>
> This one has a type written label. It doesn't boot
> at all.

>
> 3. EXERDI 0.0
>
> 810 Disk Board Compatibility Test
> COPYRIGHT ATARI 1981 VERSION R00.00
>
> Not sure what this does. I don't have a 810 anymore.
>
> 4. ATARI USER DIAGNOSTIC
>
> This doesn't boot at all.
>
> WHAT YOU GET:
>
> You get the 1400XL, the power supply, the cartridges, the ram-upgrade
> instructions, the power supply pinouts, and a synthetic cover(made for
> 1200XL)

4683. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: Andre Bullock <avb6567@worldnet.att.net>
Message-ID: <374BFB8D.F1C32DB5@worldnet.att.net>
Source record: 52185

Sorry I'm a little late reading these messages, I've been away from the machine for a while, hope this helps.

I'm just reading this thread but as I said in a posting a company called B&C Computervison in Northern California WAS selling 8 bit Atari stuff up until last year, including ACTION and the rest of the OSS series. If you can find them you'll find a cart, and likely anything else you need.

The last time I saw their site it said they were moving, but here's the last address/phone I have for them. You see 2 years ago I needed an ACTION cart, and picked one up via these folks.

B&C ComputerVisons
1725 De LA Cruz #7
Santa Clara, Ca. 95050-3011
408-986-9960

Maybe the guy still checks this newsgroup and will post info on the current status of the company, good luck!

AB

Isaac Davis wrote:

> First thing, I do not want to start a huge copyright war again. That is
> why the first thing I asked was "Who owns it." Since you have given me
> a name, that's exactly what I was asking. I know for a fact that Best
> Electronics has acquired the rights to some things and started making
> cartridges. I was wondering if that was even feasible, otherwise why
> even bother tracking down the owner. If you can't make the cartridges
> to begin with, why spin your wheels looking for the owner.
>
> Second, since Mike Hohman owns the rights, then I guess I will pretty
> much forget getting one, unless I stumble on one somewhere, but in the
> last 2 years, that has happened 0 times for me. I think I am in a group
> of people who would like to get one, but don't have $50 to spend on one
> cartridge. I can't justify it to my wife and kids. I really want one,
> and I know I am not alone. I have people from Austin to Los Angeles
> keeping an eye out for me, and have posted in this group before looking
> for one. I think 25-30 is a fair price, but since the owner of the
> rights is gone, and there are a limited supply then I am not going to
> get one for what I think is fair. I will go further and say that $25 is
> fair to me because as much as I want one, I will live without it. I am
> not taking rarity into account, I am just putting my value on it. Now
> if you ask me what my original 800 is worth, I will happily tell you,
> it is priceless. If my house is on fire, I grab 1)kids 2)my atari and

> pictures. So my value probably doesn't matter in this case.
>
> Please don't start bashing me over this. I had some questions, which
> have been answered. <sappy mode on>I am a programmer, and got my start
> on my atari. It is very close to my heart. I have only seen one person
> actually write something with their action cartridge (Bill Kendrick). I
> know there are a lot out there, and they must be collecting dust, but
> since they are hard to come by, I guess people are waiting to get the
> most for their money. This is part of the reason I can't stand Ebay.
> There are people like Rick Detlefsen who will sell you the atari shirt
> off their back if you really wanted it. They are not in it to make the
> most money, they are fellow collectors and users of their atari's. I
> know that if Rick had one, he would sell it to me in a minute for a
> price reasonable to both me and him, not the highest price he can
> muster. I understand the whole issue I am bringing up, and just let me
> say that everyone is free to do what they want with their things, I
> don't deny that. I you don't want to help people out because of
> something they post, then that is your perogative.<sappy mode off>
>
> I don't plan on setting up a factory cranking out illegal copies of
> action. I was merely asking if it was a possibilty in this case. It
> must be possible for some title, otherwise skulls need to be cracked
> over at Best. Bob - No need to be so grouchy.
>
> OK listeners, I have gone over my time limit, time to cut to
> commercials.
>
> --
> isaac davis
> indavis@juno.com
>
> In article <373DEA6E.21467CC0@pacbell.net>,
> rwoolley@pacbell.net wrote:
> > I do not recommend that you steal a cartridge image since the code is
> NOT
> > PD. I would expect that Mike Hohman owns the code since he purchased
> the
> > 8-bit properties from ICD. In as much as they are actually available,
> we
> > are talking about price? How much is fair to you? Admitting that you
> have
> > images on disk is not going to increase my willingness to supply you
> with
> > Action..... We all have things that we should not have, but is it
> proper to
> > discuss it in the group?
> >
> > Bob, the grouch....
> >
> > Isaac wrote:

> >
> > > Since I have now seen a couple of action carts on ebay recently way
> out
> > > of my price range, or heading that way, I started wondering. Who
> owns
> > > the rights to the action cartridge? Is it possible to copy it with
> an
> > > eprom burner? I want one, and have posted numerous times, but never
> > > seem to get a reply, then someone puts one up on ebay usually
> bundled
> > > with other items and I can't afford it. This is frustrating to say
> the
> > > least, and I am pretty sure I am in good company on this one. Is
> there
> > > a way we can get it dumped to disk. I have some of my cartridges on
> > > disk, like Atariwriter, and Basic. What about Action? I also
> understand
> > > that it comes with a disk as well. Does anyone have a backup of
> that?
> > >
> > > Come on, who's with me????
> > >
> > > --
> > > isaac davis
> > > indavis@juno.com
> > >
> > > --== Sent via Deja.com http://www.deja.com/ ==--
> > > ---Share what you know. Learn what you don't.---
> >
> >
>
> --== Sent via Deja.com http://www.deja.com/ ==--
> ---Share what you know. Learn what you don't.---

4684. Re: Atari 1400XL for auction on e-bay

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7ih2e7$s4m$1@nnrp1.deja.com>
Source record: 52186

Well, it's not in perfect shape and it was unfortunately modified, but
IMHO is is still a very valid collector's piece. Maybe it was dug out
of a dumpster. So what? If I knew of a dumpster in town with a
1400XL, I'd sure as hell grab it!

In article <IPI23.814$Lc1.1323@news.flash.net>,
"Edward Williams" <tchermok@flash.net> wrote:
> Gee,
> A 1400xl without the Name and hacked to boot
> gee without the name it's of no interest to me but hey I wish y'all
luck
> this is one machine i'd love to have but not at any price without the
name
> makes me think that this is one of the ones dug outta the dumpster....
> Sorry
> Edward Williams
> Arkansas Museum of Computing
>
> ----------
> In article <374B0B2B.2044E9CB@essd.sri.com>, Dan Toms
<dtoms@essd.sri.com>
> wrote:
>
> > See
> >
> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=109021565
> >
> >
> > Atari 1400Xl For Sale.
> >
> > This is your chance to own a rare piece of Atari
> > vaporware. Its called vaporware because it never
> > was officially for sale.
> >
> > This item is rarely seen for sale, because no one
> > wants to give them up. I don't either, but I
> > need the money :).
> >
> >
> > This model comes in a genuine 1400XL case,
> > it does not have a 1400XL name plate.
> >
> > The internal 300K baud modem has not been tested
> > (I don't know what software to use with it)

> >
> > The voice synthesizer works great.
> >
> > The PBI interface is untested(again, nothing to test with)
> >
> > Everything else works great.
> >
> > A 256K memory upgrade has been applied to it, raising
> > the total ram to 320K. It is the piggy back method.
> > The wiring is clean and heat-shrink wrapped. The
> > buyer could easily desolder the connections, if desired.
> >
> > This unit comes with a modified XT type of power supply.
> > The 1400XL power supplies used different voltages than
> > the other XL lines and I was unable ever to find one,
> > so I built this. It works, it is not pretty.
> >
> > The motherboard has 1400 printed in the lower right corner.
> > The back of the motherboard reads:
> >
> > C061742 REV X3
> > ATARI COPYRIGHT 1983
> >
> > PICTURES:
> >
> > These pictures are rather low quality, sorry.
> >
> > The top of the case, 28K, is <a
> > href="www.ecst.csuchico.edu/~dtoms/atari/outside.jpg
> > "> here
> >
> > A pic of the mainboard, 59K, is <a
> > href="www.ecst.csuchico.edu/~dtoms/atari/inside.jpg>
> > " here
> >
> > The blue wires are from the ram upgrade. You can see 1400 on the
> > mb in the lower right corner.
> >
> >
> >
> > EXTRAS:
> >
> > I am also throwing in some interesting cartridges.
> >
> >
> > 1. Answering Service Cartridge 12/83
> >
> > This cartridge has a handwritten label. When booted it
> > prints:
> >

> > 1400 PHONE ANSWERING SERVICE
> >
> > and then sits there.
> >
> > I assume it was some type of phone answering service ;)
> > I'm not sure what else it is supposed to do. I can't
> > get it to do anything.
> >
> > 2. Answering Service Cartridge
> >
> > This one has a type written label. It doesn't boot
> > at all.
> >
> > 3. EXERDI 0.0
> >
> > 810 Disk Board Compatibility Test
> > COPYRIGHT ATARI 1981 VERSION R00.00
> >
> > Not sure what this does. I don't have a 810 anymore.
> >
> > 4. ATARI USER DIAGNOSTIC
> >
> > This doesn't boot at all.
> >
> >
> > WHAT YOU GET:
> >
> > You get the 1400XL, the power supply, the cartridges, the ram-
upgrade
> > instructions, the power supply pinouts, and a synthetic cover(made
for
> > 1200XL)
>

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4685. Re: FA: New/Sealed Atari 7800 Games

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-26 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7ih35jsph1@nnrp1.deja.com>
Source record: 52187

The sad thing is these carts will probably bring in $5-$10 each on ebay.. Talk about buying low and selling high! (I paid $5 for a 7800 Galaga cart the week before O'shea posted their carts!)

In article <7UB23.377$uN5.2570@news1.online.no>,
"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> > Aren't these games available from o'shea wholesalers for $0.88 each?!
> Or even .80 ??? I don't think Choplifter is one of them though
> >
> > In article <wVo23.47032$134.383492@tor-nn1.netcom.ca>,
> > "Richard Smith" <rsmith@planeteer.com> wrote:
> > > I have the following atari 7800 games on auction on Ebay:
> > >
> > > Ballblazer http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=108714187
> > >
> > > Choplifter http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=108718529
> > >
> > > Hat Trick http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=108720421
> > >
> > > Karateka http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=108716759
> > >
> > > One-on-One Basketball
> > > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=108710400
> > >
> > >
> >
> >
> > --== Sent via Deja.com http://www.deja.com/ ==--
> > ---Share what you know. Learn what you don't.---
>
>

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

4686. carts

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-27 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <374D4A26.18E6A8A5@agnld.uni-potsdam.de>
Source record: 52102

Hello Steve !

To be short, I'm interested in buying the following Atari 8-Bit carts:

Bounty Bob Strikes Back, Boulder Dash

How about $50 for both carts ?

Cheers from Germany,

Andre

4687. A T A R I 8-bit cart collection FS!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-27 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990527102127.29570.00005875@ng-fg1.aol.com>
Source record: 52103

There are still many rare carts left including:

Bounty Bob Strikes Back
Boulder Dash
Pitfall II
Crystal Castles
Track & Field w/ controller
In-Store Demonstration Cart
Zaxxon
Gyruss
Orc Attack

They're going FAST! Check out what's left here:

http://members.aol.com/swozniak/page1.html

- S c o t t W o z n i a k
****
Check out my Videogame Want / Trade list here:
http://members.aol.com/swozniak/page1.html
****

4688. Re: recommendations, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-27 00:00:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <7ii617$4q$1@pale-rider.INS.CWRU.Edu>
Source record: 52104

In a previous article, gareee@worldnet.att.net (Gareee&#65533;) says:

```
>While I think a cartridge version might be more durable, I think producing
>cartridges for the old Atari days are long past.. maybe a web page
>completely commented, or something along those lines, but there's just not
>alot of real interest anymore..

You should give Lance at Video 61 a call, and ask about all the brand-new
game cartridges he's been producing.

Video 61 & Atari Sales (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
FAX: (651) 449-0488
BBS: (651) 462-3680
mailto:Video61@webtv.net
http://www.atarisales.com/
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/
```

4689. FS: My Atari Collection

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-27 00:00:00 UTC
From: Basenet <swolfe1@mail.gcnet.net>
Message-ID: <_Me33.111$2t.8938@typhoon2.gnilink.net>
Source record: 52105

Due to my dire need for a decent car to take me to and from college everyday
and the need for me to clear out my computer collection due to space
limitations, I must sell some of my atari equipment.

I have the following, all in excellent working and cosmetic order.
Everything that needs them has the power supplies.

800xl computer system
830 acoustic coupler-box and manuals-box is old, but still in good shape
1030 serial modem
1027 printer with extra ink roll still sealed
Telelink 1 cart with box and manuals-box is in good shape
1010 data recorder
An Invitation to Programming 2- tape- box and manuals- box in fair shape
1 sio cable
Atari XL user's handbook in good shape

I'll take any decent offers. For sale only. Buyer pays shipping via USPS
Priority with Delivery Confirmation and insuarance or UPS.

4690. Re: My Atari Collection

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-27 00:00:00 UTC
From: Basenet <swolfe1@mail.gcnet.net>
Message-ID: <3_e33.113$2t.9065@typhoon2.gnilink.net>
Source record: 52106

Correction: The 1030 is not a serial modem. It uses sio. The acoustic coupler is serial.

4691. APE and Prosystem '98 Beta Available

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-27 00:00:00 UTC
From: "Steven J. Tucker" <ai123@FreeNet.Carleton.CA>
Message-ID: <270519991023438675%ai123@FreeNet.Carleton.CA>
Source record: 52107
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.8bit

Final beta test versions of Ape '98 and Prosystem '98 are now
available for registered users of APE. A few of the new features
in APE '98 vs. the dos version are:

Excellent stability under even the heaviest system loads, runs as a
real windows device driver in the background. No more sputtering
or timeouts when running programs.

Runs in the system tray and uses 0% of the CPU when idle, even on a
486 system. Does not use more than 3-4% of available CPU time even
when loading from the Atari at highest possible speed.

8 independany PC-MIRROR drives, as well as the complete big disk support
your used to in APE. Each independant PC-MIRROR drive can also act as
an independant APELOADER drive if your OS supports booting from drives
other than drive 1.

A file browser with built-in support for viewing the complete directory
tree of any Atari/Mydos or Spartados image, and extracting files.

Advanced printer support. Print from your Atari to any windows printer
driver, using truetype fonts, direct to the pc printer port, to a file,
or to a print monitor window.

Plus many other new features like the nice GUI and ease of use. Check it out
if you have Windows and are using APE.

The prosystem has been completely rewritten and includes batch support
of 1-4 drives for every operation. Need to image a bunch of disks? Just
hook four drives upto your Prosystem interface and press start. Need
to format a box of disks? how about formatting all 4 drives at once
to make things easier and faster?

To get your beta copy just e-mail me with your registration information
and I will send you the dpownload URL and password. Any information
regarding bugs or new features would be greatly appriciated.

Thanks

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4692. Re: ATR -> XFD

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-27 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <7ik6g8$i6j$1@remarQ.com>
Source record: 52108

Raphael James Espino <rje@co.umist.ac.uk> wrote in message
news:v7yhfozu1mr.fsf@co.umist.ac.uk...
> cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:
>
> I think that the original Atari OS was written to always try to read
> 128 bytes from sectors 1-3 on boot-up. Then control would be
> transfered to the code just read in from sectors 1-3 and that would
> continue loading in the rest of the sectors in the correct density.
> So to be able to boot from a DD disk, the drive would have to return 128
> bytes when sectors 1-3 were requested, any other value would give the
> OS problems and it would be unable to boot from a DD disk.
I actually tried this once. I should pull out my IBM tech ref, but I believe
it goes something like the 1st 3 or 6 sectors on an IBM disk are 256 bytes
each, then the thing switches over to 512 bytes per sector. Regardless...

I was thinking I could put boot code on the first 3 sectors of an IBM disk
such that you could have the Atari boot off an IBM created disks and do some
tricks from there, but as you noted, I seemed to have some trouble with the
Atari OS jumping to the code after it bailed out on the error.

If you feel like fooling with it, just EOR the data to invert it into Atari
format, then use debug to write it out to the disk.

It is really easy to pick the first 128 bytes of the 3 sectors off an IBM
disk. You don't even have to use SIOV, the standard $E453 DSKINV works fine
as will Omnimon.

4693. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-27 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <7ik7gk$848$1@remarQ.com>
Source record: 52109

Isaac Davis <idavis@my-deja.com> wrote in message
news:7ihafm$2hi$1@nnrp1.deja.com...
> In article <19990526103553.05085.00004730@ngol03.aol.com>,
> badbob1952@aol.comspamx (BadBob1952) wrote:
> > B&C is no longer on De La Cruz in Santa Clara. They've moved east
> toward the
> > Sierra Nevada and have a web page at www.myatari.com and they still
> offer
> > Action and Basic XL.
> >
> > badbob1952@aol.com
> >
>
> They might have Basic XL, but no more Action.
>
> --
> isaac davis
> indavis@juno.com
For what it is worth. There is a public domain Action! run time package.

I would say 90% of the reason I liked the cart was the parser and editor.

But if you want to write pseudo Action! looking code, all you have to do is convert the RT back into (name your assembler of choice) format and understand how the language passes parameters.

The whole RT is only about 4k, so unless you are writing huge programs, you can just include it in any program you write.

The RT is all pretty well debugged subroutines. Format for passing parameters to them is just though the registers if you have less then 24 bits of parameters.

You would just be coding something like

JSR Graphics 2

vs

Graphics(2)

You lose a lot of nice features with looping, math, and logic operators, but it would still be a shortcut for most people.

4694. Re: ATR -> XFD

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-27 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7ika7n$12v$1@alexander.INS.CWRU.Edu>
Source record: 52110

(no quoter editor)
(Rick Cortese responds. Talks of putting A8 code in the
first three sectors of an IBM 360k 5.25" floppy and
booting an A8 with this IBM written disk, if I understand.)
I've done something like that. My 'pcutil' will write either
MyDOS or SpartaDOS boot sectors on a disk. 'pcutil' is what
I used to use to get stuff back and forth A8<->PC, before
I got APE and cable.
And it works fairly well, and is the only way to make a
A8 boot disk on a pc that I've heard of. If you're interested,
the 'pcutil' is on my page at http://www.en.com/users/russg.
Use at your own risk.
Russg

4695. Re: Sorry, I couldnt resi

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-27 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <927841659@stackbbs.xs4all.nl>
Source record: 52111

Original Mail Date: May 20, 1999 Time: 12:34 am
>Anyone know of more computer war(s) file coded on the little Atari ?!?

Andreas,

I coded one, ages ago, when I didn't know much about 6502 coding, so it was totally written in Turbo-Basic, with some MC-routines to display pictures and play CMC musix...
If I remember right, all data just fitted on one side of an Enhanced density disk, if no DOS, DUP, or Turbo-BASIC was saved on it. Not a very amazing demo, even at that time :-)
I think it was named "F#*K THE AMIGA" or something, and has a sample from "The 2-Live Crew" in it (Which was "F#*k the Omega" hacked to "AMIGA" :-))

Don't know if it runs on 64Kb Atari's. Could be it requires at least an 130XE...

Guess it's on the Pool-Disk. Let's have a look..... Hmm, maybe it was on the first edition ? Anyways, it doesn't run directly from the CD-Rom, since it required a write-un-protected disk :-)

In my download-area it's listed as FCKAMIGA.ARC I think...

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE, Pro-node 471

4696. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-27 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990527183336.09530.00000225@ngol03.aol.com>
Source record: 52112

In article <7ihafm$2hi$1@nnrp1.deja.com>, Isaac Davis <idavis@my-deja.com>
writes:

>They might have Basic XL, but no more Action.
>
>

My goodness! You're right. I just checked the web page and Action is no longer
listed at B&C.

OK everybody! I have Action carts! How much do I hear? $100....$200...more?

OK, I'm kidding. So I have a few carts. But if anyone can help me turn a bank
switched cart into a file that I can use with Atari800win, I'd be glad to part
with some of my spares for, say, $30 each or so. Does that sound about right?

Bob Stone

badbob1952@aol.com

4697. search ATARI-400 Circuit

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-27 00:00:00 UTC
From: flottmann@online.de
Message-ID: <374dccc6.39340869@news.online.de>
Source record: 52113

```
search the Circuit for the ATARI-400 and the Manual
Scan welcome, send to flottmann@online.de
Thanks
```

4698. ATARI Sales, Service & Support! Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-27 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7ikuotoia1@user2.teleport.com>
Source record: 52114
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! And if I don't have what you want to buy or I don't know the answer to your question, I'll refer you to someone who does. That's the nice thing about the Atari community and my colleauges in the Atari business. We would rather send our business to a fellow competitor to get what they need than have someone abandon their Atari due to lack of support. For myself, I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my DeskTop Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

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Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--

Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

4699. WTB: Covox Voice Master

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-27 00:00:00 UTC
From: Patrick Robbins <Pat42@uswest.net>
Message-ID: <kln33.112$yQ.52522@news.uswest.net>
Source record: 52115

Looking for a Covox Voice Master, any condition.

4700. Re: WTB: Covox Voice Master

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-27 00:00:00 UTC
From: Dan Toms <dtoms@essd.sri.com>
Message-ID: <374E1757.3D41DD68@essd.sri.com>
Source record: 52116

Oh, actually, I guess it is a Voice Master Junior.

dan

Patrick Robbins wrote:
>
> Looking for a Covox Voice Master, any condition.

--

Dan Toms (530) 894 - 6039
Systems Development dtoms@essd.sri.com
SRI International (www.sri.com)

4701. Is my Atari 130XE dead? Please help

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-27 00:00:00 UTC
From: Chad Hendrickson <chadh@REMOVEmediaone.net>
Message-ID: <iip33.7717$s%1.9546279@rmnws01.ce.mediaone.net>
Source record: 52117

Today I pulled my old Atari 130XE out of storage in my closet in hopes of hooking it up and loading up some old classics (ah, the good ol' days of 300 baud atascii BBS's and cassette drives... I sincerely miss those days!)

But when I power it on it goes directly to the Memory Test screen... the ROM tests fine with 2 big green dots, but when it does the RAM about 2/3rds of the dots are red. I assume that means that the RAM is bad?

Does anyone have any tips on reviving my XE? Or is it hopeless?

Please help!

Chad Hendrickson
(Remove the REMOVE from my email address if you are going to reply directly to me.)

4702. FS: "The Communicator" modem for 400/800 series

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-28 00:00:00 UTC
From: "_Dante P." <dpassera@umich.edu>
Message-ID: <374E1F26.A08D07D4@umich.edu>
Source record: 52118

Hey, everybody. I recently came across a near-mint Atari Communicator modem set-up, for use with the 400/800 series computers. Everything is in absolutely immaculate condition, including all of the foam packing and plastic bags, except for the box, itself, which has some dings and rub-marks on it. I'm looking for $125 shipped, but I will consider all reasonable offers and trades for PC Engine or PC-FX hardware. Thanks for your time!
_Dante P.
dpassera@umich.edu

4703. Re: FA: New/Sealed Atari 7800 Games

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-28 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7im70v$i8m$1@nnrp1.deja.com>
Source record: 52119

Huh? Is the guy that started this thread an "atari dealer"? As far as I can tell, he's just some dude trying to make a buck on ebay. (not that I find anything WRONG with that, mind you!) No "support to the community" expressed or implied.

Now you bring something else up I didn't know.. O'Shea got the carts for FREE from Atari? Apparently they aren't scarce or valuable. I think $0.80 or whatever they're charging is fair. Don't you think they could've sold 'em at $1.00 or $1.50 or more? Anyone that sells at a price below what the market will bear sounds like a good supporter of the community to me!

In article <2435-374C2504-36@newsd-172.iap.bryant.webtv.net>,
Video61@webtv.net (Lance Ringquist) wrote:
> you know that i get tired of everyone comparing atari dealers to
> o'shea,they are a liquidtion company that was never a real atari
> dealer,they are not there to support the community,they do not even
know
> what this stuff is,they got it for free from atari,then way undercut
> actuall dealers who paid much more for the stuff then they did(yes
free
> is a distinct advantage)and everyone expects us to match the price,but
> what else do they carry?if you need a power supply or a joystick,or
> service,are they there for you?
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4704. Re: FS: "The Communicator" modem for 400/800 series

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-28 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7im75n$ih5$1@nnrp1.deja.com>
Source record: 52120

What modem came in this package? Is it the 835 direct-connect?

In article <374E1F26.A08D07D4@umich.edu>,
"_Dante P." <dpassera@umich.edu> wrote:
> Hey, everybody. I recently came across a near-mint Atari Communicator
> modem set-up, for use with the 400/800 series computers. Everything
is
> in absolutely immaculate condition, including all of the foam packing
> and plastic bags, except for the box, itself, which has some dings and
> rub-marks on it. I'm looking for $125 shipped, but I will consider
all
> reasonable offers and trades for PC Engine or PC-FX hardware. Thanks
> for your time!
> _Dante P.
> dpassera@umich.edu
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4705. Re: FS: "The Communicator" modem for 400/800 series

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-28 00:00:00 UTC
From: vinnie5757@aol.comNoSpam
Message-ID: <19990528091544.11732.00001426@ng-fe1.aol.com>
Source record: 52121

> I'm looking for $125 shipped,

Is that the kit that comes with the 835 modem and the telelink 2 cart?
B'rgds,
Vinnie

"Can't means don't want to!"

4706. WTB - Ultima 1: The Original from Sierra Online

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-28 00:00:00 UTC
From: fortran@earthlink.net
Message-ID: <MPG.11b854b454f928f998a34e@news.alt.net>
Source record: 52122

I'm looking for the Atari 400/800 game, Ultima: The Original by
Sierra Online. I'm a collector of Ultima games so I would like to
add this game to my permanent collection. While I am interested in the
complete game, I'm also willing to buy a partial copy.

Please email me if you would be willing to sell your game.

Thanks,
Edward

--

Edward Franks
<fortran@earthlink.net>
-=[MT]=-

4707. Atari fido-nets

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-28 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <374E95C0.4D4@geocities.com>
Source record: 52123
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hey guys, I was wondering what's up with the Atari fido nets...

Atari
Atari_ST
ST_prog

I am trying to get some BBS's in Ft Worth and Dallas to start carrying
them. I say them as fairly active on Doc's place BBS when I telneted to
them, but when we tried to set them mup resently we have not not
received any messages... can someone please tell me if they know what
the current state of these message areas are?
Also.. all you sysops.. I would like to like to ask all of you to carry
these Atari fido nets on your BBS and ask what would it take to have
your BBS support it? I would just love to get us talking at the BBS
level!!

Thanks,

Doctor Clu

PS: If you know of any other net work areas on a BBS that we could
incorporate besides fido.. that have an Atari message area, I would love
to know about. I know that Atari used to have a network of Atari BBS's
out there.. anyway.. I would love to know more.

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `(N
Combining a Fun Desktop With an Exciting Data Assistant \
=

4708. WTB: All/any ultima Games/Items

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-28 00:00:00 UTC
From: ebid2000@aol.com
Message-ID: <19990528145954.23707.00005745@ng-ci1.aol.com>
Source record: 52124

I'm looking to buy *any* ultima items/games, in any condition or degree of completeness. If you have ANY ultima stuff for ANY system, or even just ultima extras/items you wanna sell, make me an offer.

3moons

ae48@hotmail.com

4709. Re: Atari 2600 games wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-28 00:00:00 UTC
From: Garage Sale <garagesale@prodigy.net>
Message-ID: <374F15EB.66159E0C@prodigy.net>
Source record: 52125
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

Check the Atari pages for sale on my web site listed below:

Tempest wrote:

> I am looking for any Atari 2600 games especially prototypes (even if they
> were released) not on my list at
>
> http://www.msu.edu/user/reicher6/2600.txt
>
> I am willing to buy games but....
> I have lots of stuff to trade, just send me a list of what you want and I'll
> see what I can do. I may also trade things from the above list, just ask.
>
> I also have a some 5200 games for trade at
> http://www.msu.edu/user/reicher6/5200.htm
>
> Temepst
> reicher6@pilot.msu.edu

--
http://pages.prodigy.net/garagesale

Video Games - PC MAC & 8-Bit Computer HW & SW

BETA VHS & CED Video's - Music CD's & Books

BRAIN TEASERS - RIDDLES - HTML Color Chart - Sports History & Trivia

4710. Re: Atari fido-nets

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-28 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <374F1958.70E29EFA@jps.net>
Source record: 52126
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I was on Fido net recently until the net gate pulled the plug. Check
Troy's site: www.wingnet.net/~catfish/CATFISH.HTM

Doctor Clu wrote:
>
> Hey guys, I was wondering what's up with the Atari fido nets...
>
> Atari
> Atari_ST
> ST_prog
>
> I am trying to get some BBS's in Ft Worth and Dallas to start carrying
> them. I say them as fairly active on Doc's place BBS when I telneted to
> them, but when we tried to set them mup resently we have not not
> received any messages... can someone please tell me if they know what
> the current state of these message areas are?
> Also.. all you sysops.. I would like to like to ask all of you to carry
> these Atari fido nets on your BBS and ask what would it take to have
> your BBS support it? I would just love to get us talking at the BBS
> level!!
>
> Thanks,
>
> Doctor Clu
>
> PS: If you know of any other net work areas on a BBS that we could
> incorporate besides fido.. that have an Atari message area, I would love
> to know about. I know that Atari used to have a network of Atari BBS's
> out there.. anyway.. I would love to know more.
>
> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!
>
> --
> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!
>
> THE ATARI / NEWTON CONNECTION \\ /,
> http://www.geocities.com/SiliconValley/Hub/4088/ `(N
> Combining a Fun Desktop With an Exciting Data Assistant \
> =

4711. FA: Coleco handhelds/400 800 Zaxxon/Amiga

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-28 00:00:00 UTC
From: Paul-David <Pauldb@mariner.cris.com>
Message-ID: <7ill4s$nkl@chronicle.concentric.net>
Source record: 52127

107718891: Coleco Head to Head baseball game
Bidding starts at: $9.99
Auction ends on: 05/29/99 18:48:57 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=107718891

107724151: Coleco Head to Head basketball game
Bidding starts at: $9.99
Auction ends on: 05/29/99 18:56:46 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=107724151

107772251: Zaxxon for the atari 400/800 or xe computer
Current bid: $10.49
Auction ends on: 05/29/99 20:14:00 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=107772251

109024591: Amiga Games(Risk,Populous,AD&D) & Typing prg
Current bid: $9.99
Auction ends on: 06/01/99 13:36:51 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=109024591

109028402: Atari 2600 & ColecoVision - RARE GTICGTW(games that i
cannot get to work)
Bidding starts at: $9.99
Auction ends on: 06/01/99 13:45:03 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=109028402

107732063: Three Tomy slot car sets(like aurora, Tyco)
Current bid: $12.63
Auction ends on: 05/29/99 19:10:18 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=107732063

107744789: Tyco US-1 Night Haulers Set(like aurora)
Current bid: $61.00
Auction ends on: 05/29/99 19:29:26 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=107744789

107752579: Aurora AFX Camaro &Ferrari Daytona(like Tyco
Current bid: $9.99
Auction ends on: 05/29/99 19:41:22 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=107752579

107765167: 15 Slot Cars, Mostly Tyco (like aurora afx)
Current bid: $56.00
Auction ends on: 05/29/99 20:02:12 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=107765167

4712. Re: Sorry, I couldnt resist...

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-29 00:00:00 UTC
From: Andre Bullock <avb6567@worldnet.att.net>
Message-ID: <3750BB2A.354BA3AF@worldnet.att.net>
Source record: 52038

I remember that one! As I recall it was called Commiekill. Indeed it exploited the weakness of each machine. BTW the 'mathematics test' was a large equation of log's exp and trigs is printed by the C64 for the Atari to calculate, a caption reading "this should take you awhile", that was in reference to the FP math package of Atari Basic (which was REAL slow).

Somewhere I've got a disk with that little gem, it was written in Atari basic and start to finish it runs about 2-3 minutes.

AB

Andreas Magenheimer wrote:

> dethnite schrieb:
> >
> > With star wars coming out, I just couldnt resist... :)
> >
> > --
> > It is better to compiled and locked up, then to have never coded at all...
> >
> > [Image]
>
> Hey,
> back to the good old times. There exist some basic files called "Apple
> War" and "Commodore War" (or something like that). The apple war file
> just presented the apple logo, which was destroyed by the Atari Fuji.
> Then there were 2 short lines showing "Atari Computers" and "Apple
> Computers", where the Atari line was soon bashing at the Apple line.
> After a while you could read "Atari Computers" and "Apple Sausage"...
>
> The second computer war file "How to kill a Commodore" was much better,
> it featured some really funny animation, like blizards, rockets, stars,
> mathematics, etc. Really funny... especially the final counter that said
> "One Commie down, 99999 to go...", it was a real counter, so if you
> watched the demo some more times, it was counted down... I love it !!
>
> There was also an Amiga war file, which was nothing more than a recycled
> apple war file. It just did the same, showing the Commodore logo and
> "Amiga Computers" instead of the apple logo and "Apple Computers". When
> it ended, it loaded the next demo, which was a ML Demo called Amiga
> Ball, showing all Amiga fans, that a simple 8-Bit Atari could do the
> same thing: rotate and bounce a 3D ball...
> - Andreas
>
> P.S.: Anyone who knows of more computer war(s) files, coded on the

> little Atari ?!?

4713. Re: Genie program

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-29 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <eBN3XxYq#GA.194@nih2naae.prod2.compuserve.com>
Source record: 52128

I looked in my Genie instruction book: pressing
Shift+Control+Esc calls up Genie. Help or Esc exits it.

--

4714. Re: Pac-Man Fever Album

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-29 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.11b9554d43a38d48989ac5@news.midwest.net>
Source record: 52129
Body handling: HTML body converted to readable text

In article <19990514020527.23184.00000440@ng-cm1.aol.com>,
swozniak@aol.comeGETsome says...
> xtcr7@aol.com wrote:
>
> < love in an arcade!
> Was this ever released on CD? >>
>
>
> It's being released on CD in a few weeks. Check out the info here:
>
> http://www.bucknergarcia.com/
>
> Also, if anybody is interested, Meco's "Star Wars and Other Galactic Funk" is
> finally being issued on CD the same day that the new movie opens. Here's
> another useless fact... Meco held the record high score for Sega's Zaxxon
> arcade machine.
>
>
> - S c o t t W o z n i a k
> **********
> Check out my Videogame Want / Trade list here:
> http://members.aol.com/swozniak/page1.html
> **********
>
>
>
>
>
>
>
there was also a 'Best of Meco' cd that's been out for awhile.. i own
one.. :)

--
Ron
rlaski@midwest.net

4715. Re: WTB - Ultima 1: The Original from Sierra Online

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-29 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <374FFE77.ED2D5C19@classic-games.com>
Source record: 52130

Edward Franks wrote:
>
> I'm looking for the Atari 400/800 game, Ultima: The Original by
> Sierra Online. I'm a collector of Ultima games so I would like to
> add this game to my permanent collection. While I am interested in the
> complete game, I'm also willing to buy a partial copy.
>
> Please email me if you would be willing to sell your game.

I bought somebody's Atari stuff on one of the newsgroups a year or so
ago, and found the Ultima I disk only in amongst the other things. I put
it up on ebay and ended up selling it for $75+shipping--I was stunned,
but sometimes you just get lucky.
--
http://www.classic-games.com/
President Clinton was acquitted; then again, so was O. J. Simpson.
*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***

4716. Re: Wizards Crown Help?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-29 00:00:00 UTC
From: Dave Caspermeyer <casperd@doitnow.com>
Message-ID: <37501201.B8E30191@doitnow.com>
Source record: 52131

There was not much to do to complete Wizard's Crown. Just e-mail me with your difficulty and I can help you out. BTW, Eternal Dagger was released for Atari 800. Does anyone in this group know of the sequel hinted to(if it exists) at end of Eternal Dagger?

Keith Scroggins wrote:

> Anyone know where I could find a help file for Wizards Crown on the net?
> I remember waaaaaaaayyyyyyyy back that Compuserve had a semi walk thru for
> the game. I'd kinda like to finish the game since these days there seems
> to be a giant lack of good old fashion RPGs.
>
> Another question, did the sequal to Wizards Crown come to the 8-bit? I
> seem to remember it was called Eternal Dagger and was far easier than
> Wizards Crown (well not simple, but Wizards Crown is a nice challenge).
>
> Thanks for the replies!
>
> ---Keith

4717. Re: Whats so great about Bounty Bob?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-29 00:00:00 UTC
From: Dave Caspermeyer <casperd@doitnow.com>
Message-ID: <3750136C.A9D2A716@doitnow.com>
Source record: 52132

This is considered a classic due to the playability of this sucker. Only ten levels, but it is pretty hard to get past some of the levels without dying. My favorite level was #6 where you had that huge pool of radioactive waste just waiting for you to fall into.

Hajjej wrote:

> I see posts about this game on here all the time. I've had an atari for years,
> but I've never heard of it or played it prior to reading this ng. Can anyone
> clue me in?
>
> Thanks,
> john
>
> "All I can say is that my life is pretty plain; I like to watch the puddles
> gather rain"--Blind Melon

4718. Re: Whats so great about Bounty Bob?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-29 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <w3W33.276$8z5.1529@news1.online.no>
Source record: 52133

It actually has more levels. 25 I think, Miner 2049'er had 10 levels.

And Bounty Bob's control in Miner 2049'er isn't as good as in Bounty Bob Strikes Back

Excellent games both of them though!

Dave Caspermeyer <casperd@doitnow.com> wrote in message news:3750136C.A9D2A716@doitnow.com...
> This is considered a classic due to the playability of this sucker. Only ten
> levels, but it is pretty hard to get past some of the levels without dying. My
> favorite level was #6 where you had that huge pool of radioactive waste just
> waiting for you to fall into.
>
> Hajjej wrote:
>
> > I see posts about this game on here all the time. I've had an atari for years,
> > but I've never heard of it or played it prior to reading this ng. Can anyone
> > clue me in?
> >
> > Thanks,
> > john
> >
> > "All I can say is that my life is pretty plain; I like to watch the puddles
> > gather rain"--Blind Melon
>

4719. Omnimon instructions?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-29 00:00:00 UTC
From: Jim Schmidt <skibo@fuse.net>
Message-ID: <375058A5.AD93CC64@fuse.net>
Source record: 52134

Folks,
I just picked up an Atari 800 with the Omnimon modification in it. I
didn't know it was there untill I got home. Does anyone know where I can
get instructions for it?
Thanks, Jim

4720. Re: FS: "The Communicator" modem for 400/800 series

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-29 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990529180530.25969.00000973@ngol02.aol.com>
Source record: 52135

I think the 835 came in Communicator II. I have an original Communicator package and it has the 830 modem with the accoustic coupler and the 850 interface and the Telelink cart with no number (like WWI wasn't WWI until WWII came along).
If Dante has Communicator, it would be like mine.

badbob1952@aol.com

4721. ValForth

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-29 00:00:00 UTC
From: William Forbes <wforbes@mail.third-wave.com>
Message-ID: <3750726B.7AD944A7@mail.third-wave.com>
Source record: 52136

I am looking for ValForth add-on packages: editor, turtle graphics, etc.
Has anyone
seen any of them for sale anywhere in atari-land?

4722. FA: Airball Atari XE cart!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-29 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <7iq2pi$of0$1@nnrp03.primenet.com>
Source record: 52137

go to:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=110867457

for more info. Good luck and bid high! -Satcom2

4723. FS or TRADE: 130XE w/Misc Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: metalejos@aol.com
Message-ID: <19990530001355.23704.00006431@ng-ci1.aol.com>
Source record: 52039

I have the following items:

1 - Atari 130XE Computer
(Bought from a hobbyist... has a switch on the back for several different operating systems... lost the manuals, so I have no clue as to what they are)
2 - 810 Disk Drives (one is sped up, I believe)
1 - 410 Cassette Player
1 - Serial/Parallel adapter (850?)
1 - Amdek Green-screen Composite Monitor
1 - Power Supplies
Miscellaneous Software... mostly games (on Disk/Cassette/Cartidge)
1 - Star Gemini 10X Dot-Matrix Printer
Joystick or two

I will accept any reasonable offers on this system, however, I am looking for a 7800 console or Sega Master System with games for outright trade RATHER than money. Buyer pays shipping, unless there is a trade, in which case I will pay shipping for the system. I also have a 2600 system w/games if you are interested... Please respond via. E-mail to:

MetalEJOS@aol.com

4724. FA: OSS Basic XL manual

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990530011541.23173.00006827@ng-cm1.aol.com>
Source record: 52040

For auction on ebay, an original OSS Basic XL manual. If you own the cartridge, and not the manual here is your chance to get one in great shape with the original yellow 3 ring binder! This has over 300 pages! Sorry, North America shipping only.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=110977749

thank you
Brent Garvey

4725. Need a good 130XE emu (a prog, not a 6-foot tall chicken :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: sskakarrot@aol.computer
Message-ID: <19990530013943.02740.00002028@ng-bg1.aol.com>
Source record: 52041

Hoy! I am looking for a good emu for a 130 XE. I would like to get one that supports the 6502 ML and Atari BASIC. I loved my old 130 XE and I am a diehard hacker. I just want to see if I can use my 450 K6-2 to overdrive my old progs.

And one more question: Is there any kind of prog that can compile/convert Atari BASIC and the 6502 instruction set to something my PC can understand without the use of a emu?

Thanks,
David Bowden
Baka-san

"We are Microsoft Borg.
Lower your expectations and surrender your money.
Sun Microsystems is irrelevent.
Anti-trust is irrelevent.
We will force your applications to service our own."

http://www.angelfire.com/ar/kakarrot

4726. Re: Omnimon instructions?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <iR543.23$F25.209@news1.online.no>
Source record: 52042

Hmmm! I think I have it floating around here. I'll try to scan it and put it
on my page. If I have the time ...

Jim Schmidt <skibo@fuse.net> wrote in message
news:375058A5.AD93CC64@fuse.net...
> Folks,
> I just picked up an Atari 800 with the Omnimon modification in it. I
> didn't know it was there untill I got home. Does anyone know where I can
> get instructions for it?
> Thanks, Jim
>
>

4727. Re: Omnimon instructions?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37520cfc.3378522@news.freeserve.net>
Source record: 52043

The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>Hmmm! I think I have it floating around here. I'll try to scan it and put it
>on my page. If I have the time ...
>
If I find mine I will OCR them....

If, I find mine :)
--
Paul Irvine

ICQ 105793

4728. Re: FA: Airball Atari XE cart!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37530d59.3471412@news.freeserve.net>
Source record: 52044

The other Day "Satcom2" <svenhard@primenet.com> wrote:

>go to:
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=110867457
>
>for more info. Good luck and bid high! -Satcom2
>
Has anyone ever seen an image of this game?

I never saw this on the 8bit, ever.
--
Paul Irvine

ICQ 105793

4729. Re:Ridiculous Prices on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990530070817.04495.00006842@ng-fa1.aol.com>
Source record: 52045

Check this one out. I think it is a
new record! Based on these prices,
I going to see if I can't get my 401K
switched to old Atari hardware and
carts! :-)))

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=104884889

Larry

4730. Re:Ridiculous Prices on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7irfdepdm1@nnrp1.deja.com>
Source record: 52046

oh my GOD
what is the world coming to?

In article <19990530070817.04495.00006842@ng-fa1.aol.com>,
lwhite6497@aol.com (LWhite6497) wrote:
> Check this one out. I think it is a
> new record! Based on these prices,
> I going to see if I can't get my 401K
> switched to old Atari hardware and
> carts! :-)))
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=104884889
>
> Larry
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

4731. Re: FA: Airball Atari XE cart!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <mhc43.228$F25.841@news1.online.no>
Source record: 52047

It's actually quite a good game. The ST version was a little better, but not much!

But, I've not seen image of it either. That also goes for Desert Falcon, Crossbow and all the other XE carts! Anybody have ATR of them ?

Paul "Mclane" Irvine <mclane@dellos.freeserve.co.uk> wrote in message news:37530d59.3471412@news.freeserve.net...
> The other Day "Satcom2" <svenhard@primenet.com> wrote:
>
> >go to:
> >
> >http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=110867457
> >
> >for more info. Good luck and bid high! -Satcom2
> >
> Has anyone ever seen an image of this game?
>
> I never saw this on the 8bit, ever.
> --
> Paul Irvine
>
> ICQ 105793

4732. Re: Need a good 130XE emu (a prog, not a 6-foot tall chicken :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <7irkeo$7k$1@newsread.f.de.uu.net>
Source record: 52048

```
i use atari800win 2.5c... i think good enough and has even
pokey-emulation+gtia-bug-emulation
for hip-grafix...

papa, heaven

http://www.s-direktnet.de/homepages/k_nadj/main.html

SSKakarrot <sskakarrot@aol.computer> schrieb in im Newsbeitrag:
19990530013943.02740.00002028@ng-bg1.aol.com...
> Hoy! I am looking for a good emu for a 130 XE. I would like to get one
that
> supports the 6502 ML and Atari BASIC. I loved my old 130 XE and I am a
diehard
> hacker. I just want to see if I can use my 450 K6-2 to overdrive my old
progs.
>
> And one more question: Is there any kind of prog that can compile/convert
Atari
> BASIC and the 6502 instruction set to something my PC can understand
without
> the use of a emu?
>
> Thanks,
> David Bowden
> Baka-san
>
> "We are Microsoft Borg.
> Lower your expectations and surrender your money.
> Sun Microsystems is irrelevent.
> Anti-trust is irrelevent.
> We will force your applications to service our own."
>
> http://www.angelfire.com/ar/kakarrot
```

4733. Re: Omnimon instructions?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7iro21$s8i$1@pale-rider.INS.CWRU.Edu>
Source record: 52049

```
Omnimon Basics
Enter Omnimon:
SELECT/RESET
OPTION/SELECT/RESET (always use this
if entering from BASIC)
JSR $C001 or X=USR(49152)
Will enter Omnimon upon any encounter
with a BRK instruction.

Once in Omnimon:
PC NV-BDIZC AC X Y SP
Program counter, status registers,
Accumulator, X reg, Y reg, Stack
pointer.

Leave Omnimon, return to program:
Hold START, hit RETURN, use D to
set PC first.

Command Summary:
A: Alter Memory: A addr byte byte... -
Used to change 1 or more contiguous
bytes of memory.
B: Boot Disk B - Will boot off of the
selected drive.
C: CPU Registers: C - Used to
display and alter the registers.
D: Display Memory: D (start addr) (
End addr) - Used to view memory data.
To alter memory, position cursor and
type change.
E: Execute Memory: E (option/=steps)
- Will execute one or more
instructions at a time and display
intermediate results.
F: Fill Prgm Buffer: F addr - Teach
monitor a sequence of commands for
later execution with the 'O' command.
G: Get File: G (filespec) (addr) = A
full binary load function, single or
double density. Doubles as disk
directory command.
H: Hex Arithmetic: H= (= oper) (=
oper) ... - Hex conversion allowing
addition, subtraction, multiplication
```

```
and division.
J: Jump Subroutine: J (addr) - Go
execute subroutine.
L: Link Drive: L (drv=) - Select
drive = and linked or sequential
sector modes. All disk I/O will go to
the selected drive.
M: Move Memory: M addr0 addr1 addr2
= Move a block of memory from anywhere
in memory to anywhere else.
N: Relocate Memory: N addr0 addr1
addr2 (addr3) (addr4) = Adjust 6502
code that it will execute in another
location.
O: Operate Prgm Buffer: O addr =
Execute the commands stored earlier
with the 'F' Command.
P: Printer Control: P - Screen I/O
and be echoed to a printer.
R: Read Disk: R (sect=) (buff addr)
(=sects) = Read one or more sectors
from selected disk drive into a
specified buffer area. See W for eg.
S: Search Memory: S addr byte byte
... = Search memory for and print out
occurrences of a sequence of bytes.
T: Toggle Format : T = Toggle between
hex and character formats.
V: Verify Memory: V addr0 addr1
addr2 = Compare 2 blocks of memory and
print out the differences.
W: Write disk: W (sect=) (buff addr)
(=sects) - Write one or more sectors
to disk from a specified buffer
address. eg. W 1 A000 40 (writes 64
decimal sectors, dumping $A000 to
$BFFF to sectors 1 to 64)
X: Disassembler: X (addr0) (addr1) =
Translate machine code into assembly
language. Can be used to create a
source file.
Y: Assembler: Y addr instr -
Translate assbly lang. into machine
code one line at a time. Usefull for
patching programs.
**************
end
Until the docs are ocr'd, above is
a small help file I made for
Omnimon. Is for the XL/XE,
```

maybe same for 800.
Russg

4734. Re: Re:Ridiculous Prices on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: "James E. King" <jamesk@kingtechsvcs.com>
Message-ID: <7irqq5gke1@news.xmission.com>
Source record: 52050

Tell me about it..

That guy that just paid $1000 for the 800/ATR8000 combo also paid me just over $600.00 for a collection of Atari programming carts (Action, MAC65, BASICXE, BASICXL and an Rtime8.)

He's bidding on another set of carts and its up to $455.00 already!

I'm not complaining!

LWhite6497 <lwhite6497@aol.com> wrote in message news:19990530070817.04495.00006842@ng-fa1.aol.com...
> Check this one out. I think it is a
> new record! Based on these prices,
> I going to see if I can't get my 401K
> switched to old Atari hardware and
> carts! :-)))
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=104884889
>
> Larry

4735. FA: ATARI 2600 Keyboard Controllers - MINT Condition in box

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <375670a0.53323765@news.erols.com>
Source record: 52051
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Up on Yahoo Auctions,

Original ATARI 2600 Keyboard Controller Sets ATARI CX50

NEW, Never used except to be tested.

Original Box - Mint Condition
2 Keyboard Controllers - Mint Condition

2 sets are available.

http://auctions.yahoo.com/auction/4860329

4736. FA: ATARI 2600 Game - Cat House Blues / Philly Flasher **Extremely RARE**

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <375870a5.53328452@news.erols.com>
Source record: 52052
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Up on Yahoo Auctions,
ATARI 2600 Game Cartridge

Cathouse Blues / Philly Flasher
2 in 1 game cartridge
Rated Extremely Rare on collectors list.

For more info, pictures, and to place bids goto
http://auctions.yahoo.com/us/auction/4860825

Thank You.

4737. Atari 8-Bit Collection needs new home in S.F. Bay Area!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: ranger@hooked.net
Message-ID: <375175e6.1706040@news.wenet.net>
Source record: 52053

I've an assortment of Atari 8-bit stuff I must get rid of here in the San Francisco Bay Area. 2-1050 drives, 2-1200XLs (they work, but both have some dirty keyboard problems - some keys don't seem to work sometimes), a color monitor, 850 interface, tons of software (I use to help out with an 8-bit club software library), cables, power supplies, and other assorted goodies.

I will not ship - you'll have to pick it up (I'm located near the Golden Gate Bridge in San Francisco).

It's all or nothing, and it's gotta go real soon, like by next weekend hopefully! (I just moved and I don't have room to set it up or store it). I don't want much for it, I mainly just want to see that it doesn't become landfill.

Please email me if you are interested. If you want it, and can pick it up, we WILL come up with a fair price. If you'd like to discuss email me - or I'm in the "book".

Craig Glassner
ranger@hooked.net

4738. Heracles

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: Gareth@Latchum.demon.co.uk
Message-ID: <37527d76.823155@news.demon.co.uk>
Source record: 52054

Does anyone remember the excellent game Return of Heracles?

Does anyone have any info about the game, it's author etc..

If so please post as I'd love to see some recognition of this superb
Atari game..

Gareth

4739. Re: FA: Airball Atari XE cart!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37555855.14879447@news.freeserve.net>
Source record: 52055

The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>It's actually quite a good game. The ST version was a little better, but not
>much!
>
>But, I've not seen image of it either. That also goes for Desert Falcon,
>Crossbow and all the other XE carts! Anybody have ATR of them ?

Ditto...If anyone does then puhlease let us know.
--
Paul Irvine

ICQ 105793

4740. Omnimon OCR on the way.

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <3756588a.14932998@news.freeserve.net>
Source record: 52056

A while back I posted a small help file on how to use the Omnimon along with the rom for use under Atari800win..

Well, just got hold of a scanner and am now OCRing the complete docs, started today and I'm 6 pages in (14 to go). Will have a txt only version and a word 6.0 / 95 version for those that want either.

At least you will be able to print them out now :)

Should have them done for tuesday, hopefully proof read :)
--
Paul Irvine

ICQ 105793

4741. Re: Omnimon instructions?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37579dc4.3725306@news.freeserve.net>
Source record: 52057

The other Day cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:

>Until the docs are ocr'd, above is
>a small help file I made for
>Omnimon. Is for the XL/XE,
>maybe same for 800.
>Russg

The docs are well on the way to being done now...

8 pages so far :)
--
Paul Irvine

ICQ 105793

4742. 1400XL: get it on ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: Dan Toms <dtoms@essd.sri.com>
Message-ID: <3751A44D.6191AFB7@essd.sri.com>
Source record: 52058

only 4 days left

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=109021565

Atari 1400Xl For Sale.

This is your chance to own a rare piece of Atari
vaporware. Its called vaporware because it never
was officially for sale.

This item is rarely seen for sale, because no one
wants to give them up. I don't either, but I
need the money :).

This model comes in a genuine 1400XL case,
it does not have a 1400XL name plate.

The internal 300K baud modem has not been tested
(I don't know what software to use with it)

The voice synthesizer works great.

The PBI interface is untested(again, nothing to test with)

Everything else works great.

A 256K memory upgrade has been applied to it, raising
the total ram to 320K. It is the piggy back method.
The wiring is clean and heat-shrink wrapped. The
buyer could easily desolder the connections, if desired.

This unit comes with a modified XT type of power supply.
The 1400XL power supplies used different voltages than
the other XL lines and I was unable ever to find one,
so I built this. It works, it is not pretty.

The motherboard has 1400 printed in the lower right corner.
The back of the motherboard reads:

C061742 REV X3
ATARI COPYRIGHT 1983

PICTURES:

These pictures are rather low quality, sorry.

The top of the case, 28K, is <a
href="www.ecst.csuchico.edu/~dtoms/atari/outside.jpg
"> here

A pic of the mainboard, 59K, is <a
href="www.ecst.csuchico.edu/~dtoms/atari/inside.jpg>
" here

The blue wires are from the ram upgrade. You can see 1400 on the
mb in the lower right corner.

EXTRAS:

I am also throwing in some interesting cartridges.

1. Answering Service Cartridge 12/83

This cartridge has a handwritten label. When booted it
prints:

1400 PHONE ANSWERING SERVICE

and then sits there.

I assume it was some type of phone answering service ;)
I'm not sure what else it is supposed to do. I can't
get it to do anything.

2. Answering Service Cartridge

This one has a type written label. It doesn't boot
at all.

3. EXERDI 0.0

810 Disk Board Compatibility Test
COPYRIGHT ATARI 1981 VERSION R00.00

Not sure what this does. I don't have a 810 anymore.

4. ATARI USER DIAGNOSTIC

This doesn't boot at all.

WHAT YOU GET:

You get the 1400XL, the power supply, the cartridges, the ram-upgrade
instructions, the power supply pinouts, and a synthetic cover(made for
1200XL)

4743. Re: Omnimon instructions?

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: Jim Schmidt <skibo@fuse.net>
Message-ID: <3751A70B.B703FE4E@fuse.net>
Source record: 52059

James,
Thanks very much!
Jim

"James R. Gilbert" wrote:

> Omnimon Basics
> Enter Omnimon:
> SELECT/RESET
> OPTION/SELECT/RESET (always use this
> if entering from BASIC)
> JSR $C001 or X=USR(49152)
> Will enter Omnimon upon any encounter
> with a BRK instruction.
>
> Once in Omnimon:
> PC NV-BDIZC AC X Y SP
> Program counter, status registers,
> Accumulator, X reg, Y reg, Stack
> pointer.
>
> Leave Omnimon, return to program:
> Hold START, hit RETURN, use D to
> set PC first.
>
> Command Summary:
> A: Alter Memory: A addr byte byte... -
> Used to change 1 or more contiguous
> bytes of memory.
> B: Boot Disk B - Will boot off of the
> selected drive.
> C: CPU Registers: C - Used to
> display and alter the registers.
> D: Display Memory: D (start addr) (
> End addr) - Used to view memory data.
> To alter memory, position cursor and
> type change.
> E: Execute Memory: E (option/=steps)
> - Will execute one or more
> instructions at a time and display
> intermediate results.
> F: Fill Prgm Buffer: F addr - Teach
> monitor a sequence of commands for
> later execution with the 'O' command.
> G: Get File: G (filespec) (addr) = A

> full binary load function, single or
> double density. Doubles as disk
> directory command.
> H: Hex Arithmetic: H= (= oper) (=
> oper) ... - Hex conversion allowing
> addition, subtraction, multiplication
> and division.
> J: Jump Subroutine: J (addr) - Go
> execute subroutine.
> L: Link Drive: L (drv=) - Select
> drive = and linked or sequential
> sector modes. All disk I/O will go to
> the selected drive.
> M: Move Memory: M addr0 addr1 addr2
> = Move a block of memory from anywhere
> in memory to anywhere else.
> N: Relocate Memory: N addr0 addr1
> addr2 (addr3) (addr4) = Adjust 6502
> code that it will execute in another
> location.
> O: Operate Prgm Buffer: O addr =
> Execute the commands stored earlier
> with the 'F' Command.
> P: Printer Control: P - Screen I/O
> and be echoed to a printer.
> R: Read Disk: R (sect=) (buff addr)
> (=sects) = Read one or more sectors
> from selected disk drive into a
> specified buffer area. See W for eg.
> S: Search Memory: S addr byte byte
> ... = Search memory for and print out
> occurrences of a sequence of bytes.
> T: Toggle Format : T = Toggle between
> hex and character formats.
> V: Verify Memory: V addr0 addr1
> addr2 = Compare 2 blocks of memory and
> print out the differences.
> W: Write disk: W (sect=) (buff addr)
> (=sects) - Write one or more sectors
> to disk from a specified buffer
> address. eg. W 1 A000 40 (writes 64
> decimal sectors, dumping $A000 to
> $BFFF to sectors 1 to 64)
> X: Disassembler: X (addr0) (addr1) =
> Translate machine code into assembly
> language. Can be used to create a
> source file.
> Y: Assembler: Y addr instr -
> Translate assbly lang. into machine
> code one line at a time. Usefull for

> patching programs.
> **********
> end
> Until the docs are ocr'd, above is
> a small help file I made for
> Omnimon. Is for the XL/XE,
> maybe same for 800.
> Russg

4744. Atari site owners - PLEASE READ!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7iscs6nck1@ultra.sonic.net>
Source record: 52060

You're probably familiar with my "XL Search" site:

http://xlsearch.atari.org/

Well, if you have a website or FTP site that contains files you'd like
indexed there, please contact me! I've now released a version of
"makeqif", an automated Unix program that creates an index suitable
for XL Search.

bill@newbreedsoftware.com

Thanks!

-bill!

4745. Atari 8-bit Software, Publications & Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@tir.com>
Message-ID: <dXj43.2994$Px3.18735@newsfeed.slurp.net>
Source record: 52061

```
Publications/Manuals
--------------------
Atari Astroids Cart. Manual $3.00
Atari AtariWriter Cart. Manual & Quick Reference Card $5.00
Atari Basic Quick Reference Guide by John Wiley & Sons $3.00
Atari DOS 3 Intro & Ref. Manuals $5.00
Compute!'s First Book of Atari $3.00

Joysticks
---------
4-Button Joystick $2.00
Atari Keyboard Controllers Set (w/box) $3.00
SVI Quickshot I Joystick $3.00

Software
--------
Analog Movie Themes Cassette (requires Atari Music Composer) $2.00
APX Three Holiday Games Cassette (w/manual) $3.50
Atari BASIC Cart. $2.00
Atari Bug Hunt Cart. $3.00
Atari Bug Hunt Cart. (w/o case) $1.00
Atari Centipede Cart. $3.00
Atari Defender Cart. (w/manual) $5.00
Atari Dig Dug Cart. $3.00
Atari E.T. Phone Home Cart. (unopened) $4.00
Atari Eastern Front (1941) Cart. $3.00
Atari Flight Simulator II Cart. $5.00
Atari Football Cart. $4.00
Atari Graph It Cassettes (w/manual) $5.00
Atari Logo Computing Language Cart. (w/manual, graphics manual & ref. guide)
$12.00
Atari Missile Command Cart. (w/manual) $5.00
Atari Music Composer Cart. (w/manual) $5.00
Atari Pac-Man Cart. $3.00
Atari Pilot Computing Language Cart. (w/manual, ref. guide & ref. card)
$12.00
Atari Star Raiders Cart. $3.00
Atari Star Raiders Cart. (w/box & manual) $5.50
Atari Star Raiders Cart. (w/manual) $5.00
Atari Super Breakout Cart. $3.00
Atari Super Breakout Cart. (w/manual) $5.00
EA One On One Cart. $5.00
EA One On One Disk (w/manual) $7.00
Sublogic Flight Simulator II Disk (w/manuals & box) $10.00
Synapse Protector II Cassette (w/manual & package artwork) $5.00
```

Buyer pays shipping costs.
--
The Collectaholic's Page - http://www.tir.com/~mkusz/
Sports Memorabilia, Non-Sports Cards & Other Collectibles

4746. Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-30 00:00:00 UTC
From: Angela Nesbitt <angela.dayne@worldnet.att.net>
Message-ID: <7ispjrpto1@bgtnsc03.worldnet.att.net>
Source record: 52062

Will pay any reasonable price for the full version of Alternate Reality :
The Dungeon or Alternate Reality : The City. Must be on disk and work with
Atari 130XE. Original game with manual preferred, but will most likely take
anything I can get. I will pay shipping.
If you can sell me this game, please email
angela.dayne@worldnet.att.net

Thanks!
Angela

4747. FA: ATARI 1030 Modem w/manual

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-31 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <37600abf.92778818@news.erols.com>
Source record: 52063
Cross-posted to: alt.atari.2600vcs,alt.atari,alt.atari.2600,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit

Up on Yahoo Auctions,

ATARI 1030 Modem with manual, power supply, and ATARI 13 Pin cable.
Good Condition

Check it out at:
http://auctions.yahoo.com/us/auction/4871897

4748. Re: Sorry, I couldnt resist...

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-31 00:00:00 UTC
From: Stephen Anderson <mopar76@neo.rr.com>
Message-ID: <37520A20.BA33B8AC@neo.rr.com>
Source record: 52064

Andre Bullock wrote:

> I remember that one! As I recall it was called Commiekill. Indeed it exploited
> the weakness of each machine. BTW the 'mathematics test' was a large equation of
> log's exp and trigs is printed by the C64 for the Atari to calculate, a caption
> reading "this should take you awhile", that was in reference to the FP math
> package of Atari Basic (which was REAL slow).
>
> Somewhere I've got a disk with that little gem, it was written in Atari basic
> and start to finish it runs about 2-3 minutes.
>
> AB
>
> Andreas Magenheimer wrote:
>
> > dethnite schrieb:
> > >
> > > With star wars coming out, I just couldnt resist... :)
> > >
> > > --
> > > It is better to compiled and locked up, then to have never coded at all...
> > >
> > > [Image]
> >
> > Hey,
> > back to the good old times. There exist some basic files called "Apple
> > War" and "Commodore War" (or something like that). The apple war file
> > just presented the apple logo, which was destroyed by the Atari Fuji.
> > Then there were 2 short lines showing "Atari Computers" and "Apple
> > Computers", where the Atari line was soon bashing at the Apple line.
> > After a while you could read "Atari Computers" and "Apple Sausage"...
> >
> > The second computer war file "How to kill a Commodore" was much better,
> > it featured some really funny animation, like blizards, rockets, stars,
> > mathematics, etc. Really funny... especially the final counter that said
> > "One Commie down, 99999 to go...", it was a real counter, so if you
> > watched the demo some more times, it was counted down... I love it !!
> >
> > There was also an Amiga war file, which was nothing more than a recycled
> > apple war file. It just did the same, showing the Commodore logo and
> > "Amiga Computers" instead of the apple logo and "Apple Computers". When
> > it ended, it loaded the next demo, which was a ML Demo called Amiga
> > Ball, showing all Amiga fans, that a simple 8-Bit Atari could do the
> > same thing: rotate and bounce a 3D ball...

> > - Andreas
> >
> > P.S.: Anyone who knows of more computer war(s) files, coded on the
> > little Atari ?!?

I think I still have commiekill on disk somewhere. Sometime real soon I want to build an sio2pc or APE cable to transfer all of my stuff to the PC. I am just now learning to code the 6502 (assembly) so it would be cool to have my real 8-bit linked to the pc anyhow. I miss the good ol' days!!!!!!!!!!!!!

Stephen Anderson

4749. Re: FS: "The Communicator" modem for 400/800 series

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-31 00:00:00 UTC
From: "_Dante P." <dpassera@umich.edu>
Message-ID: <37520ED7.C1C3395E@umich.edu>
Source record: 52065

The Communicator that I have comes with the 830 modem, the 850 interface module, and the telelink 1 cartridge. I don't know much about old Atari's, so I'm just tellin' ya what I see in the box. In case it matters to any of you, the copyright on the box is 1981. Okay, hope that cleared stuff up.
_Dante P.
dpassera@umich.edu

_Dante P. wrote:

> Hey, everybody. I recently came across a near-mint Atari Communicator
> modem set-up, for use with the 400/800 series computers. Everything is
> in absolutely immaculate condition, including all of the foam packing
> and plastic bags, except for the box, itself, which has some dings and
> rub-marks on it. I'm looking for $125 shipped, but I will consider all
> reasonable offers and trades for PC Engine or PC-FX hardware. Thanks
> for your time!
> _Dante P.
> dpassera@umich.edu

4750. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-31 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <b5p43.10$Rz4.173@news1.online.no>
Source record: 52066

I've got an extra of Alternate Reality : The City. No docs, but I can photocopy it from my full version.

Problem is, I am located in Norway and it would cost a bit in shipping. Let me know if you're willing to trade with anything!

Angela Nesbitt <angela.dayne@worldnet.att.net> wrote in message news:7ispjrpto1@bgtnsc03.worldnet.att.net...
> Will pay any reasonable price for the full version of Alternate Reality :
> The Dungeon or Alternate Reality : The City. Must be on disk and work with
> Atari 130XE. Original game with manual preferred, but will most likely take
> anything I can get. I will pay shipping.
> If you can sell me this game, please email
> angela.dayne@worldnet.att.net
>
> Thanks!
> Angela
>
>
>

4751. FA: ATARI 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-31 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <376c1d77.97570148@news.erols.com>
Source record: 52067

Up on Yahoo Auctions,

ATARI 1050 Disk Drive for the ATARI 8-Bit line.
Includes Owners manual, DOS II manual, Power Supply, and 13 Pin cable.
All in very good condition.

Check it out at:
http://auctions.yahoo.com/us/auction/4873872

4752. Re: Need a good 130XE emu (a prog, not a 6-foot tall chicken :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-31 00:00:00 UTC
From: sskakarrot@aol.computer
Message-ID: <19990531014517.17000.00000963@ng-fs1.aol.com>
Source record: 52068

>i use atari800win 2.5c... i think good enough and has even
>pokey-emulation+gtia-bug-emulation
>for hip-grafix...

800? I want a 130 XE emulator so I can use the RAM drive, can this prog do
that?

David Bowden
Baka-san

"We are Microsoft Borg.
Lower your expectations and surrender your money.
Sun Microsystems is irrelevent.
Anti-trust is irrelevent.
We will force your applications to service our own."

http://www.angelfire.com/ar/kakarrot

4753. Re: Ridiculous Prices on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-31 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <37526685.6B015231@agnld.uni-potsdam.de>
Source record: 52069

spearsk@mc-mc.com wrote:

> oh my GOD
> what is the world coming to?
>

Take a look at

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewBidItems&userid=xonx&completed=1&all=1&rows=25

and you will know.

Andre

4754. Re: Ridiculous Prices on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-31 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <37526710.BC1D85EF@agnld.uni-potsdam.de>
Source record: 52070

I'm wondering why 'xonx' doesn't bid on the 1400XL at ebay.

Andre

4755. Argh..Help!!!! need 2 pages!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-31 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37578ac8.11272148@news.freeserve.net>
Source record: 52071

I have been busy getting the OMNIMONXL docs OCR'ed BUT I have lost 2 pages (17,18).

My docs were very grubby and I can't find those 2 pages, all the others are done and proof read. So I am sitting here with the file but need scans of those two pages to complete the set.

Anyone?..No mega scans please, my printer is only a 300ish dpi printer so scans above that are wasted (and big), just smallish scans that I don't mind correcting after the OCR would be great.

If no one can help then I am happy to send the file{s) to anyone to play with. Have read it all about 10 times and checked any numerics. The docs bar some formatting glitches are pretty good.

There are 2 versions, a txt only version and a Word 6/95 one with all the formatting (ish) intact.
--
Paul Irvine

ICQ 105793

4756. More Atari woes

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-31 00:00:00 UTC
From: adrian@home.ta
Message-ID: <37548f8d.3237802@news.demon.co.uk>
Source record: 52072

I'm definitely not having much luck here :)
Yesterday I got an XE console and today I managed to find a
1040ST......the XE's basic seems to work but the 4 games I got with it
look like they're fooed unless I'm doing summat wrong (it boots to the
self-test menu).
And as for the ST, am I right in thinking I need a boot floppy for one
similar to the Amiga? It switches on and seems to be searching on the
floppy so I guess the answer's yes!

Any help appreciated

tia
--
Adrian/Witchfinder/Workshy Fop - take yer pick
I'm not schizophrenic, honest Nurse.
adrian@vorbis.MAINS.demon.co.uk
Disconnect mains before replying if you can be arsed.

4757. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-31 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_928153021@rtfm.mit.edu>
Source record: 52073
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

4758. Re: Heracles

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-31 00:00:00 UTC
From: Dave Caspermeyer <casperd@doitnow.com>
Message-ID: <3752B720.44B3AD44@doitnow.com>
Source record: 52074

Author was Stuart Smith who came out with PC "Adventure Construction
Set" based somewhat on the Ali Baba and Heracles "engine".

Gareth wrote:

> Does anyone remember the excellent game Return of Heracles?
>
> Does anyone have any info about the game, it's author etc..
>
> If so please post as I'd love to see some recognition of this superb
> Atari game..
>
> Gareth

4759. Re: FS: "The Communicator" modem for 400/800 series

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-31 00:00:00 UTC
From: david moeser <erasmus@iglou.com>
Message-ID: <Pine.GSO.3.96.990531142308.2307A-100000@shell1>
Source record: 52075

On Mon, 31 May 1999, _Dante P. <dpassera@umich.edu> wrote:
-> The Communicator that I have comes with the 830 modem, the 850
-> interface module, and the telelink 1 cartridge. I don't know
-> much about old Atari's ... I'm looking for $125 shipped ...

By the way, that's a 300 baud modem. 300 baud modems aren't
useable anywhere today. The 850 interface may be worth $20 to $30,
but everything else you listed is worthless.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

4760. OmnimonXL docs done...

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-31 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <3757e4ce.12577941@news.freeserve.net>
Source record: 52076

Thanks to James and Bob the last two pages are here.

Been a busy bloke and got it all ready, hope you like, they were a pain
trust me...You should have seen my originals :)

Anyway, they are on my web page under the Atari link but my page uses
JAVA for the buttons soooooo I will also post it to the
alt.binaries.atari and alt.binaries.comp.atari8bit newsgroups and of
course you can just email me if neither of those options is any use.

Have fun....

Ooops, almost forgot... www.dellos.freeserve.co.uk

:)
--
Paul Irvine

ICQ 105793

4761. Re: Need a good 130XE emu (a prog, not a 6-foot tall chicken :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-31 00:00:00 UTC
From: dethnite <csa_deathknight@excite.com>
Message-ID: <kdC43.37914$pj7.448024@news2.giganews.com>
Source record: 52077

Yes, it can do 130XE, Compy and Rambo 320XE as well...

dethnite

SSKakarrot wrote in message
<19990531014517.17000.00000963@ng-fs1.aol.com>...
>>i use atari800win 2.5c... i think good enough and has even
>>pokey-emulation+gtia-bug-emulation
>>for hip-grafix...
>
>800? I want a 130 XE emulator so I can use the RAM drive, can this prog do
>that?
>
>David Bowden
>Baka-san
>
>"We are Microsoft Borg.
>Lower your expectations and surrender your money.
>Sun Microsystems is irrelevent.
>Anti-trust is irrelevent.
>We will force your applications to service our own."
>
>http://www.angelfire.com/ar/kakarrot

4762. Re: WTB: Covox Voice Master

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-31 00:00:00 UTC
From: dethnite <csa_deathknight@excite.com>
Message-ID: <IiC43.37921$pj7.448638@news2.giganews.com>
Source record: 52078

Im trying to get my hands on the old Analog issue with the plans for
building
the "cheap talk" voice sysnth. using the SP chip from TI. Maybe some one
has them OCR'ed somewhere???

dethnite

Dan Toms wrote in message <374E1757.3D41DD68@essd.sri.com>...
>Oh, actually, I guess it is a Voice Master Junior.
>
>dan
>
>Patrick Robbins wrote:
>>
>> Looking for a Covox Voice Master, any condition.
>
>--
>---
>Dan Toms (530) 894 - 6039
>Systems Development dtoms@essd.sri.com
>SRI International (www.sri.com)
>---

4763. Re: FA: New/Sealed Atari 7800 Games

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-31 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <12675-3752F5D6-75@newsd-172.iap.bryant.webtv.net>
Source record: 52079

your attitude is exactly why i chose not to release anything for the 2600/7800,to make a product,you cannot compete with this type of mindset,we have a 7800 program,and a half done 2600 game that we are sitting on because when price comes up,alls i here is o'shea,maybe when there stuff is gone,this mindset will be also,the bidding that i see going on,on ebay,i think reflects what this stuff will really be worth someday,remember baseball cards in its infancy?people used to think that the prices were outrageous in the beginning,o'shea is a anonomly,the tremeils still had one warehouse full of software from the warner atari days,and it had no where to go but the dumpsters,so they gave it to o'shea to sell,and split the profits,anyway jack went away,and the stuffs theres to keep,but can you find anybody else willing to do this?free is still hard to compete against,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

4764. Re: FA: New/Sealed Atari 7800 Games

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-31 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <12677-3752F617-24@newsd-172.iap.bryant.webtv.net>
Source record: 52080

oh i forgot,richard smith owns the atari warehouse,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

4765. Re: OmnimonXL docs done...

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-31 00:00:00 UTC
From: Jim Schmidt <skibo@fuse.net>
Message-ID: <37530027.40AD9D2@fuse.net>
Source record: 52081

Paul,
Thanks for the docs!! I am always amazed at the response I get from this
news group
whenever I ask a question. It's good to see such dedicated individuals who
are willing to go the extra mile. Thanks to everyone again.
Jim

Paul Mclane Irvine wrote:

> Thanks to James and Bob the last two pages are here.
>
> Been a busy bloke and got it all ready, hope you like, they were a pain
> trust me...You should have seen my originals :)
>
> Anyway, they are on my web page under the Atari link but my page uses
> JAVA for the buttons soooooo I will also post it to the
> alt.binaries.atari and alt.binaries.comp.atari8bit newsgroups and of
> course you can just email me if neither of those options is any use.
>
> Have fun....
>
> Ooops, almost forgot... www.dellos.freeserve.co.uk
>
> :)
> --
> Paul Irvine
>
> ICQ 105793

4766. Re: OmnimonXL docs done...

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-31 00:00:00 UTC
From: dethnite <csa_deathknight@excite.com>
Message-ID: <xvE43.39254$pj7.458936@news2.giganews.com>
Source record: 52082

Its all a labor of love! Who else would be crazy enough to do such things?
:)

Jim Schmidt wrote in message <37530027.40AD9D2@fuse.net>...
>Paul,
> Thanks for the docs!! I am always amazed at the response I get from this
>news group
>whenever I ask a question. It's good to see such dedicated individuals who
>are willing to go the extra mile. Thanks to everyone again.
> Jim
>
>Paul Mclane Irvine wrote:
>
>> Thanks to James and Bob the last two pages are here.
>>
>> Been a busy bloke and got it all ready, hope you like, they were a pain
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>> JAVA for the buttons soooooo I will also post it to the
>> alt.binaries.atari and alt.binaries.comp.atari8bit newsgroups and of
>> course you can just email me if neither of those options is any use.
>>
>> Have fun....
>>
>> Ooops, almost forgot... www.dellos.freeserve.co.uk
>>
>> :)
>> --
>> Paul Irvine
>>
>> ICQ 105793
>

4767. Re: Ridiculous Prices on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-31 00:00:00 UTC
From: ryanr@shell.one.net
Message-ID: <375347af@news1.one.net>
Source record: 52083

Here's some links with info on "xonx"

http://www.jeffpeterson.com/4571452/azrep1.html
http://www.jeffpeterson.com/4571452/bizjrnl-1-1-99.htm
http://www.jeffpeterson.com/4571452/bizjrnl-12-21-98.htm
http://www.jeffpeterson.com/4571452/dowjones-3-10-99.html
http://www.jeffpeterson.com/4571452/newscom-03-11-99.html
http://www.jeffpeterson.com/photos9542978475.html

Have fun!

--

-Bob

4768. IBM,PC,ATARI software/hardware going cheap.Site updated

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-31 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <3752B061.D3F267D8@cyberpeeps.freeserve.co.uk>
Source record: 52084

Space needed, selling software and hardware for IBM PC, ATARI Jag, ST,
STE, 800XL, 2600, 7800, and PC stuff. Look at my web site :-

http://www.cyberpeeps.freeserve.co.uk

Updated 29/5/99
Prices start at 30p.

4769. Re: Ridiculous Prices on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-05-31 00:00:00 UTC
From: Mike <snyder10@mailhost.tcs.tulane.edu>
Message-ID: <37534896.49A9@mailhost.tcs.tulane.edu>
Source record: 52085

>Check this one out. I think it is a
>new record!

After looking at that .. as well as the other postings ... I'm starting
to look at my ATR8000 in a different light, Wondering now if I should
insure my 1450xl ... could pay for my retirment!